# Legends Magazine

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*May 2000*
*Vol.I, Issue 1*

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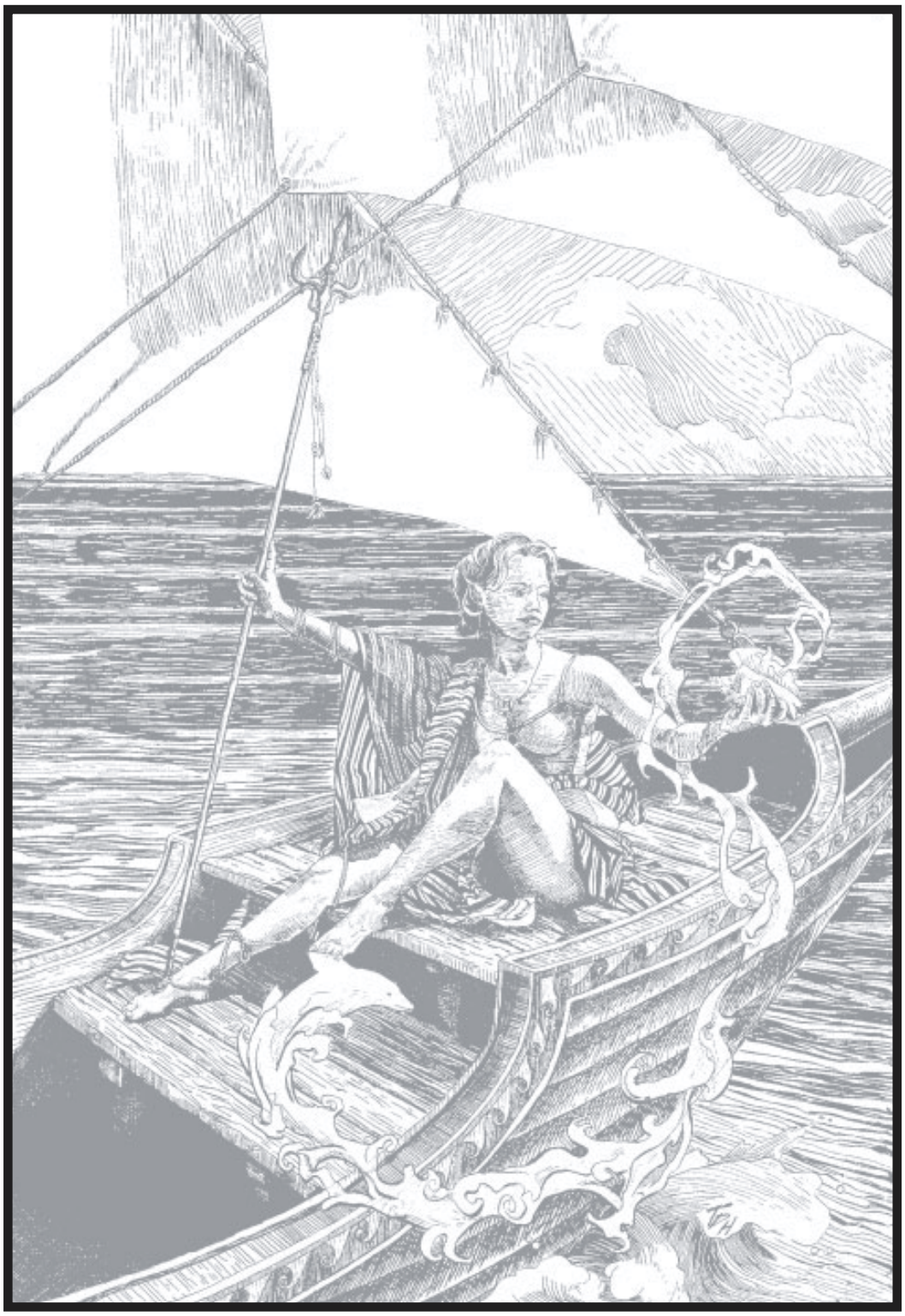
An Open Discussion

**Lost Lore:**
New Psychogenic Powers

**New Orders**
The Alchemist
The Merchant
The Scholar

**The Star Chamber:**
Welcome to the LA™ Game Multiverse

**Out of the Wilderness**



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*When words fail, images tell all. Desmuriak, sage Enchanter of light and sound, knew this well. Though he lived in a time of strife and lawlessness, he forswore violence save in the greatest need. If artifice or ruse could be employed as effectively as sword-stroke, such was Desmuriak's choice. His greatest exploit resulted in a Power that yet bears his name. On the wall of the Duke of Wu-Dzu's great banquet hall in Bao Loati, the sage created a scene of such marvelous realism that all were amazed. Most astounded was the Duke himself, particularly when he realized that the dramatic images portrayed a conspiracy to rob him of his throne – and his head. Alas for the worthy Enchanter, his Powers were not enough to save his life from the sharp axe of a disgruntled conspirator. Nonetheless, Desmuriak's legacy lives on in those who strive to bring the Lejendary Earth, its glories and triumphs, tears and tragedies, to life with their own personal varieties of magic.*

## SCENES FROM DESMURIAK'S CANVAS:
## Tina Druce-Hoffman

Struggling to gain attention in her large family, Tina Druce-Hoffman began her illustration career at an early age. Her first media consisted of window screens, dining room table undersides, and crayons. The subject matter basically included unicorns and various way of replicating her signature.

Eventually she developed her skills at Northern Illinois University where she somehow had the unbelievable luck of studying under Mark A. Nelson. She survived, much improved by his teaching. (It really is all about the sound effects you make while you paint, draw, etc…)

Fantasy gaming companies that Tina has worked for include Precedence (*Wheel of Time*™ Collectible Card Game and *RIFTS*™ Collectible Card Game), Green Knight (*Tales of Magic and Miracles*™), Hekaforge Productions (Gary Gygax's *Lejendary Adventures*™), Inner City Games Designs (*Ritual of the Golden Eyes*™), and Fast Forward, Inc. (*DragonElf*™ Collectible Card Game).

To view more of Tina Druce-Hoffman's illustrations, visit her website: www.tinadh.com.

# Lejends

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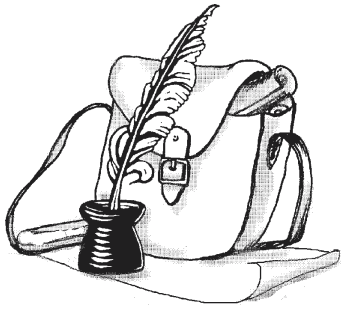


## THE COURIER'S POUCH

**A Letter from the Keep**

Hail and well met, gentle-folk!

It is my honor and privilege as editor to welcome you to the premiere issue of *Lejends* Magazine. All of us here at the Forge and within the halls of Castle Gax and Falconsflight Keep have pledged our utmost effort toward bringing you a magazine you will use and enjoy.

Do remember that this is as much YOUR magazine as ours…nay, perhaps even more so. We welcome your letters, your e-mails, and your contributions. Yes, even your criticisms...They are an integral part of the ceaseless work of creating the Lejendary game universe. To this end we have developed guidelines for article and illustration submissions, available by e-mail or surface mail upon request as well as through officially-approved websites.

Letters or other correspondence may be sent to us at **LoreCollege@aol.com,** or by regular mail at:

*Lejends* Magazine
C/o TRS
7202 38th Avenue
Kenosha, WI 53142-1910.

If you have a question or comment that you wish to have specifically addressed by a particular columnist, kindly note that fact and we will route your letter to the proper person. Correspondence printed in the magazine may be edited for length and/or grammar.

That said, I will keep you no longer from the adventures that await…

*Lady Amanda*

## FROM THE FORGE

**April-May 2001**
By Chris Clark

It's warm in here, warm to the point of perspiration. It's noisy, cluttered, and there is hard work to be done, always. Yet this is the happiest place on earth, for I write to you from the Forge. Our little smithy is nestled in a peaceful and quiet village, away from prying eyes. Mr. Heka, the renowned wizard, drops by daily with a large sack of raw magic, which I then disburse to the various smiths laboring over the fires within. Often, I'll pick up the hammer and work some craft as well, and on occasion, I get to add some magic to the sack. No pursuit could more greatly satisfy, for this is the Forge, and I am the master here.

We had quite the busy month here within the oaken-timbered shell of the Hekaforge. Invaders attacked the inner sanctum during April. The attack completely wiped the ongoing magic of our forge from existence, although, thankfully, all truly Extraordinary items use an entirely different tool than that which was sacked by the invading Visigoths. In less cryptic terms, we contracted a computer virus (***H :95 P: 98 S :23 A&A:*** one attack that devastates most of the work you've done for the last month), and it wiped out our IBM system. Thankfully, all actual writing is done on a separate Macintosh system that NEVER sees the Internet. The old IBM was replaced with a newer, more powerful model, so perhaps all is for the best. It cost us a bit of production time, however (about two weeks—ouch!).

### The Hammer

We had some friendly visitors as well. Mr. Chip Weeks came and spent a few weeks with us here at the Forge. Chip is the newest addition to our burgeoning family, and is doing his level best to launch a comic book based on the *Lejendary Earth*™ world. The comic has been tentatively termed the "Dawnstar Chronicles," and a sample of his unique vision appears in this very magazine. Chip hopes to release the first issue of the "Dawnstar Chronicles" at GenCon this year.

The GAMA (Game Manufacturers Association) Trade Show was great for us, and it did not bother me much that it was held in Las Vegas. We picked up two new tools there for use at the forge, namely Alliance Distribution and Alternative Cards Distribution. Why should anyone who enjoys playing *Lejendary Adventure*™ care about that? A fair question. What this means is that our products just became that much easier to find at your local gaming store. If your local retailer doesn't carry it, he probably uses one of our distributors now, and can get it for you.

New Projects under way include the naming of Kelley Dougherty (known to some as SpaceGnome) as the new Royal Cartographer. He, with the help of Mapmakers Extraordinary Chris Smith, Brian Moseley, and Tom Harrison, have undertaken the task of creating higher quality maps for our modules, sourcebooks, and for the upcoming *Lejendary Earth*™. The Fellowship of Lejendary

Adventure Gamers site has been stymied, but we are still getting bids on having the site redone from scratch. A full site map is still being created, without which this process is on hold. Fear not, such is on the "immediate" list. The "Mouth of the Marsh™" cover heralds the introduction of a new freelance cover artist to the Hekaforge staff. Tobias Brenner, a German artist, has given us a beautiful first effort, and I think all will be amazed at his grasp of the mystery and nobility of the Lejendary Adventure.

New Projects also includes the panorama that is the *Lejendary Earth*™. Having struggled for months with a project that was, frankly, just too big, we finally decided to put the material out as a series of smaller (and more affordable) source books. There will be a total of five books in the series by the time we're done. The first two are:

***The Gazetteer*™**: This book contains general information about the world as a whole, including political structures, land masses, oceans and currents, etc. This product should be ready by early summer.

***Noble Kings and Dark Lands*™**: This book contains in-depth information about the lands of Apphir and Varan, as well as a section on ancient rumors and legends of the area. This one will be ready by mid summer.

Here's the best part. All of the books in the series will be full production quality softcovers and will be available for less than $15.00 each. More on this as it develops (next month).

New Programs include a couple of possibilities for new free demonstration modules, under the program I will delineate here (in case word of this has not reached those assembled). The new program is designed to accomplish two goals: first, to get more people playing *Lejendary Adventure*™. The more people who play, the easier it is to find players. Second, the program is designed to get free product into the hands of those supporters of the system who deserve it. Here's how to get involved:

1) Go to your local game store owner or convention organizer. Explain that you would like to run an event or demonstration.

2) Let us know about it at **FUZHero@aol.com**. We'll need the name of the store and their preferred method of contact (telephone or e-mail), as well as either their e-mail address or telephone number.

3) We'll contact the store to make sure that the demonstration fits their needs, and send them a product/prize that they can either sell or give away. If you are running an event at a show, we ask only that you send us a copy of that show's pre-registration listing (showing your event) or a quick note from the con administrator saying they have received your event.

4) We'll send you whichever module you want from the program. All of the modules come with pre-generated Avatars to save you some time and trouble.

Currently the only module available through this program is "The Rock," although "The Judas Goat" should soon be available, and we are giving consideration to "A Question of Tribute" and "Dead Calm." All in all, it's a great way to meet some fellow local gamers, and to get some free product to boot. The official tournament modules released under this program, furthermore, will never see full production, and may only be acquired through the demo program.

### The Anvil

The anvil is where tools are applied to projects to turn them into products. "The Eye of Glory" released on February 20th. Martin Dougherty has crafted an intriguing tale of "small-town kid makes good" with a few twists that I guarantee you won't expect. "Mouth of the Marsh™" is out; it finished up as a 60-page book, loaded with art from newcomer Buddy Simon as well as some from our old friend Jim Mitchell.

We are a bit behind due to the computer virus but we are recovering nicely and should be back on schedule by GenCon this year. Speaking of which, we are currently planning some nicely visual (figures and Dwarven Forge™ dungeon geomorphs) demonstration events of *Lejendary Adventure*™ in the Hekaforge booth this year, although I'll be more forthcoming with details as the con approaches.

### Augury

Think of this as your crystal ball to the inner workings at the Forge. It's my chance to share with you the more intimate and personal details of what we all do here, with the one proviso that I won't comment on matters that might lead to unwanted litigation. Gary and I have been embroiled with the inclusion of various materials in Lejendary Lite, he opining that the Elementalist Order is a must-have, my position being more spells for the Enchantment order. Elementalists will be glad that Gary has won that battle. We managed to organize a total of 74 events for the two companies for GenCon, 19 for the Lejendary Adventure, although not without a few pots of coffee. Our own game night has been moved to Monday and back to Fridays again; it cost us Mike for a while (he plays an Ecclesiastic, and his services were sorely missed; his habit of grabbing the best available loot and killing any NACs that disagree with him somewhat less so). With the return to Fridays Mike's Ecclesiastic will once again be converting the heathen...whether they like it or not.

### Wrap-up

This is where I get a whole paragraph or two to express my opinion. First, I would like to say that the fans I have interacted with, whether on the MSN community, at cons, or via e-mail, are some of the most fun-loving fans who exist in the hobby. We have need of swelling their ranks and thereby increasing the number of fellow gamers with whom we might all play. With this new magazine, a new novel, and possibly a comic book in the works, I think it's only a matter of time before we'll all be under pressure from the newbies to the system to "play for just one more hour." Already the events we run at shows are well attended, and I have yet to meet someone dissatisfied with the system overall (although many like to tinker with it a bit—which is all well within the intent of the rules).

That is my wish...I'll just keep hammering away.

*Just as the nations of Lejendary Earth each have their own distinct set of laws and customs, so too does each Lejend Master bring his or her own viewpoint and customs to the playing table. In this continuing series, we will look at different styles of customizing play, and the reasons they arose.*

# Laws of the Realms

**A Sufficient Presupposition**
By Daniel Cross

*"What do you mean my kobold can't have Chivalry? Why, I do believe this is a fascist system, clearly human-centric – you marginalize every Alfar society!"*
*~a scary player*

A Lejend Master's job is undeniably tough. Often he is expected to possess not only a penchant for storytelling, but be at once aloof, impartial and shrewd, possessing a quick wit, an encyclopedic knowledge of arcane history, ancient technology, mathematics, metaphysics, and a comprehensive understanding of the fantasy genre.

In fact, LMs often tell themselves this, and under such conditions gather a group of players, eager to prove their intellectual mettle, hoping to be inaugurated into the Lejendary Hall of Fame. Alas, too often such a one finds his every word challenged, is told that his interpretations are wrong, or his vision lacking. And so instead, this pitiable soul becomes inoculated with shame, losing his confidence.

But such does not need to be the case! It must be said that while becoming erudite is valuable to the Game Master, it is not requisite that one be an expert in every subject, as this game deals with a *fantasy world*. Despite this, some players will often *demand* that the rules be bent to their ideas regarding verisimilitude. While not allowing this article to spiral into a non sequitur discussion of relative pluralism, let it be known and with great emphasis that a worthy Lejend Master should *never* allow himself to be bullied by pontifical advice!

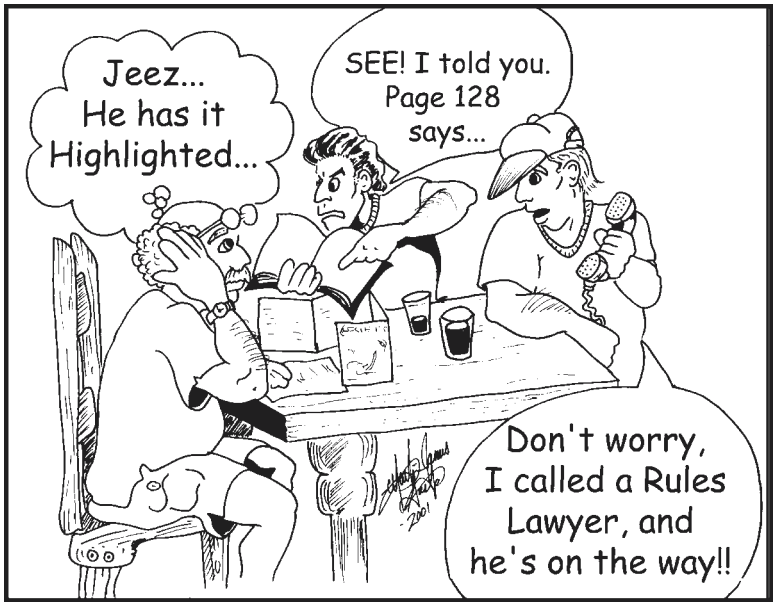
With that said, we bring up the issue of rules questions. The distinction has been made in the past between a player who acts like an unscrupulous lawyer, manipulating the LM to gain some advantage, and one who simply remarks on aspects of the game that are not completely understood, or could even be improved. Above all, the sensible player expects the rules of the game to facilitate his Avatar's fair chance of survival. In short, no player wants his character to "suck" because of a game system's restrictions. Yet, there often exists a rift between the Lejend Master and the player's understanding of what constitutes a fair restriction. It is this sort of debate that can quickly deteriorate into a wrangling over points of history, political theories, philosophy, ad nauseam.

Thankfully, the Lejendary Adventure game is malleable enough for a Lejend Master to alter its parts—even radically—without breaking the whole system into incoherent bits. But before one does this, it is advisable to think carefully about exactly why those changes are being made. If changes are done in the wake of discussions about restrictions to Avatars at time of character creation, then it pays to be suspicious. A change that would seem reasonable in light of a player's logical argument may actually violate the spirit of the setting,—i.e., the Lejendary Earth—altering the implicit demographics of the game world. But that is, as in all things, the Lejend Master's prerogative.

I predict that the most common questions and debates to be encountered by an LM would revolve around Orders and the Ability system. We will deal with a single topic (leaving out broader spectra of each) from each issue in turn, each seen from the standpoint of a "Gygaxian" fantasy game world.

**No Escaping the Past**

First, as a supplement to Gary's article "Order! Order!" consider the *concept* of the Avatar who was once a Nobleman, but was framed and stripped of



his status and so wished to become an Outlaw. According to the rules, one cannot be both Ordered as a Nobleman and then later switch to become an Outlaw, not ever, but outside of game-balance reasons, why should it be ruled as such?

After all, it may be reasoned, in other game systems the characters are allowed to bounce between occupations more often than those people belonging to Generation X. So why ought it be that the rules prevent an Avatar from abandoning his Order and joining another, picking up the new abilities as required, even if lacking the first Ability as the first chosen?

In answer to this, the basic premise of the Lejendary Earth is basically that of a medieval culture-society where one is accepted by a social class, company, guild, or whatever. In the event that one of the Noble Order becomes outlawed, he remains a noble, despite his criminal activities. He might gather various criminals around him, but he isn't truly a member of their society, because who one is in society cannot be altered, regardless of later Abilities acquired.

This is not to say that the outlawed Noble could never be accepted by the Outlaw Order, if the LM allows, likely at such time that Waylaying Ability is the highest scored of all possessed. But at such time, the Avatar ought to be considered Unordered, neither a Noble or an Outlaw, but something unique. More likely, the "organized" outlaws will never accept or trust a person who was born a nobleman, just as the reverse is true. A noble can be stripped of titles and become outlawed, just as an Outlaw Order person might be ennobled. Doesn't change most folks' mind one way or the other.[1]

But did not, say, Conan the Barbarian or Gord the Rogue in some sense belong to several Orders during the course of their careers? The answer to that is an unequivocal "no;" both characters should be considered Unordered, having followed no path of a specific sort. While the LM retains the option of veto, the cultural-societal assumptions are clear. No way does one move from one Order to another. The player wanting the flexibility indicated needs to use the Unordered Avatar.

Gary Gygax elaborates upon this point:

*Imagine someone who is raised and trained a certain way, much as people were in the medieval period. Thus the Avatar is developed, with the first Ability being that on which most time was spent, and the second and the rest likewise being inculcated and taught, acquired and practiced over years. That person is suddenly "defrocked." Does this then mean that one doesn't have all the Abilities and traits and attitudes from his former position? Of course not. One can change one's name, but not the rest – especially in a society of the sort subsumed in the LA game. Furthermore, how, and from whom, does the Avatar then go on to acquire a whole different set of Abilities of wildly varying nature from those he or she was taught and trained in from childhood?*

Of course, this is not to say that an Ordered Avatar *cannot* acquire new Abilities as covered in the general rules. An Avatar belonging to an Order is free to acquire whatever Abilities are desired, once enough Merits are gained (and a master found to inculcate the base skills, of course—see Training in *Lejend Master's Lore*™, pages 140-142). Now, following the basic advancement rules, while recognizing the society as subsumed in the game, it is possible for a "defrocked" Noble (or Priest, or whatever example we use) to become an Outlaw type (or Rogue, etc., although Unordered), IF he acquires some degree of Pretense and the transition was played out *during* the game.

**Scrutiny and basic perception**

As for Abilities, we shall address the Ability of Scrutiny in relation to the larger question of reflex; reactions in the game based on the unconscious use of Abilities or capacities drawn from the normal senses.

In the *Lejendary Rules for all Players*™ under the heading *Deciding Checks*, it is written:

*There will be many situations that arise in play wherein the LM may use either a Base Rating or an Ability as the basis for a check. A check of an Avatar's perception, for example, may involve using the character's Speed Rating. The check might instead use an applicable Ability such as Scrutiny, Hunt, Savagery, Nomadic, or Urbane, depending on the location and circumstance. The player may suggest the applicability of a specific Ability, but the LM, as always, has final say in the matter.*

A player might read the above and ask, "Why take Scrutiny at 10 points as my fifth Ability when I can simply use my default skill of Base Rating Speed at 15 percent, raising that Base Score with merits through play?" The answer to that is straightforward. Scrutiny is absolutely required if the Avatar wishes to possess not only "sleuthing" talent, but any capacity for mindfulness at all. Without such an Ability, it is likely that only loud or unusual sounds or strong scents would alert the otherwise oblivious individual.

(continued on page 31)

# LOST LORE

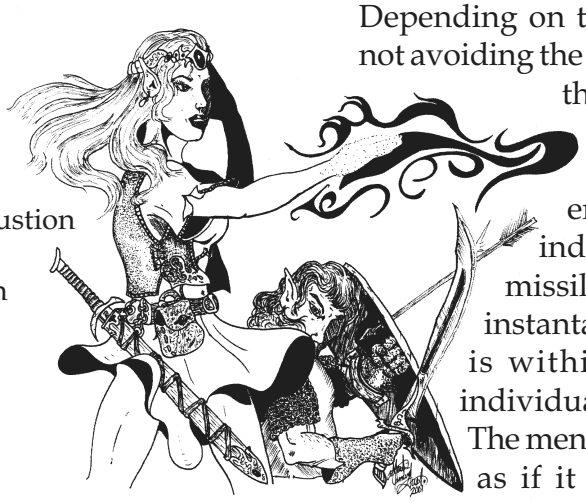
## New Powers of Psychogenic Ability

By Gary Gygax
*Illustrated by Martin Siesto*

The following lists repeat all of the Powers found in the Lejendary Rules for All Players™, but there are also new ones given, shown in bold text. The numbering of Powers is given for the benefit of the LM, so that random ones can be selected.

**Psychogenic Power Listing**

1. Ability Assumption
2. Alter Vibrations
3. Amnesia Inducement
4. Apport & Teleport
5. Arcane Understanding
6. **Aura of Awe**
7. Charismatic Charm
8. Create Contentment
9. Empathic Confusion
10. Freewill Feeding
11. **Intellect Arrow**
12. Lifeform Levitation
13. Material Sensitivity
14. Mental Uplift
15. Mind Over Matter
16. Nictoscopy
17. Object Levitation
18. Parascopic Scrying
19. Parascopic Sense
20. Paraudial Sense
21. Power Sensing
22. Premonition
23. **Ra-tet's Brain Blast**
24. Self Levitation
25. Self Teleportation
26. Sensory Acuity
27. Sixth Sight
28. Spirit Barrier
29. Spontaneous Combustion
30. Teleport Another
31. Thought Insinuation
32. Thought Reading
33. Unreadable Mind
34. **Vitality Gain**



**New Power Descriptions**

**#6. Aura of Awe:** This Extraordinary Power gives the capacity to cause a single subject, or even several persons, to instantaneously view the Psychogenically active individual as mighty and intimidating unless the viewers succeed in avoiding the effect by rolling against individual Speed Base Rating times four, adding to the number result generated on the dice the number of Activation Energy Points invested in the Power by the activator, unless the subject also possesses Psychogenic Ability.

Those who fail to avoid the effect and who recognize the individual as a foe or potential enemy will turn and flee from the vicinity, moving at fastest possible speed unless prevented from fleeing, in which case they will cower without moving attacking. Those who are neutral will immediately assist the individual to the best of their capacities. Those allied to or friendly with the individual will simply perform as normal, although deferring to the wishes of the user, if so requested.

The cost per individual per minute (20 ABCs) of time of Awe is 1 Activation Energy Point (AEP). Thus, one hour of Awe in one individual costs 60 AEPs.

For example, six trollkin are confronting an Avatar with this Power. The Avatar activates Aura of Awe, investing 24 AEPs to affect all six for 4 minutes time. Each trollkin is checked as noted, the d% roll being +24 (unless one or more are "special" and have Psychogenic Ability). Depending on their original intent, the trollkin not avoiding the effect will flee or else beg to assist the avatar.

**#11. Intellect Arrow:** This Power enables the Psychogenically able individual to send forth a psychic missile: an energy dart that will strike instantaneously any target selected that is within sight or perception of the individual and within a range of 300 feet. The mentally-hurled missile inflicts Harm as if it were an arrow loosed from a

strong bow, causing 3-20 points, but disregards any armor protection not specifically negating Psychogenic Harm or not of Supernatural energization. Harm is not seen on the target, of course, as the energy affects the internal nervous system.

Each such missile requires the expenditure of 5 AEPs.

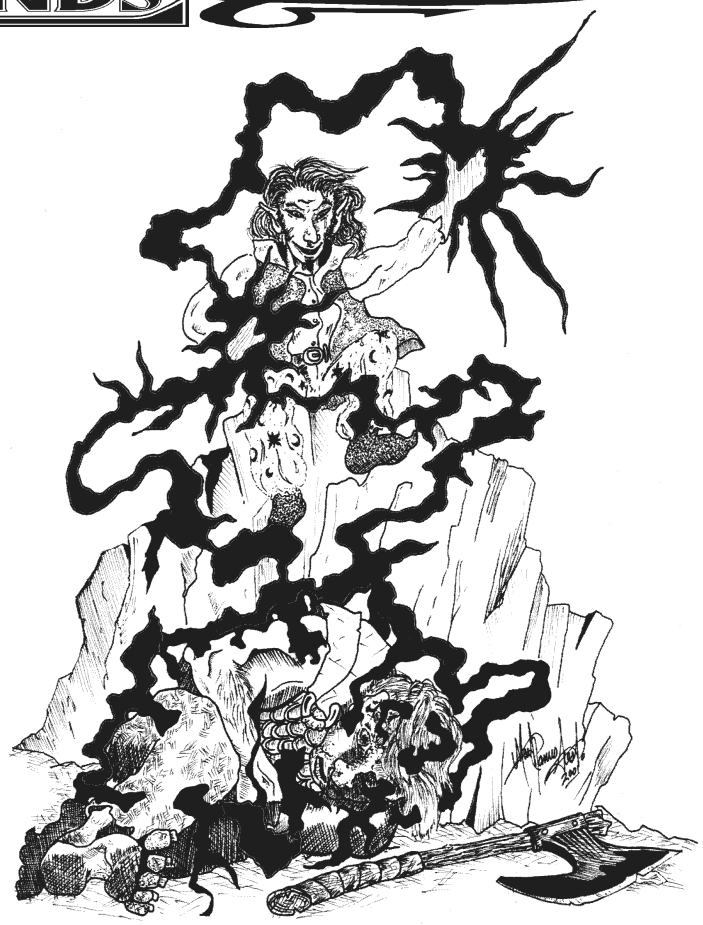
**#23. Ra-tet's Brain Blast:** This Power enables the Psychogenically able individual to send forth instantaneously a psychic blast, an energy blot that will strike any target selected that is within sight or perception of the individual and within a range of 100 feet. The mentally-hurled missile causes the subject to have all of its senses reduced to one-half capacity, and likewise its Abilities, natural or learned, to be at 50% of normal due to the blinding headache brought on by the blast of mental force. This effect lasts for only 10 ABCs of time, but during that period the subject must remain quiet, unmoving, eyes closed, without using any Abilities or capacities. Otherwise, the subject suffers Harm to Health as follows:

*Using visual sense: 1
*Moving slowly, such as a slow walk: 1
*Moving relatively rapidly: 2
*Using a non-Extraordinary Ability: 3
*Using an Extraordinary Ability: 5

Harm is cumulative, so that a subject looking and concentrating (or moving), while at the same time using an Extraordinary Ability (or attacking with a weapon), would inescapably suffer 7 points of Harm per ABC in the process.

Each blast requires the expenditure of 10 AEPs.

**#34. Vitality Gain:** By means of this Power, the Psychourge is able to establish an ethereal link to a human or humanoid creature and through this link draw off vital energy from such subject. The subject can resist this if it is conscious and succeeds in an avoidance roll as follows based on the Extraordinary capacities or Abilities of the subject:



*No Extraordinary Capacity/Ability:
avoid at 1 x Speed BR
*One or more Extraordinary capacities:
avoid at 2 x Speed BR
*One or more Extraordinary Abilities (other than Psychogenic Ability):
avoid at 3 x Speed BR
*Psychogenic Ability:
avoid at 4 x Speed BR
*Psychogenic Ability, including this Power:
avoid at 5 x Speed BR

For each 1 AEP expended in use of this Power, the subject not avoiding the link loses 1 point of Health, this loss accruing directly to the Health of the Psychogenic activator of the Power. If that individual is at full normal Health, this gain creates a supra-normal Health total of up to 10% of normal Health Base Rating. This added Health is lost first when loss is indicated, and it persists for only a relatively brief time in any case, draining away at the rate of 1 point per hour after accumulating.

*The Master LejendWeaver shares his thoughts on matters diverse and occasionally arcane. Draw 'round and listen to…*

# XAGIG'S FABLES

## Order, Order!

By Gary Gygax

It must be the archetype. That's why so many players look first towards an Ordered Avatar. Admittedly, I put the concept in the *Lejendary Adventure*™ game because of archetype appeal. Coupled with the heroic quest theme, this is aimed at drawing the prospective participant into the game. That aside, the Ordered Avatar is by no means the vehicle for "power gaming." Allow me to explain a couple of things that I keep seeing repeated, and you will understand what I mean.

The very first attempt at building "super Avatars" came early on. Many a player began to work on me, and/or their LM, so as to have an Alfar Avatar that was also in a strong Order. No matter that such "races" gain at least one extra Ability and an extra Knack, among various and sundry other advantages. Why not go whole hog, let them become Elementalists or Mages or Nobles too? Of course one is able to see the mental wheels turning when such demands are made. *With an Avatar like that, I'll kick everyone's butt; he'll be the toughest guy in the game*. Wrong! Sure, a LM can change things however desired, but the intrinsic faultiness of such a decision is, or soon will be, apparent to even the most lenient of Lejend Masters.

Next came the attempt to have an Avatar begin in one Order, then, for whatever lame dreamed-up reason, switch to another. The result of that attempted Power Gaming ploy, were it successful, would be to have Avatars of truly incredible capacity, moving up in Order after Order, to become demi-deities. It would take a lot of playing, but in a campaign that allowed such a distortion, my guess is that about one month per Order would suffice, and in a year or so there would be several Noble-Mariner-Demonurge-Desperado-Mage-Ecclesiastic--etceteras loose in the campaign worlds. Worse still, the rest of us would have to suffer through the "exploits" of such characters. While this sort of thing will be all too common soon enough, at least nobody will point at the *LA*™ game system and say it is responsible for such foolishness…

The concept of the Avatar's Abilities, whether of Ordered or Unordered sort, is quite forthright. These skill bundles are what the individual has grown up learning and doing. At some point in the youth of that Avatar, formal training commenced, and so when that game persona appears on the scene in the campaign, he or she has spent years getting to the point indicated by the scores of the Abilities listed. In terms I used to describe the skill acquisition bundle learning process, it is a matter of skill, training, education, experience, and practice. In former times such a process began quite early in childhood, far more so than today where the youngster is formally schooled from around age five or six years of age on.

Selecting an Ordered Avatar presumes more specialized training than an Unordered avatar. It also establishes the social class of the Avatar and all that goes with it. This latter consideration is very important. Were the *LA*™ game of narrower scope, considerable details of socio-economic class and their import in regards to the Avatar—friends, family, formal education, rank in society, etc.—would be spelled out. As the system allows much flexibility as to cultural setting and the LM can devise whatever sort of society is desired for the campaign, there are no explicit strictures. It is implicit, however, that make-believe persons in the fantasy world are organized and have similar upbringing to people who lived in our own past during the medieval and Renaissance periods.

At some point the Ordered Avatar enters a group that furthers that game persona's development. It might be a respected company or guild, or an association of secret and criminal sort. In either case, the Avatar is schooled and assisted by the Order to which he belongs. Early on, the individual simply aspires to membership. When sufficiently skilled (11th Rank), the formal process begins.

Unordered Avatars are likewise assumed to have been taught and trained. In such case, though, the player must devise the "history" that explains the current Abilities possessed. As added capacity in one or another area is gained, many of the Abilities still require schooling before the Avatar actually adds score. For example, while Archery and/or Weapons Ability score can be gained through use of weapons in hunting or combat, many other Abilities logically require tutoring and training. Certainly the acquisition of a new Ability presumes someone to teach it to the Avatar. In the case of the Ordered one gaining an Order-given Ability, the matter is simply one where the game persona is out of action for a time as he or she lodges with the association and is taught and trained. The Unordered Avatar must find a mentor, if you will, in regards the matter of gaining a new Ability.

That the Ordered Avatar has considerable advantage in this regard need not be stressed. The Unordered Avatar, though, has the advantage of possessing whatever Abilities are desired. Similarly, while the Ordered one gains score by increasing Rank in the Order—this subsuming collateral use of such Abilities, plus teaching and training from fellows—the Unordered one picks up a bit of score at certain milestones. This addition is centered on the Base Rating of the game persona's primary Ability. It subsumes that through experience and practice, empirical learning, the Avatar gains capacity in areas related to the principal one.

All of that said, it should be plain that at the very start the Avatar, Ordered or Unordered, is already head and shoulders above the capacity of the normal person. The Ordered Avatar has certain advantages over the Unordered one, and to increase these would not only imbalance the game, but would be a travesty of considerable magnitude in regards to the game and logic too.

As a matter of fact, after several years of play, I came around to the way of thinking that many players had expressed from the beginning. Unordered Avatars, despite the freedom to select Abilities, were unfairly rewarded by the system when they attained the benchmark scores used in Ranking—61 through 131. Having nearly three decades of GM experience under my belt has made me suspicious, so it took a long time, and much observation, to finally decide that such imprecations were not attempts at Power Gaming. Take a look at the following change in the *Lejendary Rules for All Players*™ book in this regard. Plainly, the point is, Ordered Avatars need no more "assistance", and the LM who gets talked into allowing more advantages to them in the campaign is borrowing trouble.

**Unordered Avatars**

The following tables replace those found on page 46 of the *Lejendary Rules for All Players*™ volume. You will note that the awards for progressing in First Ability score are now greater. This is because the Unordered Avatar was found to be at too great a disadvantage to the Ordered one. Rationally, greater bonuses could be allowed because such practical experience and activity as are indicated by gain in prime Ability would generally entail considerable accumulation of other knowledge and skill.

**First Ability Health Based**

*Ability at 61:* Add 2 points to each other Health-based Ability.
*Ability at 71:* Add 3 points to each other Health-based Ability.
*Ability at 81:* Add 2 points to each other Health-based Ability and 5 points to any one Precision-based Ability of your choice.
*Ability at 91:* Add 2 points to each other Health-based Ability and 5 points to any one Precision-based Ability of your choice.
*Ability at 101:* Add 4 points to each other Health-based Ability.
*Ability at 111:* Add 5 points to each other Health-based Ability.
*Ability at 121:* Add 4 points to each other Health-based Ability and 5 points to any one Precision-based Ability of your choice.
*Ability at 131:* Add 4 points to each other Health-based Ability and 5 points to any one Speed-based Ability of your choice.

(continued on page 31)

*An artful LejendMaster explores an often-overlooked Ability in this tale of adventure, played out at the 2001 Gamicon in Iowa City, IA.*

# ADVENTURERS' TALES

## The Invisible Dreadnought: Fun with Panprobability

By Evan Torner

Looking through the *Lejendary Adventures* ™ (*LA*™) book, there's always an Ability that piques a curious reader's attention, and yet ends up ultimately failing the Avatar-Usefulness filter during Avatar generation. It is a rare sight indeed to find an Avatar in the *LA*™ system with Panprobability as their first Ability. With six years of experience GMing at Iowa City's Gamicon and having just played for several months in a hard-core *LA*™ campaign, I took it upon myself to run a self-written one-shot that incorporated this wondrously-underrated Ability. Granted, my Number One Rule as a GM is: my game is not a slave to the system, which means that I use and twist systems for my own personal goals. I wanted to tell a tale of dimensional matrix strangeness, weird gray aliens and floating black fortresses; *LA* just happened to be the system I used. It was flexible enough for my purposes, so I threw together six characters and rolled out a zany, fun and non-traditional game of *LA*.™

Cranking out six Avatars using the *LA*™ Avatar-generation rules was no sweat. I decided to have three ordered Avatars, those being the honorable Sir Garron Stormfrost (7th Rank Noble), impulsive Criton Tulinell (9th Rank Enchanter) and his moderate brother Pravda Tulinell (9th Rank Service and Care Theurgist). Then came the three unordered Avatars: Fist (a shirtless savage and martial-arts expert), Simon de Pinion (daring and lucky swashbuckler) and, of course, the crazy gnomish Panprobabilitist, Aieras Attakla. The party was designed for a mix of combat effectiveness (Fist, Simon, Garron), limited magic-usage (the Tulinell brothers) and so-called "plot-detection" (Aieras).

In the beginning of the adventure, Fist, Simon, Criton and Pravda (the freelancers) were summoned to the halls of Lord Makron's estate to serve him for a short while on a cursory assignment. Once the characters arrived, Sir Garron (Makron's loyal retainer) was sent to fetch Aieras, Makron's gnome adviser who resides in the North Tower with his books on dimensional matrices, so that he could explain to the rest of the party the recent disturbances he had felt in the matrices toward the eastern town of Scarpilia. Lord Makron explained that his summer home was in Scarpilia and that its safety should be guaranteed at all costs, so once the party equipped itself to travel to the town, they hastily set forth on their heroic quest...to save Lord Makron's cozy summer home from evil disturbances in the dimensional matrices.

Upon arrival at Scarpilia in the dead of night, the party figured it was too dark out to investigate the dimensional matrix problem, so they headed for a night of drinking and revelry at the famous Puffy Nose Beer Hall. Unfortunately, adventure always has a way of finding adventurers during their drinking binges…this time, it came in the form of a wide-eyed gray alien (in reality, an exceptionally verbose clodreg) who appeared seemingly out of nowhere on a barstool. The characters listened to the alien, who called himself "300-600-8," as he recited a mantra of "I am a warning. The danger comes at dawn," but then contented themselves with resting up that night before confronting this "danger." The next morning, they awoke to find the town militia fighting a horde of spear-equipped clodregs howling for blood, appearing from nowhere with invasion on their minds. The combat was well-balanced: Garron charged in with his lance, Aieras did funny gnomish stuff (like attempting to put his hat on a clodreg and punch him), Fist pounded clodregs into submission with his fists (taking a small amount of punishment in the process), Simon de Pinion cut and thrust, Pravda bashed with his fighting staff, and Criton attempted to interrogate 300-600-8 out of sight of the battle, while the clodregs made several significant wounds with their spears.

In the aftermath of the battle, Aieras noticed the statue in the center of town carried a stone that, upon further examination, was found to be an anchor stone that allowed access to this dimensional matrix. After smashing the stone (the correct decision), Aieras and the rest of the party turned to see Moldul Pelathra, the human inter-dimensional invader and antagonist of this particular one-shot, appear before them and explain exactly how futile their efforts were.

With that, he disappeared and, in a flash of light, a massive black flying fortress from another dimension appeared above the town, stretching its stony arms out from the center of the town to the outskirts. Aieras suggested that there must've been

six anchor stones and that, if they had destroyed the central one, then there must've been five other stones arranged in a pentagram around it. So the party immediately went on a stone hunt.

Their second stone-find occurred in the basement of a Temple of Ethos north of town, where a waterfall from some other dimension was pouring in an ever-lasting flood of water. Simon de Pinion ended up swimming around and retrieving the stone after Aieras paid him to do it. The waterfall ceased to flow after the stone was found.

The third stone-find occurred a short time later, when two kids were found playing with a glowing anchor stone near the docks. Aieras offered the kids $3,000 worth of beer if they gave up the stone, a deal which they accepted after a little hesitation. After the deal was made, though, Garron would not allow the kids go near the beer.

The fourth find occurred at a ruined temple on the western edge of town, where Aieras sensed the stone's presence and found it jammed between the altar and the wall, throwing up red-hot sparks. After a small amount of deliberation, Garron attached a mace to his whip and succeeded (at a penalized Weapons check) in smashing the stone without being hurt by the sparks.

The fifth anchor stone was stolen by a dog, whom the party had to chase to retrieve the stone. They then discovered it to be indestructible with regards to physical force; Criton's Dazzling Dread spell was required to blast it to pieces.

The last stone was found at the sketchy Old Man Mackey's house outside of town. When Mackey allowed the whole party inside his abode for a peek, he shut the heavy oak door behind them with Conjured Castellan. This forced the party to burrow their way out of the house, which took a good chunk out of the day. Once freed from Old Man Mackey's abode, Aieras sensed that the last stone was now contained deep within the belly of that floating fortress, so Criton summoned an Elemental Flier and whisked the party up onto one of the fortress' "arms." From there they slid down into the cavernous fortress and followed a group of clodregs to the center of the fortress, where they found a moderately-guarded checkpoint.

Here's where the craziness began: after failing to convince the guards that the party had an "important message" for Moldul Pelathra, Aieras said: "OK. You want to hear the message? It's... SURPRISE! Your Master's birthday!" and then broke out into song with the rest of the party. They created such a ruckus that Moldul himself stepped out into the hall to see what the commotion was about. He discovered the party, and then led them to the far interior of the fortress-ship into a massive spherical room, in the center of which stood a 12-foot tall giant chained to the ceiling. The anchor stone stood prominently in the middle of the giant's collar.

Being friendly as always (after ordering the rest of the party to hold Sir Garron back), Aieras stepped up and introduced himself to the giant. The giant replied that his name was Tidal and that, while he would like to eat the flesh of all the party members, he was a little full at the moment. Moldul returned to find the party trying to cut a deal with the giant, and found himself suddenly mobbed by the party and effectively killed after a few rounds.

The giant gave the party the stone, the party escaped the fortress, broke the stone and sent the dreadnought back to its hellish dimension. Old Man Mackey, who had helped Moldul significantly by placing the anchor stones everywhere, ended up exiting the Beer Hall at the exact moment that the party was walking in, so the last scene of the adventure was the gnome and several others chasing Old Man Mackey into the sunset.

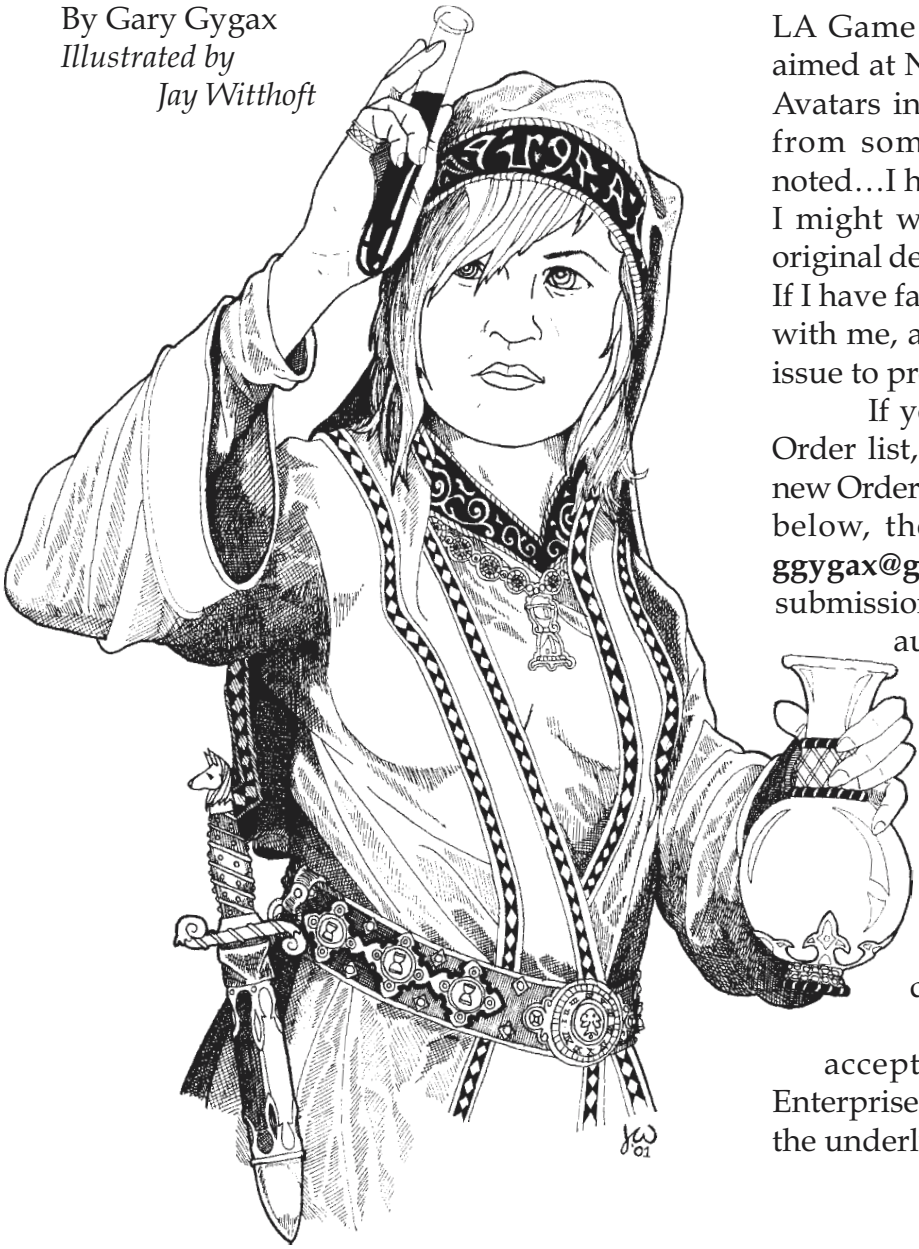
Panprobability was used as a way to detect the anchor stones, the arbitrary appearance of characters (300-600-8, Moldul) and the formula required to rid Scarpilia of the evil. The gnome had no Extraordinary Abilities per se, and yet made himself the most effective member of the party. Again, it may have seemed like a relatively unconventional *LA*™ game, but it was supposed to be.

Everyone had a blast, and now *LA*™ has been added to my archive of systems I can use for my own twisted purposes.



# NEW OPTIONAL ORDERS

By Gary Gygax
*Illustrated by*
*Jay Witthoft*



Here are some new Orders to add to your LA Game campaign. While some are mainly aimed at NAC development, all can be used for Avatars in play. Where the work is principally from someone other than myself, credit is noted…I hope. In fact, in compiling information I might well have forgotten to put down the original designer's name in one or two instances. If I have failed to give proper credit, get in touch with me, and we'll do a special note in a future issue to properly credit you.

If you would like to add to this optional Order list, please feel free to do so. Format the new Order in the same manner as those appearing below, then send the file to me directly at: **ggygax@genevaonline.com**. When I receive a submission I will review it and get back to the author as to its acceptability. If an Order appears to have some potential for inclusion as a new Order, I'll develop and edit it, then submit it to the Editor of this periodical (with due credit given to the original designer). If, for some reason, I find the Order to be unacceptable, I will return it with an explanation as to why it has been declined.

Please note that all submissions accepted become the property of Trigee Enterprises Company, owner of the copyright to the underlying game system.

**Alchemist Order**: Lower Middle to Middle Upper Society. Those who create the ambrosias, elixirs, nectars, potions, and so forth are identified as Alchemists—as opposed to apothecaries who are concerned with drugs, medicines, and the like. Because all who seek to become Alchemists must first know much of nature, they all learn the homely Ability known as *Rustic* before beginning their formal studies in other areas. Their society extends from villages to cities, although obviously the greater sort will be more likely to be found in the latter places even though materia for their work is not found near such urban communities. They are recognized socially especially by Ecclesiastics, Elementalists, Mages, and Nobles, and generally by most other Orders and society in general even though the greater part of their wares are beyond the means of common folk. Typical places for association are academies, colleges, guilds, and universities.

Their four required abilities are **Rustic, Alchemia, Enchantment,** and **Arcana**.

***Special Note to the LM:*** *Unlike some worlds, the alchemists of this one are not seeking tau matter, eternal youth, or the Philosopher's Stone so as to change lead to gold. The Legendary Earth world*

*has operational magic and the Alchemist Order individual is one who is able to compound and fuse materia and Extraordinary Energy from his or her own person, to create potent liquids and solids which, when consumed, convey Power-like capacities to the one so doing. It is generally attendant upon the Lejend Master to detail materia and costs, time and the potency of what is produced by such an Avatar.*

*In an adventure, the Alchemist is not a very direct-action sort of Avatar. He or she will likely tend to be well behind the front, rapidly but carefully combining ingredients for the short-lived draughts or boluses to be consumed by front-line associates. However, given such aid, and with his or her own concoctions, such an Avatar might prove most helpful to a team of explorers and adventurers.*

**12th Rank, Herbalist**. Rustic only possessed. No benefit save contact.

**11th Rank, Compounder.** Rustic and Alchemia possessed. Guild membership available; add 2 points to Alchemia Ability if a Guild is joined.

**10th Rank, Infuser**. Rustic, Alchemia, and Enchantment possessed. Gain Memory Tablet; add 1 point to Alchemia and Enchantment Abilities.

**9th Rank, Alchemist Apprentice.** All four Abilities are possessed and Enchantment Power of Amalgamate Vegetable Energies is held by individual. Gain 2 Enchantment Powers; add 2 points to each of the four required Abilities possessed, but addition to Rustic Ability can not then cause the Avatar to move to a higher (numerically lower) Rank. If this would occur, limit addition to the last point total in the category, i.e. 60, 70, etc.

**8th Rank, Alchemist Journeyman.** Rustic at 61. Add 3 points to each of the other three Abilities.

**7th Rank, Alchemist.** Rustic at 71. Gain Plaque with one Enchantment Power, Bestow Animal Energies if not already held; add 1 point to each of the other three Abilities.

**6th Rank, Senior Alchemist.** Rustic at 81. Gain Plaque with one Enchantment Power, Combine Mineral Energies if not already held; add 1 point to each of the other three Abilities.

**5th Rank, Expert Alchemist.** Rustic at 91. Gain Plaque with one Enchantment Power, Fuse Kingdom Energies if not already held; add 1 point to each of the other three Abilities.

**4th Rank, Master Alchemist.** Rustic at 101. Gain Memory Tablet with four Geourgy activations (*Command Circle, Protection Circle*, a Conjuration, and a Power); add Geourgy Ability at 20, or add 10 to Geourgy if that Ability is already possessed.

**3rd Rank, Grand Master Alchemist.** Rustic at 111. Gain 1 Memory Tablet with four Geourgy activations; add 1 point to each of the other three Abilities.

**2nd Rank, Alchemical Doctor.** Rustic at 121. Gain Memory Tablet with four Theurgy Powers; add Theurgy Ability at 20, or add 10 to Theurgy if that Ability is already possessed.

**1st Rank, Alchemical Adept.** Rustic at 131. Gain one Memory Tablet with four activations (two Theurgy, one of Enchantment, one of Geourgy), and add 1 point to each of the other three Abilities.

**Merchant Order:** generally Lower to Upper Middle Society: Tradesmen and factors, ranging from the small street vendors to the richest of importers and exporters, are found in every civilized state. They are recognized by every class of society, although in some states they are deemed of lower in status than in others. Their typical places of association include the warehouse districts, guild halls, markets, etc.

Their 4 required Abilities are: **Commerce, Evaluation, Pretense,** and **Planning**.

**12th Rank, Peddler.** Commerce Ability only possessed. No benefit save contact.

**11th Rank, Huckster.** Commerce and Evaluation possessed. Gain horse and cart, and membership in a guild is possible; add 1 point to Commerce Ability.

**10th Rank, Monger.** Commerce, Evaluation, and Pretense possessed. Gain team of horses and wagon; add 1 point to Commerce and Evaluation Ability.

**9th Rank, Tradesman.** All four Abilities possessed. Gain any small building with shop facilities in Lower Class section of the community; add 1 point to each of the four required Abilities possessed, but addition to Commerce Ability can not then cause the Avatar to move to a higher Rank. If this would occur, limit addition to the last point total in the category.



**8th Rank, Great Tradesman.** Commerce at 61. Add 3 points to each of the other three Abilities.

**7th Rank, Trader.** Commerce at 71. Add 3 points to each of the other three Abilities.

**6th Rank, Wealthy Trader.** Commerce at 81. Add Scrutiny Ability at 30, or add 15 to Scrutiny if that Ability is already possessed.

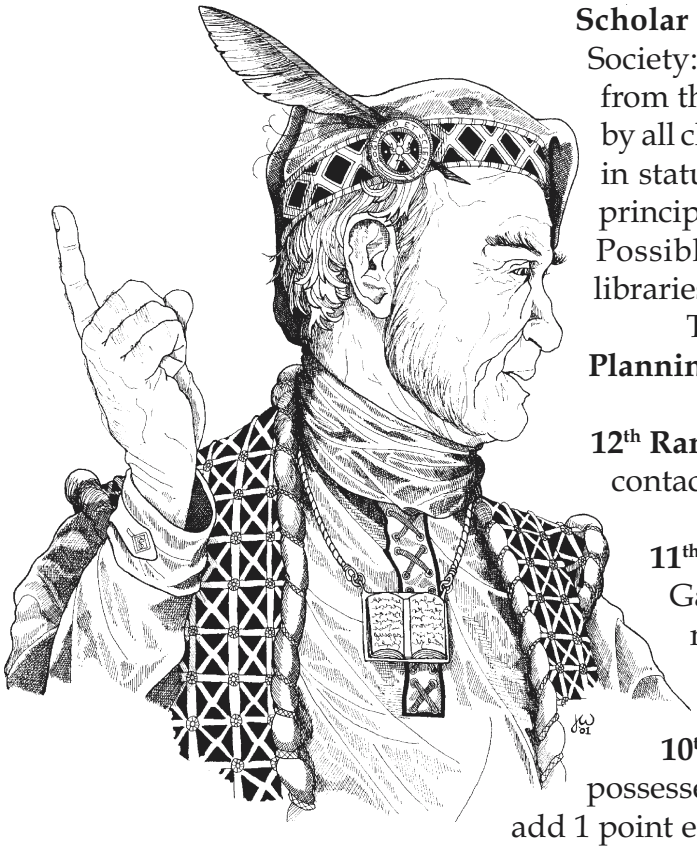
**5th Rank, Factor.** Commerce at 91. Add 3 points to each of the other three Abilities.

**4th Rank, Petty Merchant.** Commerce at 101. Add Waterfaring Ability at 20, or add 10 to Waterfaring if that Ability is already possessed.

**3rd Rank, Merchant.** Commerce at 111. Add 3 points to each of the other three Abilities.

**2nd Rank, Great Merchant.** Commerce at 121. Add Luck Ability at 20, or add 10 to Luck if that Ability is already possessed.

**1st Rank, Merchant Prince.** Commerce at 131. Add Learning Ability at 20, or add 10 to Learning if that Ability is already possessed.



**Scholar Order:** generally Lower Middle to Lower Upper Society: The teacher and philosopher, pedant and savant, from the petty tutor to a grand state advisor, is recognized by all classes of society. In some states they are deemed lower in status, in others somewhat higher. Order recognition is principally Ecclesiastic, Enchanter, Geourgist, and Nobles. Possible places for association are schools, academies, libraries, colleges, etc.

Their four required Abilities are: **Learning, Arcana, Planning,** and **Alchemia.**

**12th Rank, Tutor.** Learning only possessed. No benefit save contact.

**11th Rank, Instructor.** Learning and Arcana possessed. Gain scholar's wardrobe and scribe's materials, and membership in a guild is possible; add 1 point to Learning Ability.

**10th Rank, Pedagogue.** Learning, Arcana, and Planning possessed. Gain library of 60 books, 40 scrolls, and 20 maps; add 1 point each to Arcana and Planning Ability.

**9th Rank, Teacher.** All four Abilities possessed. Gain any small building with a classroom facility in Lower Middle Class section of the community; add 1 point to each of the four required Abilities possessed, but addition to Learning Ability can not then cause the Avatar to move to a higher Rank. If this would occur, limit addition to the last point total in the category.

**8th Rank, Headmaster.** Learning at 61. Add 3 points to each of the other three Abilities.

**7th Rank, Assistant Professor.** Learning at 71. Add 2 points to each of the other three Abilities.

**6th Rank, Professor.** Learning Add Metallurgy Ability at 30, or add 15 to Metallurgy if that Ability is already possessed.

**5th Rank, Philosopher.** Learning at 91. Add 3 points to each of the other three Abilities.

**4th Rank, Doctor.** Learning at 101. Add Alchemia Ability at 30, or add 15 to Alchemia if that Ability is already possessed.

**3rd Rank, Sage.** Learning at 111. Add 3 points to each of the other three Abilities.

**2nd Rank, Savant.** Learning at 121. Add Evaluation Ability at 30, or add 15 to Evaluation if that Ability is already possessed.

**1st Rank, Grand Savant.** Learning at 131. Add Creativity Ability at 20, or add 10 to Creativity if that Ability is already possessed.

# Out of the Wilderness

**New Lejendary Earth™ World Setting Creatures**

By Gary Gygax and Daniel Lewis (with additional contributors as noted)

*Illustrated by Angela Bennett*

| Creature | No. Appearing | Health | Precision | Speed | Attack | Defense |
|---|---|---|---|---|---|---|
| Blackroot | 1 | 40 (+) | 30 | 15 | 1-4 sp. & sp. | 6/12 sp. |
| Bog Hopper | 2-8 | 12 | 25/75 sp. | 15w/3f | 1-2/7-20 | 6/1 sp. |
| Death Root | 1 | 200 | 50 | 15a/1m | 1-12 d12 +12 sp. | 10 sp. |
| Nether Root | 1 | 75 | 25 | 10a/1m | special | 4 |
| *Seedling* (wild root) | 1 | 75 | 25 | 10a/4m | 10-20 +6-8 sp. | 4 |
| Swamp Dread | 1 | | | | | |
| Juvenile | | 15 | 20 | 15w | 1-12 | 8 |
| Immature | | 30 | 25 | 17w | 1-20 | 8 |
| Adult | | 45 | 30 | 19w | 1-20 +1-6 | 10 |
| Mature | | 60 | 40 | 20w | 1-20 +1-10 | 12 |
| Huge | | 75 | 50 | 22w | 3-20 +1-20 | 14 |
| Horrific | | 100 | 60 | 25w | 4-30 +1-30 | 16 |

*Aryen the Watcher speaks:*

*I have traveled much of this world over my scant 38 years. Much have I experienced and seen, to both my wonder and dismay. I have seen the great peaks in Hazgar, the desert wastes of Apphir, the lofty towers on the continent of Miria, broke bread with the aborigines in Maylus and journeyed the length and breadth of Anatis and Huybraz. There are few people still alive in these days who have seen more than I and for that I consider myself a most blessed man.*

*Yes, yes, of course… Assuredly, I shall give you some background on myself so as to not appear one of those learned men who has never experienced the rising sun on his face over a foreign land or left his own gilded towers.*

*Upon coming of age (and possessing a reasonable education, thanks to my loving mother) I enlisted in the service of my home nation, the Empire of Arlond, out of Hodheim, where I was given further training in the skills of the woodsman, scout and frontiersman…I was to act as a spy for my country and King deep within the borders of our farther reaching neighbors. For many years I performed my function with not a worry of the consequences until my partner and best friend was killed by an act of betrayal so hideous that to this day I still wake in the cold nights and shudder at the dreams. Removing myself from the service of my lord, I became free to travel at will and have never taken more than a month or two in my own home since then.*

*A respectable mariner (barely) and an accomplished wanderer, survival is one skill at which I have excelled. I have seen things that I shall never forget and, yes, some that I wish I could. Many of these things will be related throughout the continuation of these entries as time goes by. Let me say, however, that I have never been happy sitting idle with such a world as ours lying before me.*

*In this journal I shall offer two types of information for your use. One form will deal directly with the creatures that you may encounter beyond the city walls; their abilities, skills, their actions, and how they react to intrusion, as well as any known vulnerabilities. This information is primarily for use when dealing with the creature directly in their natural environs. The other form I offer to you, intrepid traveler, is that of secondary information. This will come in various styles depending upon what additional information I have collected in my travels or experience. Some will be nothing more than my personal experiences with the creature itself (the Swamp Dread). Others will take the form of old wives' tales, legends, or fables, which always have some basis of truth to them, but are steeped in the clouds of time (the tale of the Nether Root). Another form may be any useful information that can help in certain situations – perhaps a (non-monetary) value to the creature's remains, skins, or body parts (as in the Death Root). And finally, I may on occasion offer tips or strategies when dealing with the creature or a special warning about its nature (the Bog Hopper).*

*So, my young adventurous friend, I shall impart some of my experience to you as I may through this journal. Use this information I give you wisely. Much is from direct observation, and when I was not able to collect the information myself, the knowledge I divulge comes from other travelers of repute and respected standing, as all Watchers must maintain our precious code of life…*

**Blackroot**
***Appearing:*** 1
***H: 40 (or more)  P: 30  S: 15***

*Although blackroots are found upon every continent, they are more frequently encountered on Anatis, Huybraz, and Apphir. Cunning to the end, a blackroot can catch travelers unawares and cause serious harm to the group camping within the vicinity of such a creature, long before the travelers are able to take action. Always scout out the area in which you intend to camp when in forested or lowland areas, these being the preferred haunts of the blackroot. A clever blackroot will, given the possibility of adventurers retiring for the night close to it, wait until the middle of the night before attacking. My first encounter with one of these creatures occurred as such, the 'root killing one of my compatriots and sprouting half a dozen feeders into other members of our party (myself included) before anyone could pinpoint the danger.*

***Attack:*** The creature can lash out and strike with up to 1d4 feeder roots per target, against all such targets within 75 feet of the stump (save in a five-yard diameter circle immediately around it, *see below*). The feeder roots sprout up very quickly, right at the target's feet. Each root that hits inflicts 1 point of Harm, regardless of armor worn, and furthermore becomes firmly attached to the victim, leeching 1-3 points of Health each ABC thereafter, these leeched points accruing to the blackroot's Health total. For each root that becomes attached to an individual increase the chance of subsequent root attacks hitting them by 5%. Thus if an Avatar has 3 roots attached to his person the bonus to subsequent root attacks is +15%, if they then cut 2 roots that bonus would drop to +5%. *Avatars attacked in this way will be unable to move more than ten feet in any direction until all the feeder roots attached to them have been broken or cut*. Feeder roots can either be cut with any edged weapon at the rate of 1-3 per ABC or all can be broken loose at once by a successful check against Physique Ability. In either case, this inflicts no Harm to the blackroot's Health total.

Furthermore, the blackroot emits a noxious vapor that first renders its victims unconscious, and then eventually asphyxiates them. All within 10 feet of the stump can be affected and must make a check against 5x Speed BR (a 00 result always failing) each ABC or succumb, dying after 2-5 ABs realtime unless moved 11 or more feet from the blackroot's stump. Once out of the area of effect they can be roused in a single ABC but while so incapacitated 1-2 feeder roots will *automatically* attach themselves to the afflicted Avatar every ABC.

*Note that the area around the stump, a circle of 5 yards in diameter, is so leeched of life that no roots are to be found here. Thus one fighting close to the stump, or lying unconscious within 7 1/2 feet of it, is free from feeder root attacks.*

Since the stump seems rather innocuous, adventurers are unlikely to attack it at once. An Avatar with Evaluation, Luck, Ranging, Rustic, Savagery or Scrutiny Ability, who is actively studying the area while the feeder roots are active, might notice an eye stalk poking up from the stump's rotten hollow and thus realize the connection.

If the stump is attacked the blackroot begins to spout slime. It directs 0-3 (d4 with a result of 4 indicating no attack by this means) squirts of filthy water from its rotten stump each ABC with a chance equal to its Precision BR of hitting the attacker's eyes. This effectively blinds the victim for 1-6 ABCs thereafter unless they succeed in a check against Speed Base Rating and thus shut their eyes in time to avoid the muck. In addition, the black, slime-dripping eye attached to the stalk can possibly release 1 energy bolt against any one target within 10 feet per ABC. To do so it must convert leeched Health points into negative energy, these inflicting 1 point of Harm per point converted and only armor specifically protecting against negative energy reducing this. If a blackroot had leeched 23 points of Health, it could convert those points into a single negative energy blast inflicting 23 points of Harm. If, on the following ABC, its feeder roots leeched another 10 points of Health it could subsequently release another energy blast for 10 points of Harm. *Note only leeched points in excess of the Blackroot's normal total can be converted!*

**Defense**: The stump is stationary and can be struck at with a +30 bonus for hand-held weapons, or a +20 bonus for missile weapons. Indeed, a wise party will fall back out of range of its roots and then destroy the stump at a distance, either with Extraordinary Abilities or more mundane projectiles. The thick, rotten wood of the stump guards the creature's "brain," giving it 12 points of armor protection. The eyestalk can be hit with an aimed attack only; it has 6 points of armor protection and is severed by any blow from a cutting weapon that inflicts more than 10 points of actual Harm—Harm less than that not accruing to it. A severed eyestalk is unable to release negative energy blasts, but the blackroot can grow a new one in 2-7 days.

A blackroot does not die unless destroyed root and branch. Time cannot cause it to expire naturally; i.e., it has no lifespan limit. When ancient and its stores of malignant energy depleted, it merely begins to rot. At this point these creatures relocate to a forlorn area, preferably one steeped in wickedness or close to a source of Extraordinary Power. Here they sink roots deep into the soil and begin to leech the vitality of all living things in their vicinity. In this way they forestall the onset of death, although losing the ability to move. Gradually all but a stump rots away.

Blackroots, as these perversions of nature are called, have little interest in anything save prolonging their existence. While the nether root (q.v.) is a scheming champion of evil's cause, the blackroot is no more than a parasite. Still, should the opportunity to work wickedness arise, the creature will not pass it up. Thus it is that any living thing coming within 75 feet of it is subject to attack. The blackroot observes all potential victims by means of its baleful eye, peeking up from the decayed remnant of its trunk. It is wily and cunning, waiting until its target has come in range before directing its feeder roots to attack. Those caught are sucked dry; the lifeless remains serving to revitalize soil long drained of nutrients.

So pervading is a blackroot's vampiric draining that all plant life within 60 yards of the thing begins to wither and die, a clue to the discerning adventurer that one of these vile abominations might be near.

It is not known whether a blackroot can communicate. Certainly their degraded state has left them bereft of Extraordinary Abilities and some sages speculate that this is due to a reduction in intellectual capacity as well. Certainly no one has ever reported conversing with a blackroot, though surely only the most wicked men would ever want such an unholy parley.

In rural communities, amongst farmers and peasants, such sayings as "a root's field," or "yielding as a root's patch" refer to areas of land where little or nothing can be grown. (With thanks to *JC*.)

**Bog Hopper (also known as** Bog Shark, Acid Tad, Flying Frog, Pond Lurker, etc.)
***Appearing:*** 2-8
***H: 12*** ***P: 25/75 tongue strike*** ***S:15 attacking-moving in water/3 flying-attacking***

*Having seen these creatures up close, far closer than I had wished to at the time, I must admit that they can be rather dangerous to a lone individual or even a group of four or fewer folks of less than substantial experience in the swampy environs of Lejendary Earth. True, they exist and thrive on all of the nine continents, but when I encountered them within the borders of the Sobekk, the great marshlands of central Apphir, they seemed of little intelligence. However, do not be deceived! They are formidable when encountered where the marshes give off methane gases in abundance. So be forewarned when attacking them with flaming brands from your campfire!*

***Attacks:*** The bog hopper strikes with its tongue at 3-foot range, adhering to its target and inflicting 1-2 points of acid Harm followed immediately by a bite with claws inflicting 7-20 Harm—also any opponent in solid contact suffers 1-2 points of acid Harm that bypasses all armor protection.

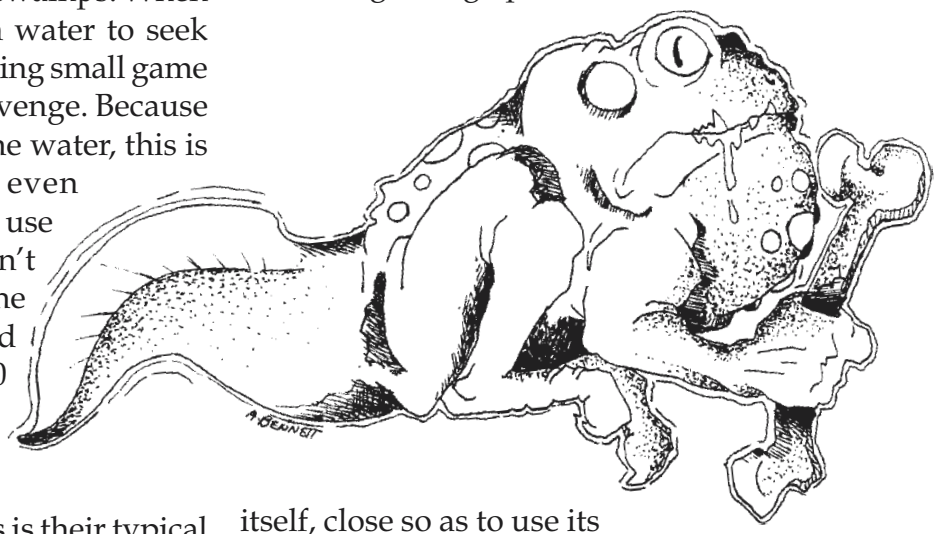
***Defense:*** Speed and slime give 6 points of armor protection when in water, 2 when out of water or airborne.

The bog hopper, a relative of the fire toad, inhabits bog lands, marshes, and swamps. When not swimming in bodies of open water to seek prey, they lurk in the treetops hunting small game or looking for large corpses to scavenge. Because bog hoppers are much faster in the water, this is their preferred hunting place, even though when submerged it cannot use its tongue to attack prey. If prey can't be attacked in or from the water the bog hopper will swim at full speed towards it. When within about 10 feet of the intended victim, the hopper inflates with hydrogen (as explained below) and uses its momentum to fly at the prey. (This is their typical method of attacking people in rafts or boats.)

Over time, the acidic nature of bog hoppers will pollute the water of their habitat to the point that most life forms therein will die. This forces the creatures to fly out in search of food, and eventually to seek a new habitat. After they leave the old habitat will, in time, restore itself to normal. It is then likely that new bog hoppers will return to it, beginning the cycle again.

A bog hopper looks like a huge frog that is still part tadpole. A typical specimen is four feet long, a foot wide and just as thick. They have a frog-like head and forelimbs, with a tadpole-like tail that has a highly exaggerated fin. When swimming, this large fin often protrudes from the water's surface, marking their presence. The bog hopper has a mouthful of razor sharp teeth of piranha-like sort, a three-foot-long tongue with sticky saliva, and sharp clawed forefeet. Add to that the capacity to fly, and this creature is fearsome indeed. The bog hopper takes to the air by the following means: It has a specialized stomach and two specialized glands that allow it to mix calcium and acid to create hydrogen gas. The hydrogen fills the stomach, ballooning the bog hopper to almost twice its normal girth and making it lighter than air. The bog hopper is very clumsy when airborne, as its speed (3) indicates; still, its tail enables it to move as silently as an owl.

If a bog hopper can get within three feet of prey it will lash out with its tongue. Striking thus at lightning speed, it draws the victim, or itself, close so as to use its razor-like teeth. It will tear off a piece of large prey, or bite and then swallow smaller victims. The size of prey makes no difference to a bog hopper—they are attracted to movement and smell. If the prey is larger than the bog hopper and puts up a fight, the bog hopper will retreat after one or two attacks. The bog hopper will also retreat if it takes any substantial Harm.




When airborne, a creature of this sort when reduced to half or less Health, or struck by a single attack that exceeds its Health Base Rating, will send forth a mixture of acid and hydrogen. When wounded only, the bog hopper vomits the mixture at an attacker. The gout sent forth is 15 feet in length, a five-feet-wide cone that is one foot in diameter at the mouth and has a three-foot diameter at its terminus. When slain by a massive blow, the release of the mixture is automatic, surrounding the dead creature. If an open flame is in the area of the exhalation, the hydrogen explodes in a fireball.

Voluntarily ejected, the explosion is at a nine-foot distance from the mouth of the bog hopper. Otherwise the ignition occurs within six feet of the dead creature. The fiery explosion affects an area with a six-foot radius. All within the radius suffer 6-8 points fire Harm and splashes of acid causing 3-5 points of Harm, with 1-2 additional Harm per ABC for 4 ABCs thereafter unless neutralized. The violent ejection of hydrogen causes the bog hopper to fall immediately, most likely into water where it can escape if it is lucky enough to be alive.

Flying bog hoppers leak hydrogen, and if they are hit with a flame they explode as indicated above. All those within a six-foot radius of its explosion suffer the Harm stated (6-8 fire, 3-5 acid continuing for four ABCs thereafter at 1-2 Harm per ABC until washed off or neutralized or four ABCs elapse).

The bog hopper has a slime coating that protects it from acid damage. Alchemists seek after this slime, and its value is at least $100 per ounce. The remains of an unexploded bog hopper will supply about one pint (16 ounces) of slime, but those that have exploded are useless in this regard. Bog hopper slime will cause a nasty rash on anyone that comes in contact with it, so grappling with one is sure to inflict automatically 1-2 points of Harm on the one so doing.

In the bog hopper's calcium gland can be found "bog pearls." There are from 11-20 of these small accretions in the glands of hoppers that have not flown recently, but only 3-5 in those that did fly during an encounter. Of the bog pearls found only 50% are of any value. Such specimens are equal to freshwater pearls (50% of the value of marine pearls), and each should be diced for to determine its skin quality, shape, and color. *(With thanks to Dusty Tomes.)*

**Death Root**
***Appearing:*** 1
***H: 200 P: 50 S: 15a/1m***

*Quite appropriately named, the death root is evil to the core of its rotten heart. One note perhaps of use is that when it spews its sap and the sap itself can be collected and transported safely (never amounting to more than an ounce or so), the substance comes in quite handy during times of intense downpour or high winds. The alchemy of the sap is such that when applied to a fire that just cannot be started and sparks set to it, the fire will light and burn voraciously for about five minutes before depleting its use. During this time, if proper fire building techniques are used, a substantial blaze can be made for cooking, warmth or what have you. Care should be taken, however, not to breathe the noxious fumes created by burning of the sap, as it will cause severe headaches and cramps to whomever inhales it. Make sure the sap has fully burned off the fire before attempting to cook anything. The sap will turn any dish prepared to an unpalatable mass having no nutritional value.*

**Attack**: The death root is capable of up to 12 branch attacks per ABC (but no more than *one* such attack against each possible target due to considerations of size). Each branch attack inflicts d12 + 12 Harm and, if a single point of Harm passes through the victim's armor, the temporary loss of one point of Speed due to a venomous sap exuded by its bark.

Constant release of a malodorous but invisible vapor temporarily reduces by one the Speed Base Rating of all assailants within 15 feet of the trunk each ABC of exposure unless, each ABC, the combatants can succeed in a check on d% against twice their *current* Speed BR.

Once per AB the death root releases a jet of sap from a mouth-like aperture low on the trunk. This jet attacks one subject within 20-foot range with the death root's normal chance to hit and, if its attack is successful, causes the

temporary loss of 1d3 + 1 points of Speed BR unless the victim can roll equal to or under their current Speed BR on d%. Lost points of Speed Base Rating return at the rate of 1 point per AB after a delay of one hour's time.

Any human, Alfar or veshoge reduced to 0 (zero) Speed, either by the poisonous sap or the malodorous vapors, is at once transformed into a zomboid. The death root has full control over living dead so created, but such creatures can move no further than 50 feet from the trunk. It is the death root's malign energy and will that sustain them in a state of living death. Therefore, should the death root be destroyed, all its attendant zomboids at once fall to the ground and are likewise destroyed. Only the use of the Enchantment *Heart's Desire*, an Extraordinary Item capable of granting "wishes," or the direct intervention of a deity can restore to life an Avatar transformed into a zomboid. It is usual for a death root to have from 0-5 (d6-1) attendant zomboids at any one time, though reports of mighty 'roots with dozens of zomboid slaves have been heard.

As with the nether root (q.v.), a death root is capable of Extraordinary Activations of many sorts. All have Enchantment Ability at 70, Sorcery at 60 and Necrourgy at 50. They posses 7-12 Enchantment activations, 6-11 Sorcery activations and 2-8 Necrourgy activations. The princes of the nether world grant aid to death roots; thus each has a total of 101-120 AEPs to activate their various powers. Again, as with the nether root, the death root favors Enchantment activations it can use to cloak its true appearance and conceal its zomboid attendants.

**Defense**: The death root's thick, black bark gives it 10 points of natural armor protection. Furthermore, all missile weapons automatically deliver minimum Harm, as do striking weapons that are only effective if thrust towards a target (bident/military fork, harpoon, lance, pike, some pole arms, long spears, trident etc.) or any weapon that only delivers shock Harm. Thus one armed with such a weapon can only Harm the death root if they have substantial Harm bonuses by virtue of Abilities possessed or if their weapon has an Extraordinary Harm bonus.

Enchantment, Necrourgy and Sorcery activations *that cause Harm* and are *directly targeted against the tree* do not affect it. Indeed, the tree's malign energy is such that the tree's Health is restored on a point for point basis for the number of AEPs used to fuel the Power used against it. For example, the Enchantment Power *Dazzling Dagger* would restore four points of the death root's lost Health, a *Spirit Sawyer* five points of Health, while a *Red Ruin* toad conjured forth by the *Rainbow Ram* activation would not only leave the tree unharmed but also restore 10 of its lost points of Health. Note that Powers placed upon a weapon, e.g. *Weapon Stretch,* are effective as the tree is not the direct target of the Extraordinary energy. The Lejend Master must use common sense and the guidelines above when determining whether an Extraordinary attack is baneful or beneficial to it.

Powers of Geourgy and Theurgy, as well as those of Psychogenic sort, are effective. Indeed *Harm caused by Theurgy activations is doubled*! Sages speculate that the death root, while much perverted, is still too much subject to certain natural laws to escape the efficacy of the Elementalist's art. The mere fact that Theurgic invocations tend to cause it so much grief is understandable when one considers the truly hellish nature of the tree.

A nether root that consumes many victims, and acts in such a way that it pleases the lords of the nether world, will, in time, evolve into a death root. If seen in their true form they resemble a grossly gnarled and twisted oak tree. Putrid apertures in the trunk continuously ooze a noisome fluid, as well as exhaling the vile, speed-draining vapors. Numerous eyes spot both trunk and branches; there are no leaves though creeper-like vines entwine it.

The death root, like all members of this unholy family of trees, has a strong and malignant odor, easily detectable from 50 or more feet by any human, Ilf, or veshoge. (Dwarves note it from 250 feet, gnomes at 350 feet, kobolds at 37 1/2 feet, orcs at 80 feet, trollkin will not detect the smell but will "taste" the poisonous vapors when in very close proximity to the tree, and

wylfs note the smell at 80 feet.) This smell cannot be hidden by any illusion, no matter how powerful.

While quite potent in their own right, it is whispered in certain ancient tomes (those works beloved by Sorcerers, Augurs, and others similarly depraved) that if thirteen of these vile creatures gather together it is possible for them to "elect" one of their kind as sovereign. The one so raised is then imbued with hellish powers, both through the support of its kindred and the channeling of aid from the lower realms. Such "Sovereign Roots" rule over all others of their kind, can command hosts of living dead creatures, and bring terrible woe upon any woodland within which they dwell. (With thanks to *JC*.)

**Nether Root**

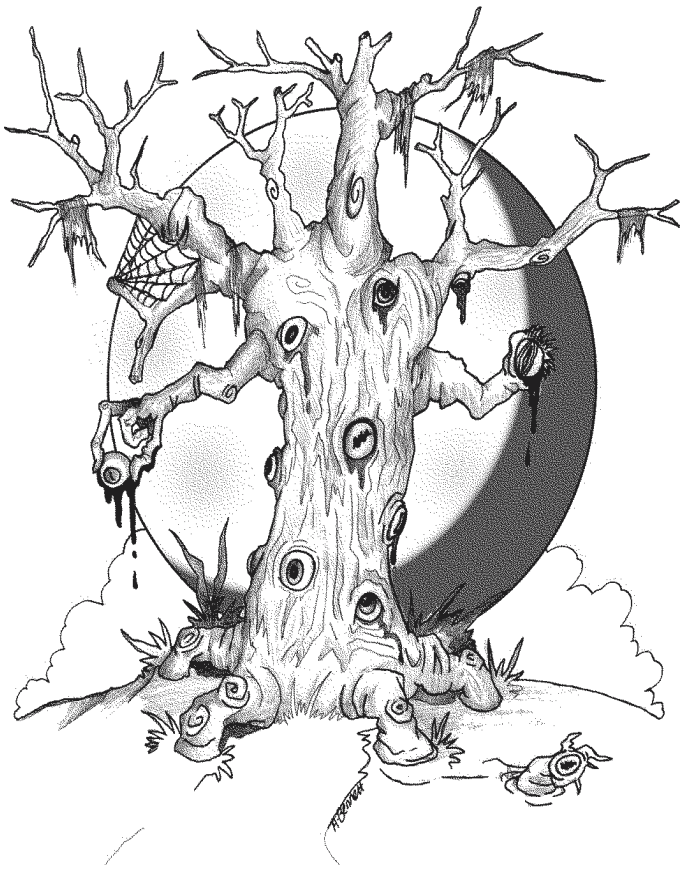
***Appearing:*** 1.

***H: 75*** ***P: 25*** ***S: 10a/1m***

*There is a tale told amongst the farmlands of central Varan, ignoring political boundaries, that a great nether root once took up its lodging within the control of a powerful lord on the banks of the Dahnood River. This lord's daughter enjoyed picking flowers in the area of this glen and within the span of a fortnight, became a victim of the nether root.*

*The lord, upon finding the remains of his beloved child, flew into such a rage that he offered a reward of half his holding for the destruction of the slayer. The nether root, being quite full of malicious cunning and guile, sensed its danger, uprooted, and threw itself bodily into the river, floating downstream upon the river's current. Making its travels during the dark of night, the root came ashore many times that night, planting its seedlings all along the banks of the Dahnood. But, immersed in its malicious desires, the baleful root lost track of the land and eventually floated out into the Strait of Ralus and into the Khazarian Sea. The seedlings grew and wreaked a great havoc upon the countryside. The lord slew every one of the seedlings over time, but finally succumbed to the last of the over three dozen roots, his holdings passing back to the king and as lost to the family as was the little girl.*

**Attack**: The nether root has no physical attack and uses solely its Extraordinary Abilities in combat. It has Enchantment Ability of 51-70%, Sorcery Ability of 41-60% and Necrourgy Ability of 31-50%. A typical 'root knows 2-7 Enchantment, 1-6 Sorcery, and 1-4 Necrourgy Power activations. Its Speed of 10 gives them a pool of 40 AEPs. Further, a nether root can induce a lethal slumber in anyone who rests within 15 feet of it. The tree releases an invisible noxious vapor that induces sleep within a single ABC if the victim is seeking rest, otherwise in a full AB (four ABCs, or 12 seconds time) if the victim or victims are conversing or otherwise alert. A check against the victim's Speed BR (times four if alert) prevents this. Those who fall asleep become icy cold, are deprived of oxygen, and die after five AB's (one minute) realtime. A hard slap or splash of cold water revives a sleeping victim of the nether root, and after a single ABC of drowsiness and confusion, those who have been so rescued are free to flee or attack.



**Defense**: The nether root has four points of armor protection derived from its bark and woody substance.

More potent nether roots have been reported, with access to many more Powers and far greater AEP totals. Because of their strange heritage, these trees require no Memory Tablets. They favor a broad mixture of Powers, those that are directly Harmful as well as those associated with the summoning of evil things and the creation of living dead. Illusion-related powers are highly valued for usefulness in setting up its ambushes. The trees can open slit-like mouths in the bases of their trunks and place dead enemies, as well as carrion, within by the use of several movable, root-like projections. From these victims they draw nutrients and minerals essential to their survival, the decaying flesh and bones of their prey strengthening root, leaf, and branch. Limited movement, at a Speed of 1, is possible as the creatures pull their withered roots from the ground and propel themselves forward slowly and clumsily. It is said that no man has observed their movement, as the creatures are cautious as to when and where they travel. It is generally thought to be during the dark of a new moon.

Nether roots grow in areas long associated with wickedness, where the barrier between the mundane world and the Nether Realms has become thin. Thus the grounds of evil temples, haunted forests, sites of massacre and murder, and similar places all give rise to them. Somehow the roots of an ordinary sapling pass through dimensional barriers to the Nether realms and begin to drink the unnatural waters from other unclean worlds, spontaneously beginning the transformation into a nether root.

The hunting of prey is not the only motivation for their malevolence towards mankind. The Lords of the Nether Realms inculcate a homicidal animosity within them. The greater oni, fiends, devils and demons have limited control over the trees and use them in their evil schemes. A nether root is often found at the heart of some grim woodland conspiracy, recruiting evil beings to attack human villages and waylay Alfar of fair sort.

Enchantments and other such illusions, *Imitate Surroundings* being much favored by these vile things, often mask the true appearance of the nether root. Its real aspect is most unpleasant; a withered and stunted tree, bark black and peeling, without foliage and emitting an odor of decay. A number of eyes can be noted on the trunk and these ooze a putrid yellow liquid. The foul smell the nether root exudes can *never be masked by any illusion.* This fact has saved the life of many a wary woodsman. A nether root's trunk is hollow, full of pus-like liquid, maggots and the like.

If they so desire, all nether roots can communicate in the language of men, their voice a hollow croaking coming from the depths of their rotten trunks. Rarely do they communicate, however, save when orchestrating a great act of woe aimed at laying low the lands of men.

A nether root can create a *seedling*, a weaker duplicate sometimes referred to as a "wild root."

***Nether Root Seedling***

***H: 75 P: 35 S: 10a/4m***

On the night of the full moon the nether root forces one of its upper branches into the soil; this must take place in an area considered evil, and the nether root must have consumed the corpses of at least three freshly killed sentient beings in the preceding hour. The root then breaks its branch off in the ground. This branch grows immediately into a *seedling*, leprous gray and with but a single pair of eyes.

**Attack**: Rather than using Extraordinary Activations for attack (and defense), the seedling makes a sweeping attack with its branches. This inflicts 10-20 points of Harm plus 6-8 points due to Physique and is 50% likely to knock a target hit off their feet, stunning them for 1-3 ABCs. The seedling cannot create the poisonous sleep-inducing vapors nor use any Enchantment, Necrourgy or Sorcery Powers, but some 30% of them have access to 1-3 Psychogenic Powers with a 40% Ability in that area. Such special seedlings grow when the nether root that created it had devoured a Psychogenically empowered victim. A seedling follows the commands of its creator. The nether root is in constant telepathic contact with its progeny, can see what it sees and

hear what it hears. Unlike its parent, the seedling can move with a Speed of 4(supposedly from the lack of bulk the parent maintains), though it does not move during combat or when it might be observed. If the seedling is destroyed the nether root from which it sprang suffers 4-40 points of Harm.

**Defense**: A nether root seedling has four points of armor protection due to its bark and woody substance. (With thanks to *JC*.)

**Swamp Dreads in General**

***Appearing:*** 1

*Truly fabulous when cooked over an open flame or even dried for pemmican, the great swamp eels are still a dangerous foe. I entered the service of and became one of the rivermen of Eelton on a rainy night years ago, when, in a challenging mood (and after much drink and reveling) decided to join a band of the Rivermen's Brotherhood for some late-night fishing (when fishing for the eel is best.) The horrific dread we pulled that night still to this day circles the walls of the meeting room in the Crossed Mast Pub three times from tip to tail! Do not believe for one moment that the dread jumped into our boat that eve. Jagar Burleque lost a hand to the creature and two others, Stout Johnny Firthet and Edgar the One Ear, both lost their lives to the beast. Take care when dealing with any dread adult or larger. Dreads do not live long if they don't possess the instincts of ol' man Serpent himself…*

The swamp dread is a species of giant eel. It predominantly inhabits rivers and pools in marshy or swampy areas but can travel on land, and will do so in search of prey. Indeed, an enraged swamp dread will slither aboard rafts or boats in search of victims.

A swamp dread's size is based upon its Health, assuming that each has a body length equal to its Health BR in feet. A hit bypassing armor from an adult or larger swamp dread indicates that the victim has been *swallowed whole*. Swallowed Avatars suffer 1-10 points of Harm every ABC, all points bypassing armor. They themselves may strike only with the smallest of *piercing* weapons—nothing bigger than a short sword—but receive a bonus of +30 to Weapons Ability due to the vulnerable condition of the creature's innards, and furthermore the swamp dread gains no armor deductions. Each strike an Avatar makes gives a chance, 1% per point of Harm delivered, that the swamp dread "coughs" them out of its mouth. Avatars with Luck Ability may add 10% of their Luck score to this chance.

As an example, suppose that the beautiful Ilf enchantress Carmain has been swallowed by a huge swamp dread. First she attempts to use her falchion but finds that there is insufficient room; during this ABC she suffers 1d10 Harm. Next she uses her dagger and finds that she can make a thrust, gaining a +30 bonus to her Weapons Ability. She strikes successfully for 12 points of Harm; this gives her a 12% chance on d% that the swamp dread will cough her out of its mouth. If the dice roll fails then she again takes 1d10 Harm but can continue to attack, gaining chance of being "coughed" out, each ABC thereafter until she or the swamp dread is dead.

Swamp dreads are most active at night. By day they swim lazily in pools and rivers, or curl up in some sheltered, moist area of swamp or marshland. When randomly encountered by day roll on the following table to determine a swamp dread's reaction:

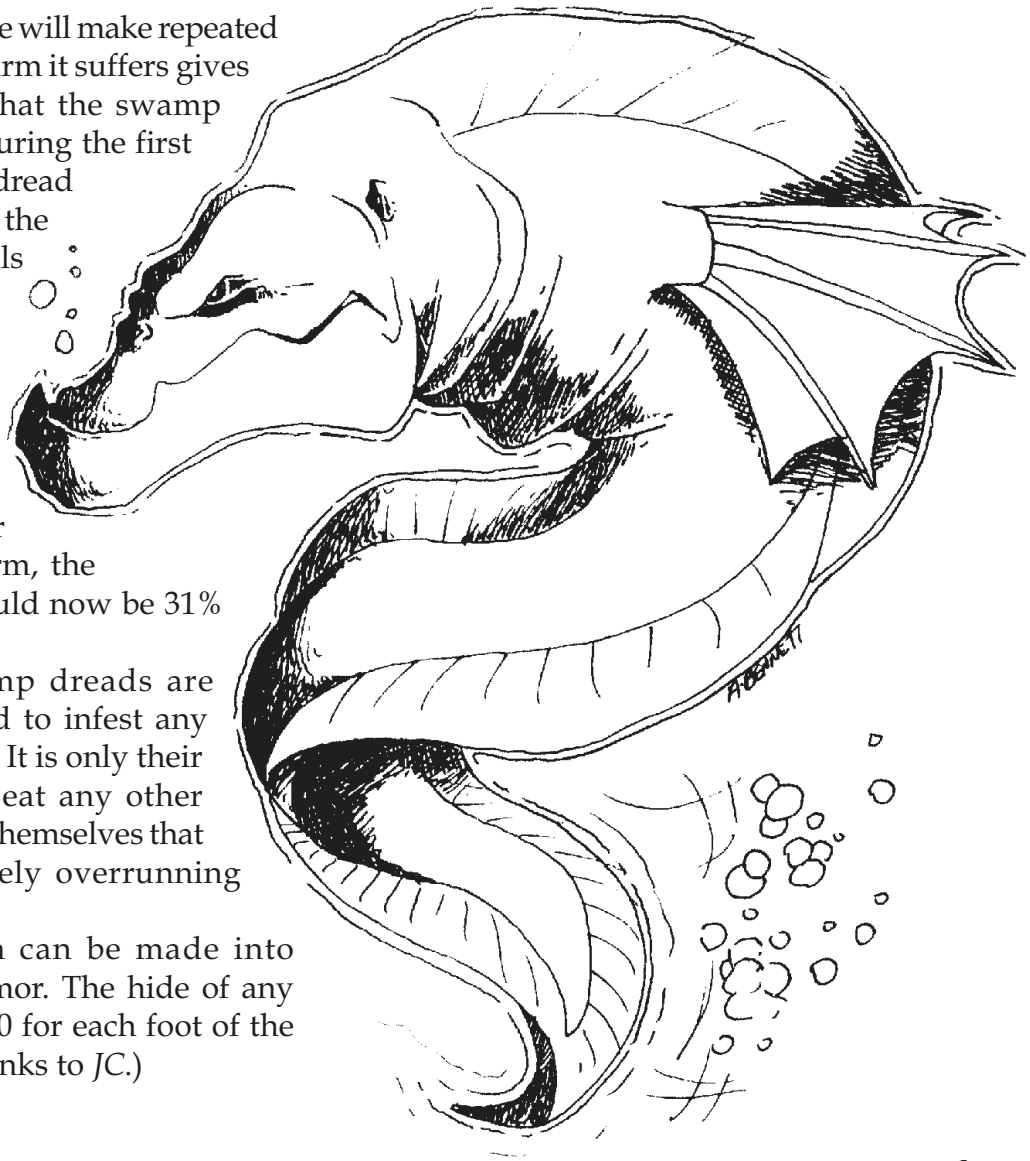
01-20: uninterested; wont attack unless provoked
01-50: startled, it takes one bite at whatever has disturbed it and then moves rapidly away
51-70: irritated, it attacks until it is injured, at which point it moves away
71-00: hungry and attacks as per the rules given for nighttime encounters (below)

At night all swamp dreads are voracious hunters. Any encounter between sunset and sunrise will result in a sustained attack by the

Health, Precision, and Speed vary with the size of the Swamp Dread encountered:

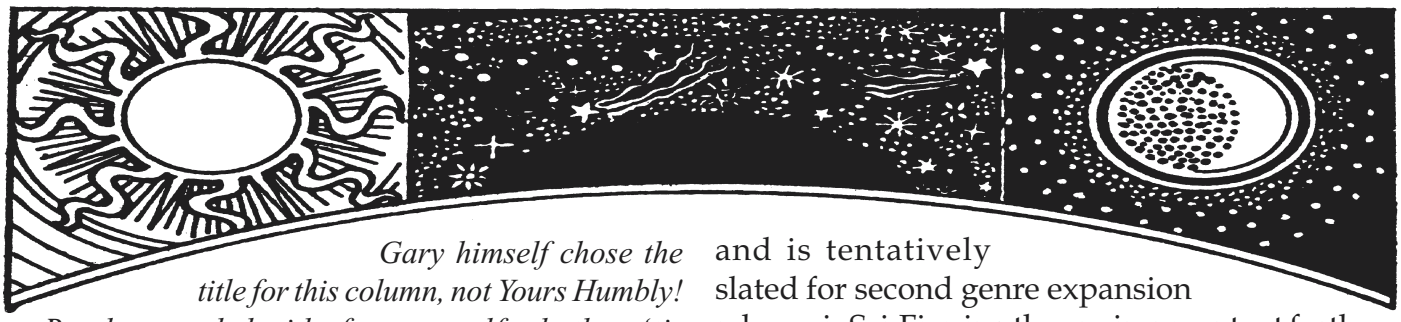
| | | | | |
|---|---|---|---|---|
| ***01-30*** | ***Juvenile*** | ***H: 15*** | ***P: 20*** | ***S: 15 in water/7 on land*** |
| | ***Attack:*** Fanged bite for 1-12 Harm. | | ***Defense:*** 6 armor protection points. | |
| ***31-60*** | ***Immature*** | ***H: 30*** | ***P: 25*** | ***S: 17 in water/8 on land*** |
| | ***Attack:*** Fanged bite for 1-20 Harm. | | ***Defense:*** 8 armor protection points. | |
| ***61-80*** | ***Adult*** | ***H: 45*** | ***P: 30*** | ***S: 19 in water/9 on land*** |
| | ***Attack:*** Fanged bite for 1-20 plus 1-6. | | ***Defense:*** 10 armor protection points. | |
| ***81-95*** | ***Mature*** | ***H: 60*** | ***P: 40*** | ***S: 20 in water/10 on land*** |
| | ***Attack:*** Fanged bite for 3-20 plus 1-10. | | ***Defense:*** 12 armor protection points. | |
| ***96- 99*** | ***Huge*** | ***H: 75*** | ***P: 50*** | ***S: 22 in water/11 on land*** |
| | ***Attack:*** Fanged bite for 6-20 plus 1-20. | | ***Defense:*** 14 armor protection points. | |
| ***00*** | ***Horrific*** | ***H: 100*** | ***P: 60*** | ***S: 25 in water/12 on land*** |
| | ***Attack:*** Fanged bite for 9-20 plus 1-30. | | ***Defense:*** 16 armor protection points. | |

vicious monster. The creature will make repeated attacks but each point of Harm it suffers gives a 1% cumulative chance that the swamp dread will retreat; e.g., if during the first ABC of combat a swamp dread suffers 9 points of Harm, at the end of the ABC the LM rolls d% and any result between 01-09 indicates that the swamp dread retreats. Assuming that it does not retreat but continues to attack, and that in the second ABC it is injured for a total of 22 points of Harm, the chance for it retreating would now be 31% (9 + 22).



Note that all swamp dreads are extremely fecund and tend to infest any area they choose to inhabit. It is only their cannibalistic tendency to eat any other swamp dread smaller than themselves that stops them from completely overrunning their environment.

Swamp dread skin can be made into wonderfully protective armor. The hide of any swamp dread is worth $100 for each foot of the creature's length. (With thanks to *JC*.)



*Gary himself chose the title for this column, not Yours Humbly! Read on and decide for yourself whether 'tis deserved…*

## Wild Rants From The Awful Gygax; a/k/a

# The Star Chamber

### Welcome To The LA™ Game Multiverse

By Gary Gygax

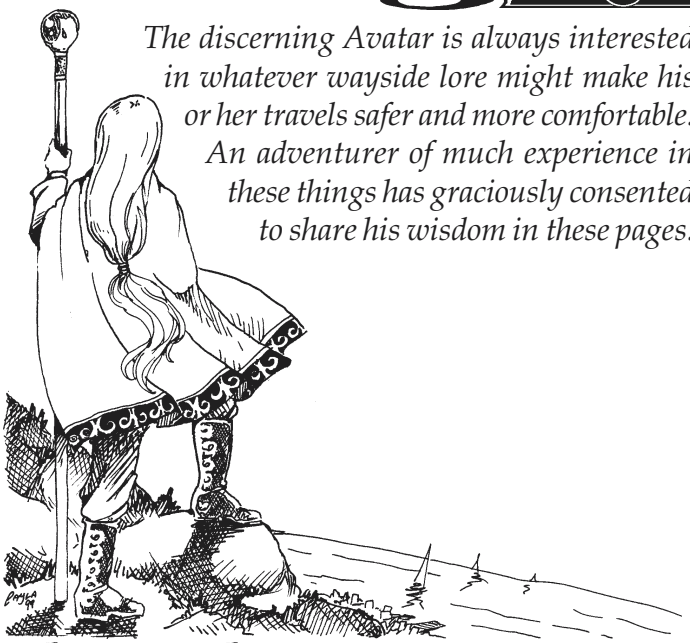
Welcome, Lejendary Adventurers! How good it is to once again get up on a soapbox…oops! Wrong magazine. So sometimes I get confused in my declining years. :) Seriously, this is the place in *Lejends Magazine* to get a bit of something or other from me to you. It is with great pleasure—and as much enthusiasm as when I began writing magazine articles back in the early 1960s—that I start this new series. With your support, the support of all the worthy *LA*™ game fans around, this column will continue for a long, long time.

I can promise that because the scope of the *LA*™ game system is really well beyond the norm for an RPG. Right now you have the core rules material, some adventures and similar support material, and a bit of sourcebook material. The system is, as well you know, skill-based, rules-lite, and participant-friendly. What we aim to do is support the fantasy genre fully. That should be pretty obvious now to all Perspicacious Readers. Rest assured that all of us at Hekaforge are working to bring you more still—from me and from many freelance designers too. With that will come the fantasy novels set in *Lejendary Earth*™. But wait! There's more.

We will expand the system into the Fantastical Science genre soon with the *Lejendary AsteRogues*™ Game. Following that, likely at intervals of about a year, Hekaforge will release further expansions. Working at this time, and is tentatively slated for second genre expansion release, is Sci-Fi using the environment set forth in the *Elder Worlds*™. This is expandable not only there but with sourcebook adventures for other star systems and worlds thereof. As a side note, it so happens I have one that is SF-based, but moves into a bit of the Weird Science genre as well. Also working are Weird Science and Fantastic Wild West genres. Eventually we hope to add a Horror genre and Cyberpunk-style as well as any other genre in which *LA*™ game participants are interested. Each genre will be supported, and the greater the fan support for the core rules material, the more products we will publish supporting the genre.

To give you a better idea of what we mean by support: when the *Lejendary AsteRogues*™ (*LAR*) line is released, we project a rules book, a two-volume LM work that includes information on space creatures and the world's settings, and a sourcebook to establish a campaign setting. I've nearly finished the latter, its working title being *Kowloon Wharf Space Station*™. With plenty of background material, NAC descriptions, an adventure, and many adventure springboards, it will serve the LM for many months of playing time. Quite honestly, if there is demand, the scope of the *LAR* environment is such that even more of the greatest source material you could ask for can be provided. The variety of "worlds" to explore in the *LAR* solar system is wide, and the Alfar races are found there too. LMs should note that about 90% of the fantasy rules will apply directly to the new genre, so the learning curve is short. That will be true for all other new genres, naturally. So to check this out, have a look at the beta-test Lejendary AsteRougues material at **http://www.rpgrealms.com/AsteRogues/**

When next we meet I'll have something different to assail you with, so be here--or else!



*The discerning Avatar is always interested in whatever wayside lore might make his or her travels safer and more comfortable. An adventurer of much experience in these things has graciously consented to share his wisdom in these pages.*

# The Watcher's Way

By Daniel Lewis

The Lady Amanda of Falconsflight, a most convincing lass, has prevailed upon me to divulge some wee bit of my knowledge for this endeavor. In addition to my sparing her the drudgery of collecting the information dealing with the highlighted creatures within this journal, she has asked for my assistance in imparting knowledge to the young adventurers ready to dare beyond the confines of their city walls, granting them some small experience of mine in the hopes that they will survive to a ripe age with many grandchildren at their feet.

The true nature of these entries will be to increase the survivability of a person within the natural world. Of course much of the gear that a new traveler carries will increase the comfort of him (or her) when out in the field, but I shall take a different approach to this subject. Let us assume that no piece of equipment has a permanent lanyard attached to the adventurer's skin and may be lost at any time through trial, adversity, or just dumb luck on occasion. The only piece of equipment that a traveler will (one hopes) have permanently attached to his being is his head.

The mind's ability to overcome obstacles is immense. Creativity will see a person through long before a backpack of useless trinkets will. For this journal, however, I shall assume that the adventurer has a few simple (and common) items with him: a knife or sharp bladed weapon, clothing, and a source for starting a fire.

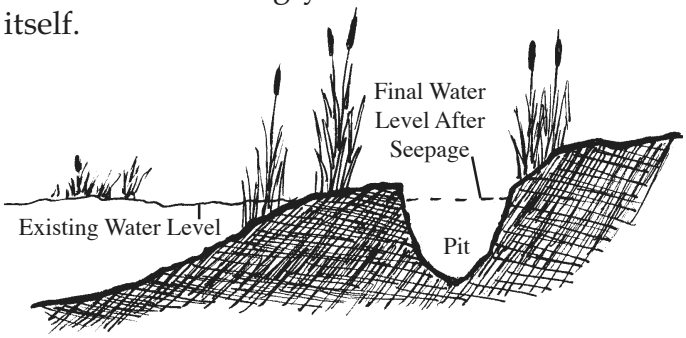
In any survival situation, the problem of staying alive can be boiled down to only a few simple points. The four base points for survival in any environment are Food, Shelter, Fire, and Water. Each of these will pose its own special problems within differing areas. Gaining water within the desert lands is very different from gaining safe, drinkable water within the fen areas and swamplands. Being aware of the basics and differences of the environments will aid you, young adventurer, in maintaining a high survival probability as well as increase morale and the ability to improvise in all other life threatening situations.

Being that the Lady Amanda has had me recite information regarding denizens thriving within the deep swamps of our world, I shall retain that course and deal solely with survival points that will aid a young traveler within those confines.

Water, being very prevalent in a swamp environ, for the most part is unclean and far from healthy to consume straight out of the fens themselves. Many small parasites live within even a cup-full of the liquid and they can cause dysentery, cramping, headaches, and even poisoning over the long term. All water should be boiled before consumption whenever possible. This can be accomplished (when a pot is not available) by weaving a small container from cattails or bulrushes and placing it close to the edge of a fire. The water will boil before the container will burn away and can safely be drunk after cooling. This is difficult to accomplish, however, because of the necessity of weaving the rushes very tightly to hold the water. Pitch or animal fats can be smeared around the inside of the container to help seal the pot.

Another method of gaining drinkable water in swampy environs is, when finding a small mound of 'dry' land, to dig a small pit a few feet away from the waterside.

Dig the pit below the water level of the swamp itself and allow the water from the swamp to seep into the pit, filtering most of the impurities away. The pit can be lined with a cotton shirt or bag and weighted in the center to allow the water to pass into the cotton receptacle, taking away most of the problems of dirt contamination. Once the shirt is filled with water, pull it up and let it drain through yet another shirt or bag to remove the remaining dirt. At this point, the water should be relatively clear of creatures and far safer to drink than ducking your head into the marsh itself.




When this is not possible because of the lack of higher ground, a scoop of mud can be placed in a clean cotton bag and squeezed. This will allow the water from the mud to pass through the cotton material and make it relatively safe from contaminants as well.

Shelter poses another problem within the fens. Higher ground is always desirable when attempting to make camp. Beds of reed will aid in making any camp more comfortable for an evening's rest, dry, dead cattails and bulrushes being better for the purpose than fresh. Always try to place as much space between yourself and the ground as possible as water seeps will cause all items touching the ground to become soaked after prolonged contact. Reed bundled in 6" groups and tied tightly will make excellent weather-tight shelters when placed in a lean-to formation. Properly tied bundles of the reed are exceptionally strong and can bear a reasonable amount of weight and abuse. Using the bundles as supports or even braiding reed rope for tying off to the odd tree will aid in camp building. When using reed as twine, make sure that the reeds are relatively dried out or they will crack and break as they are bent. Dampen them slightly and they will serve quite well.

Fire building is quite a challenge in the wet fens and for all practical purposes is impossible without some practice. In normal circumstances, some form of dried wood is necessary for the creation of a flame and an ample supply of wood is needed to feed it over a prolonged period. Dried reeds are an excellent source of wood, but burn so swiftly as to offer no long-term answer to wood supply. Should a traveler lose control of a fire within a swamp late in the year, he is surely in danger of imminent death due to asphyxiation from the smoke, as a swamp field will burn so intensely that escape is not possible without other means available. Great care must be taken to maintain watches over an active fire so as not to cause the reeds around the camp to catch fire and burn uncontrollably.

Food is not a problem in the fens. Ample supplies of edibles exist within arm's reach at all times, and only the inexperienced traveler will starve within a swamp. Grasshoppers are common in swamps and are an excellent source of vitamins and minerals. Small quantities of these insects can be roasted or boiled and served in soups, while larger amounts can be roasted and ground into meal for addition to cakes or as a broth base at a later time. They are easy to collect in the early morning when they are chilled from the night air and can be found resting at the tops of long stalks. Carpenter ants, found on higher ground around decaying tree trunks, are a delight when roasted in quantity with rice, also common in the swamp. They possess a lemony taste and are quite nutritious. Always remember that all insects caught for consumption must be cooked as they may carry parasites that cause any number of intestinal ailments.

Plant foods are in unlimited supply in the fens as well. *Arrowhead* or *wappato* is prevalent in marshlands and is easily identified by deep green leaves in the shape of arrowheads lying like lily pads or protruding from the water. The root system is fibrous and grows small tubers into the mud below in late fall. Collecting the tubers is relatively easy; feel along the branches and down into the mud. Another method of harvesting is done by raking the area under the leaves, breaking off the tubers that then float to the

surface for collection. These tubers must be roasted or baked to remove the bitter, stinging, and somewhat poisonous properties, but are then safe to consume. They taste of potatoes and can be mashed and dried into cakes for future use.

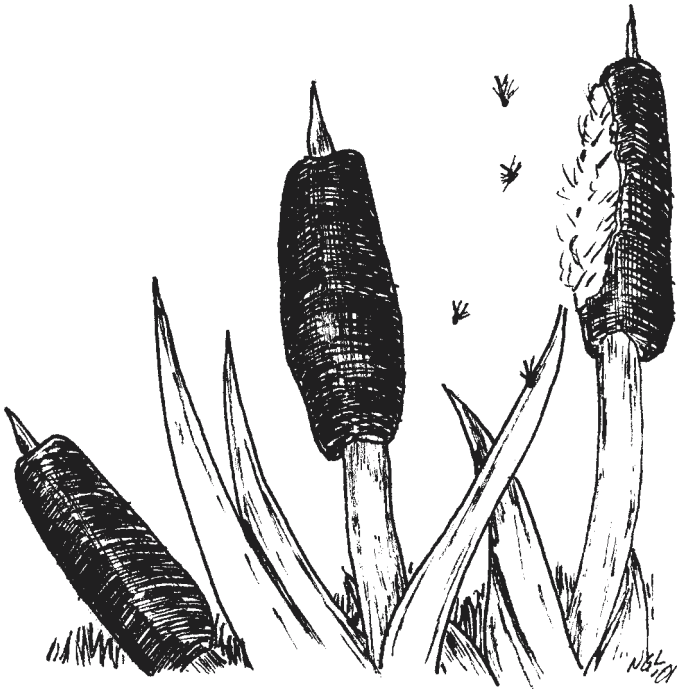
Bulrushes are also a common source for food within swamplands. They have triangular or round stems and bear a cluster of seeds near the tips. They can grow six to eight feet in height. The rootstalks of the bulrush are edible and should be peeled before eating either boiled or raw. The central core of the reed is exceptionally tasty as are the young shoots emerging just above the mud. In addition, following the root system with a hand, a lateral root can be found that will lead to a protruding bulb from which a new stalk will emerge. This bulb is easily snapped off and is edible. When safe water is unavailable, or it is brackish, the young new shoots are able to allay thirst for quite some time.

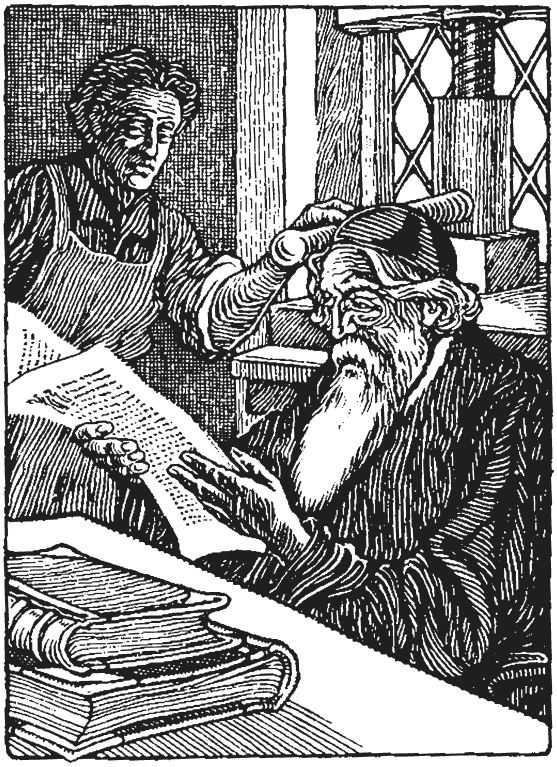
Cattail, also very common, has long blade-like leaves some five to six feet in length and makes excellent weaving material in addition to its food qualities. The root systems of the cattail are edible as well as the seed heads, pollen (found above the seed head), and the young shoots. The central core of older plants is as edible as the young shoots but not as tasty. They may be boiled or eaten raw. The pollen is good for use as flour for cakes or when supplementing a coarser grain; it is very good and flavorful. Dried seed heads from cattails can be burned, removing the fluffy parachutes from the seeds, although a large quantity of heads produces only a small quantity of edible seeds. Before the pollen appears on the cattails, the seed heads can be boiled and eaten like a cob of corn. The other uses of cattails are many. The seed heads, when dry, can be used as insulation for blankets or boots to help prevent frostbite and the reeds are excellent for making baskets, shelters, or even boats when large areas need to be traversed.

When making watercraft with cattails, like bulrushes, make sure the drier leaves are used, as they are more buoyant. A well-made rush and reed boat will buoy up quite an amount of weight initially but over time becomes waterlogged and begins to sink. Constant care must be taken in maintaining a reed boat and whenever possible, pull it out of the water to drain and dry until needed again. A reed boat will last about four hours for every hour put into the making of it given ample supplies, and will be able to support two people and their gear. Mounts, however, require much more support and will become nervous and require much more support, needing four hours of work per mount in addition to the requirement for each person to be carried.

Although I have bypassed quite alot of additional information that will make travel in the marshes more comfortable, this entry to the journal, I hope, has made you feel a bit more secure within its environs and will help keep you alive during your traverse. It is always best to attempt some of these techniques before actually needing them, as it allows you, young traveler, to gain experience in surviving our great wide world.

*Editor's note: Although the author has himself performed many of the practices described above, and the information is as accurate as possible, this information is given solely for the purposes of enhancing your role-playing experience. Please seek suitable instruction before attempting to practice any of these skills outside the game environment.*





*For the Lore Masters of Lejendary Earth, no scrap of knowledge—no matter how arcane—is too little or too obscure to preserve. From time to time some small piece of their research is revealed to us for our enjoyment and edification. Enter these words into your own tomes of lore for your use and that of your Avatars!*

# SHADOWEAVINGS

***LA*™ Game *Rules for All Players*™ Book Additions**
By Gary Gygax

**Alfar Avatars:**
**Non-Human Avatar with Extraordinary Power But Lacking Underlying Ability:**

Replace the wording on page 19, "Also, a non-human Avatar may possess an Extraordinary Ability Power, but lack the underlying Ability usually associated with such Power. In this case, the Avatar will use an unmodified Speed Base Rating for the base chance for successful use of the power," with the following:

"Wylfs and other Avatars/NACs with an Extraordinary Power of Psychogenic or other sort but not possessing the Ability *per se*. must check for successful use of this Power based on 2 x unmodified Speed Base Rating score as an "imaginary"—not actual—Psychogenic Ability score, and the usual bonuses and penalties apply. Whatever AEP cost is associated with the Activation/use of such a Power is applicable."

**Avatar Races: Kobold:**

The ability to become invisible is an *automatic* one and does not need to be checked for success. The same rule applies to the natural armor of a kobold race individual. The armor is there, functioning, sans any check. This rule for natural armor does not apply to a kobold not aware—asleep, unconscious, etc. In such case there is no protection.

**Avatar Races: Wylf:**

The Psychogenic-like senses of a wylf do not normally require any AEP expenditure. Their capacity to see in total darkness (duplicating that of *Nictoscopy*) is a natural one. However, as their senses in general are double the human norm, use of the Psychogenic Ability of *Sensory Acuity* has no benefit to a wylf and will not double the senses again, as they are already at the maximum gain for that Power.

A wylf can use *Sensory Acuity* in a "special concentration" case as noted in the description for this Power. As stated therein, special concentration requires 10 AEPs to be expended. Such special concentration also means a check against the imaginary unmodified Speed Base Rating as if it were the Ability score is needed for successful activation and the gaining of a 10 bonus to Precision Base Rating and associated Ability use, including weapon use.

**Orders and Benefits**

The name of the WARLOCK ORDER is changed to the AUGUR ORDER. In all other respects the information regarding the Order and its Ranks remains the same.

***Lejendary Adventures Rules for All Players*™ Book Clarification**

The **Striking Weapons Table** on pages 196 and 197 under the listings for *foot* and *hand* have a parenthetical note regarding their number in one ABC, 2 and 3 respectively. The multiple attacks so indicated apply only to those with Unarmed Combat Ability, not to others lacking it.

An Avatar or NAC with Weapons Ability can only attack once with a foot or hand, unless that individual has the requisite Speed Base Rating and Weapons Ability score to merit two attacks in an ABC.

## Laws *(continued from page 5)*

The argument here is that focus and concentration are mandated for *full* use of sensory organs.

Or put more bluntly, Gary did exclaim, "*Default skills*? Bah! Each Avatar has more real and useful skills combined in their initial five or more Abilities than actual people possess. Incidental use of most any sense or Ability is a marginal concept save in gross-case circumstances. Either the player is alert and thinking, or he is distracted and sloppy. Avatars are the players' game personae, and the latter must reflect the actual attention of the former to initiate active use of the resources of the make-believe character. Unless one is actively employing most Abilities, they are simply lying there like a log."

LMs might find this to be a useful guideline, and so I reiterate, once again quoting the delicate words of Mr. Gygax:

***He who snoozes, loses! If the players aren't paying attention, then their Avatars are likewise sitting on their thumbs.***

And as a further illustration, attempt the fun and easy exercise below!

*Tell your player group something while they are otherwise "socializing". Have a test prepared. After five minutes ask the players a half-dozen or so questions about the information you imparted to them just a little while ago. When many answers are wrong, or not forthcoming, point out that they heard but did not listen. The same applies to Avatars. No person, even when awake and seemingly alert, functions fully at all times.*

*Unless the player states before the fact that his or her Avatar is actively using some Ability, then "incidental" use is right out the old window. Especially in the case of Avatars not being cautious and alert as demonstrated by the actions of their players.*

**A Guideline for Incidental Checks:**

*The players may be granted the chance to roll 10% of an Ability or some similar check to see if their Avatars realize that they might "oppose" with an Ability or action, if the LM feels they are stuck in some "gross-case circumstance". But if the players are not alert as to what is being told to them, don't even offer such a chance.*

Armed now with suitable guidelines, you can get the jump on those players sitting at your table with their medieval encyclopedias, discourses on language, tomes on social theory, or other foul weapons of the chiseling power gamer.

But if all else fails, and they demand better reasons than those provided, simply say, "because I'm the Lejend Master, dammit."

[1] *Paraphrased from email correspondence with Mr. Gygax.*

## Fables *(continued from page 9)*

**First Ability Speed Based**

*Ability at 61:* Add 2 points to each other Speed-based Ability.
*Ability at 71:* Add 3 points to each other Speed-based Ability.
*Ability at 81:* Add 2 points to each other Speed-based Ability and 5 points to any one Health-based Ability of your choice.
*Ability at 91:* Add 2 points to each other Speed-based Ability and 5 points to any one Health-based Ability of your choice.
*Ability at 101:* Add 4 points to each other Speed-based Ability.
*Ability at 111:* Add 5 points to each other Speed-based Ability.
*Ability at 121:* Add 4 points to each other Speed-based Ability and 5 points to any one Health-based Ability of your choice.
*Ability at 131:* Add 4 points to each other Speed-based Ability and 5 points to any one Precision-based Ability of your choice.

**First Ability Precision Based**

*Ability at 61:* Add 2 points to each other Precision-based Ability.
*Ability at 71:* Add 3 points to each other Precision-based Ability.
*Ability at 81:* Add 2 points to each other Precision-based Ability and 5 points to any one Speed-based Ability of your choice.
*Ability at 91:* Add 2 points to each other Precision-based Ability and 5 points to any one Speed-based Ability of your choice.
*Ability at 101:* Add 4 points to each other Precision-based Ability.
*Ability at 111:* Add 5 points to each other Precision-based Ability.
*Ability at 121:* Add 4 points to each other Precision-based Ability and 5 points to any one Speed-based Ability of your choice.
*Ability at 131:* Add 4 points to each other Precision-based Ability and 5 points to any one Health-based Ability of your choice.

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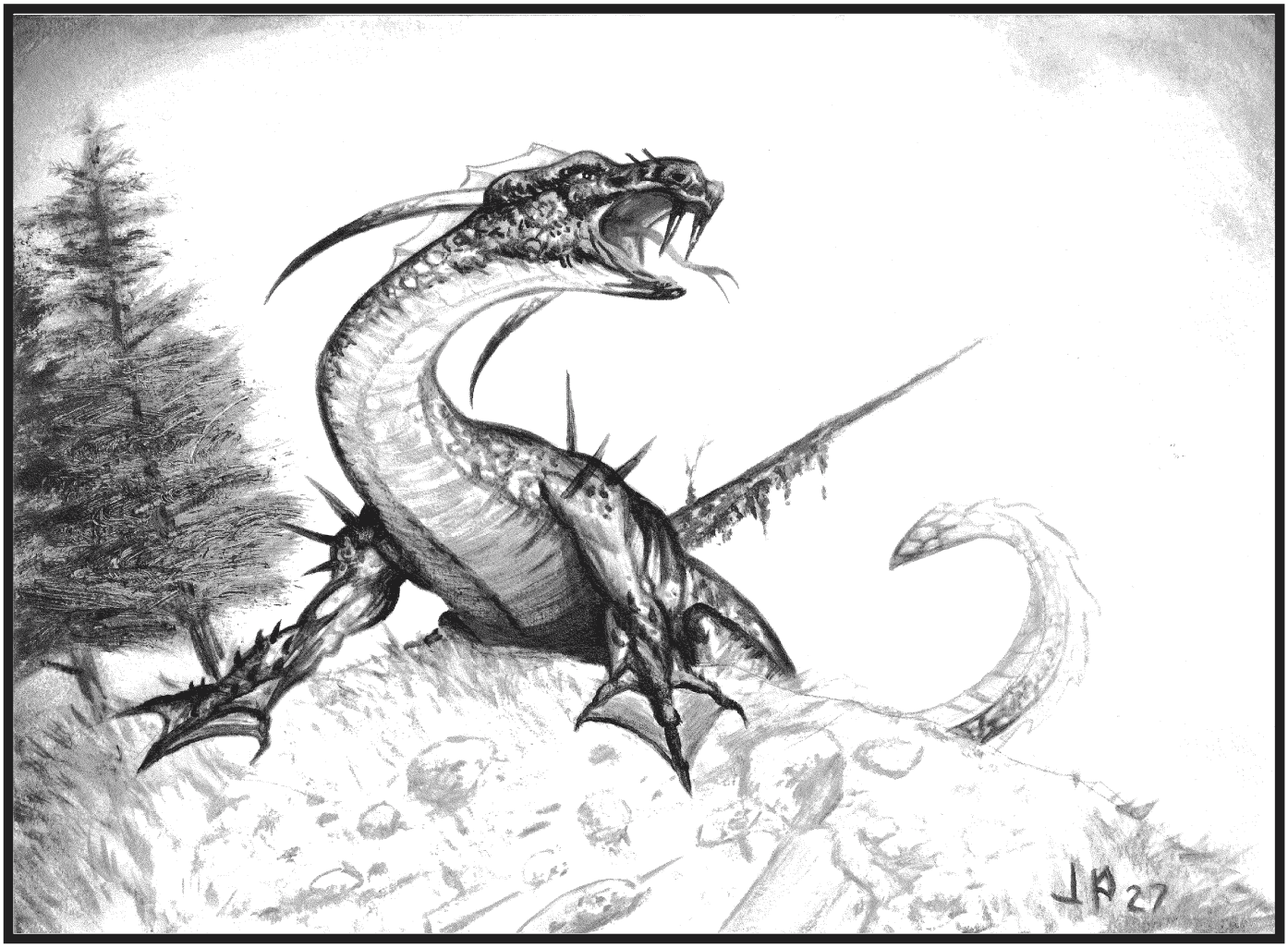
*June 2001*
*Vol.I, Issue 2*



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*Within the Scroll:*

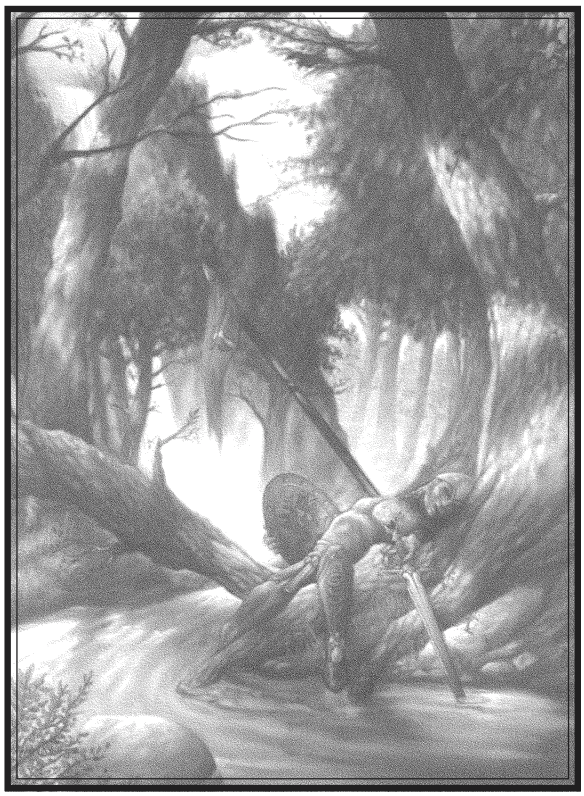
**Xagig's Fables**
NAC Contacts

**The Watchers Way**
Stone Tools

**The Star Chamber**
Game Styles

**The Adept's Vault**

*Those who eschew strife must often still come into contact with violence and the results thereof. The peace-loving Enchanter Desmuriak found himself often called in to repair the ravages of war and the harm visited upon the innocent. On occasion, his immense powers were called into play to bring a culprit to justice --or to save a person wrongly accused from meeting an unjust fate.*



## SCENES FROM DESMURIAK'S CANVAS:
## Jim Pavelec

The bold and colorful cover of *Lejend Master's Lore*™ is the work of Jim Pavelec of One Eye Open Studio. He also contributed work to *Lejendary Rules for All Players*™ and *Beasts of Lejend*™. Jim is well-known in the industry, having worked on *Warlord: Saga of the Storm*™ Collectible Card Game, *7th Sea*™ Collectible Card Game, and Paradigm Concepts' D20™ book.

Original work and prints by Jim and his partner Thomas Manning are available at the One Eye Open website, www.oneeyeopen.com. Jim makes regular appearances at GenCon and other conventions and is often available for signings.

# Lejends

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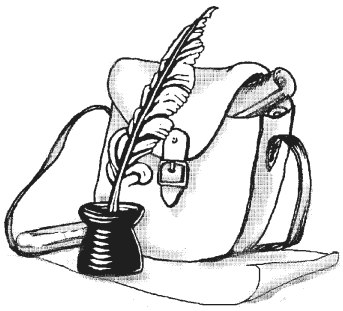

*We at the Keep eagerly await your discussion of the material we present and the issues that arise as you experience the Lejendary Adventure. The courier is ready...the scribe is poised with pen in hand...all that is missing is you.*

## COURIER'S POUCH

**Advocators Versus Lawyers**

*"...This type of micro-managing, infinitesimal analysis on the part of someone I regard as a true gamer leads me to only one conclusion: we need to get this guy on staff."*
*– Mr. Forge*

*"Do not be misled into thinking that because there is a disagreeable rule, or no rule at all, the game is not serving well. In the former case, change the rule. In the latter case, make up a rule that suits the campaign."*
*– Mr. Heka*

**Polemics and The Lawyers**

There exists a strange breed of gamer who cannot resist engaging in polemics. This sort of person is capable of attacking an RPG system with a tenacity that is astounding; as if he were Derrida himself, deconstructing the world, or a sort of pit-bull suffering from lock-jaw after biting into somebody's leg. Whenever a possible flaw, a dispute of interpretation, or the discovery of a single typo comes under the scrutiny of such a pettifogger, then suddenly the whole system is believed to be threatened by the part. This is patently absurd, but such pernicious thoughts are characteristic of one who is easily disturbed by trivialities. Yet, there *does* exist another kind of scrutinizer, sometimes woefully misidentified and unfairly maligned for his constructive observations. His concern is for the *evolution* of a game rather than its disassembly.

I call such a one a *Rules Advocate*, in contrast to the *Rules Lawyer*, and will define him as one who examines a set of rules to offer ideas, thoughts, constructive opinions, and/or diverse interpretations of rules for the benefit of his group or online community. The difference isn't just in how a criticism or observation is expressed, as an obstreperous tone tends to eclipse the significance of even the best point. Rather, it is the intention of the interlocutor that is of issue. A *Rules Lawyer* by definition wishes to extract some advantage for himself in the game by stomping on the authority of the LM, using the rulebook as a bludgeon for Shock Harm, and then gloating triumphantly when the exasperated LM gives in to his mental intimidation. Or, online, such a person tends to enjoy nitpicking for the sheer joy of demonstrating his "superior" sense of game design. Obviously, this type is not welcome.

As it states in the Lejendary Rules for all Players, "In summation, remember that this is a vital and growing game that invites participation. If it ain't fun, then holler at us to fix it. If it remains broken for you, then don't play it." Note that Gary has invited us *Rules Advocates* to participate in the growing evolution of the game, to offer our opinions and observations constructively, and there is nothing wrong with this. Rules Lawyers need not apply, but nobody should be afraid to ask questions. That brings us then to the most important rule…

The most important rule, as Chris Clark has pointed out to us in his recent editorial, is that the LM's rule is Law. A Rules Lawyer may enjoy bullying the LM, demonstrating his "superior" intellect, but if he is truly your friend, he won't do that. A Rules Advocate, however, may question a judging without hostility or pretension, or simply ask for clarification on a ruling. Debate is healthy if it is constructive and doesn't spoil the fun. If a question seems difficult or of a multifarious nature, then the online community should not be afraid to engage in discussion, nor should one be reproved for engaging in discursive thought. It is always true, as the *LA*™ book says, "Do not be misled into thinking that because there is a disagreeable rule, or no rule at all, the game is not serving well. In the former case, change the rule. In the latter case, make up a rule that suits the campaign." That is the Sovereign rule, the LM as Law. But, for the Rules Advocate, it is the foundation of the Law. The second level is the fun of being a member of the gaming community, and engaging in discussions designed to better the game that we all love and share.

*Daniel Cross*



# FROM THE FORGE

**June 2001**

By Chris Clark

Just a short column this month, as the summer days bring more demands upon our craft. At the same time, the balmy weather brings with it a desire to linger under the trees…but the work must come first.

**The Hammer**

We've a "new tool" that is worthy of note—*Castle Wolfmoon*. We have found a way to produce this module, not only as an adventure for use with the *Lejendary Adventure*™ system, but for the D20 system as well. Fear not, the D20 material will be separated from the *LA*™ material in scrollwork boxes that will allow those aficionados of D20 to find it easily. Imagine this however... All of the D20 fans who buy the module (and it WILL be the first D20 product designed, in part, by Gary Gygax, so I think we'll sell a few), will be, while reading their D20 bits, exposed to the richness of the *Lejendary Adventure*™ system while so doing.

In short, it should soon be a much simpler proposition to find both games and players.

**The Anvil**

Dicetrader.com, that reliable purveyor of things Lejendary, has moved the discussion board and archives to www.lejendary.com. The new site will be open by the time this hits your desk. Check him out—there may well be a promotional giveaway or two in the offing, thanks to his new association with RPGShop.com.

Work on the MUD is progressing, although the original plans for using Java have been scrapped. The thoughts from the arcane computer gurus here now involve licensing the server software and overlaying it with the *Lejendary Adventure*™ game system and background. It will most probably be several months before that tree bears fruit, however.

**Augury**

Our initial sales for the *Lejendary Earth*™ World Setting series are not fantastic, I won't kid here, but are certainly sufficient that the entire series of books is scheduled to make it out our doors by the end of the year. It is also my desire that a few other projects, namely the *Key of Sand* and the *Maledicted Plateau* sourcebooks and accompanying modules, make it out before Christmas, but that is a "wait and see" proposition at this time. I know that more people are starting to play; it's just a question of how many more, and how quickly.

**Wrap-Up**

Already we are planning for the annual pilgrimage to GenCon; more of that next month. It's always a pleasure to meet with the loyal gamers who find us in the dealer room, the events, or passing among the crowd. We are a varied and free-spirited group, we Adventurers, and we know how to enjoy ourselves. But for now, back to the forge...

*Just as the nations of Lejendary Earth each have their own distinct set of laws and customs, so too does each Lejend Master bring his or her own viewpoint and customs to the playing table. In this continuing series, we will look at different styles of customizing play, and the reasons they arose.*

# Laws of the Realms

## NEOPHYTE ISSUES: Racial Orders and Comparisons, Harm Ranges and Spell Time Cost

By Daniel Cross with contributions by Tom Harrison

*It's your first time taking on the role of Lejend Master. You've gathered your dice, mechanical pencils, graph paper, and notes, and thoroughly read the newest adventure module. Sitting down to the table, you strategically place your LM's screen to hide the details of the various obstacles and opportunities for derring-do you have prepared for the dauntless adventurers. Unfortunately, the adventurers are mere concepts, not yet committed to paper or fully developed as Avatars. Yet you are confident that the creation process will be quick, judging by the rules, certainly taking no more than a half-hour…*

The *Lejendary Adventure* game is indeed a "rules-light" system, but the phrase can be deceiving at times, for it does not translate to "lack of depth and detail." The options available to the player at time of Avatar creation are myriad; the combination of broad-based skills, Order selection, and races invariably generate totally unique personalities and limitless choice of background. Once this is realized, it should not be surprising that Avatar creation can take a while longer than expected, depending on the experience of the player.

Of course, any effort expended in fully fleshing out a beginning Avatar is time well spent, increasing the enjoyment of play commensurably. For those hungering for more such information, the *Lejend Master's Lore*™ book includes charts for determining height, weight, body types, life span, racial epithets, and other descriptors.

Admittedly, there are some things that can cause confusion for the unprepared Lejend Master, wreaking havoc on an otherwise enjoyable task. Foremost on my list of possible logjams is the question of races: the differences between similar races, what Orders they can join, and their advantages and disadvantages as compared against humans.

It is obvious when creating an *LA* Avatar that choosing a human as the character's race does make selection of Abilities and Order simpler, by allowing for the "archetypal" Avatar and an immediate mental image. However, many players look to the various races in interest of discovering what advantage might be gained, comparing the various races against the human average, but the system does not encourage min-maxing of statistics, nor does it always rely on numbers to enforce game balance. For example, a kobold may be perceived as unbalanced against the other races, having more innate powers. But such would be true only if the Lejend Master neglected to invoke the severe (but fun) difficulties of assuming the role of such a race in the campaign setting, the *Lejendary Earth*™ World Setting. Generally, the inhabitants of the Lejendary Earth don't like kobolds very much, so whomever plays the race should expect difficulty that would put its racial advantages into—ahem—proper perspective.

Often the question of racial eligibility in regard to Orders will come up. For instance, upon your player's discovery that, due to the order of mandatory Abilities, the unfinished Oaf Avatar cannot join the Soldier Order, he may cry "foul!" and pound his fist so that the dice rattle off the table as he demands justice. "You're telling me an *Oaf* can't swing a sword and obey



simple commands?" it might be asked. In this case, quickly explain that Orders should not be confused with a character classification system, common to other role playing games. Orders in *LA* represent the societal niche that the player's Avatar has found, joining so that he may reap the benefits of such association, but it does *not* perforce define his full or potential capabilities, as it sometimes does in a class-and-level system.

The standard Orders reflect mostly human societal constructs, so Human Avatars are the only ones that are *initially* able to become full-fledged members. However, this does not preclude all Alfar characters from entering them at contact rank. As it states in the *Lejendary Rules for All Players*:

*The Avatar need not have more than the initial Ability indicated to be eligible for contact (at 12th Rank), as noted in the details of each Order. The Avatar's other Abilities may be other than those required by the Order, as the Avatar can gain new Abilities to properly qualify for full membership.*

The initial Ability of an Order must be the Ability with the *highest* percentile rating applicable to a Base Rating (or four times Speed Base Rating) in order to find its percentage score. In other words, the 1st Ability listed on the character sheet. For human Avatars, that means the Ability chosen at 100% of a BR is the "1st Ability," but for non-humans this could very well be a Mandatory Ability, not a chosen one.

It is at this point that many players become confused by the distinction between "1st Ability" and "1st Chosen Ability." The confusion arose from Step Eight of Avatar generation in the first printing of the*Lejendary Rules for All Players*™, wherein it stated that the player must decide which of his Avatar's *chosen* abilities—not mandatory ability or the additional ability—is most important, and rank that as the "first ability." It is the *highest* percentile rating applicable to a Base Rating that automatically becomes the 1st Ability. Humans can assign whatever Ability they wish to that percent slot, while non-humans sometimes have their highest percentile rating *pre-assigned* to a Mandatory Ability. This is why Ability Scores should not be figured until chosen abilities are assigned to the percentage scores provided by each racial description (as implied by Step Nine).

Below are the non-human Avatar "1st Ability" slots as found in the *Lejendary Rules for All Players*™. Remember that the first Ability listed under Chosen Abilities is not the same.

| Non-Human Race | Required Percentile Rating | Mandatory 1st Ability |
|---|---|---|
| *Dwarf* | 100% | *(player's choice)* |
| *Gnome* | 100% | *(player's choice)* |
| *Ilf* | 100% | *(player's choice)* |
| *Kobold* | 100% | *(player's choice)* |
| *Oaf, Major* | 80% | *Physique* |
| *Oaf, Typical* | 80% | *Ranging* |
| *Orc* | 80% | *Physique* |
| *Orc, Greater* | 100% | *Physique* |
| *Orc, lesser* | 80% | *Stealing* |
| *Trollkin* | 80% | *Minstrelsy* |
| *Veshoge* | 80% | *Commerce* |
| *Wylf* | 100% | *(player's choice)* |

It may also benefit someone who is creating a new Avatar to have some comparative knowledge of the races while brainstorming his or her character concept. The random increase dice can be used as a guide to the relative strengths of each race, although the racial maximums and minimums can play quite a bit with the averages. Generally, there are thirteen levels of increase to a Base Rating from d3 up through 4d8, not including the bonuses factored in from Mandatory Abilities. Bonuses based on Mandatory Abilities are not shown so as not to confuse matters when creating new races. This can serve as a guide and comparison of the natural capacities of each standard race. Listed below are ten example races (not including sub-types) with their increase dice, ranked in terms of modified racial maximum score as noted. Modified maximum score is figured as if the player rolled the highest number possible on the increase dice after spending enough points to increase the base rating up to the base racial maximum.

**Health increase, most to least**

| Avatar Race | Increase Dice | Maximum Modified Score |
|---|---|---|
| Orc | *4d8* | 116 |
| Oaf, typical | *3d10* | 114 |
| Ilf | *2d12* | 96 |
| Dwarf | *3d6* | 94 |
| Human | *1d20* | 90 |
| Gnome | *2d6* | 86 |
| Wylf | *3d4* | 84 |
| Trollkin | *3d4* | 84 |
| Kobold | *2d6* | 84 |
| Veshoge | *1d12* | 77 |

**Precision increase, most to least**

| Avatar Race | Increase Dice | Maximum Modified Score |
|---|---|---|
| Trollkin | *2d8* | 70 |
| Kobold | *1d12* | 64 |
| Ilf | *1d10* | 64 |
| Veshoge | *1d8* | 63 |
| Gnome | *1d10* | 62 |
| Wylf | *1d8* | 62 |
| Dwarf | *1d10* | 60 |
| Human | *1d8* | 60 |
| Orc | *1d8* | 50 |
| Oaf | *1d6* | 48 |

**Speed increase, most to least** (half-points on increase dice)

| Avatar Race | Increase Dice | Maximum Modified Score |
|---|---|---|
| Trollkin | *1d4* | 16 |
| Kobold | *1d4* | 16 |
| Wylf | *1d3* | 16 |
| Ilf | *1d6* | 15 |
| Human | *1d3* | 13.5 |
| Veshoge | *1d6* | 13 |
| Dwarf | *1d3* | 11.5 |
| Gnome | *1d4* | 11 |
| Orc | *1d4* | 9 |
| Oaf | *1d4* | 8 |

The second potential point of confusion to a new player is the Harm Range and Time Cost of Extraordinary Activations (magical spells).

Harm Range is the minimum and maximum damage inflicted by weapons, Activations, or powers. Sometimes quickly determining which dice combinations to roll can be troublesome, at least to one who is not in the least bit mathematically inclined! Below is provided a general key, compiled by Gary Gygax, to achieve the desired harm range, followed by a helpful chart for Activation time cost and initiative.

| Harm Range | Die Used | Result |
|---|---|---|
| 1-2 | d2 (one-half d4) | d4/2 |
| 3-5 | d3 (one-half d6) | (d6/2)+2 |
| 6-8 | d3 (one-half d6) | (d6/2)+5 |
| 9-12 | d4 | d4+8 |
| 13-16 | d4 | d4+12 |
| 17-20 | d4 | d4+16 |
| 21-25 | d5 (one-half d10) | (d10/2)+20 |
| 26-35 | d10 | d10+25 |
| 36-50 | d15 (one half d30) | (d30/2)+35 |
| 36-50 (alternate method) | d10 plus d5 (one-half d10) | d10+(d10/2)+35 |

**Employing Activations** *(with thanks to Tom Harrison)*

The Time Costs for Activations offered in the Lejendary Rules for all Players™ can be very awkward for those new to the game system. With combat broken into 3-second segments, trying to figure out when an activation that takes 7 seconds to complete goes off can be a pain for the hurried LM. Provided here, therefore, is a revised Activation table that may ease the confusion somewhat.

| Grade | Time Cost (in realtime and ABC | | Power Cost |
|---|---|---|---|
| Very Minimal | 1 second | 1/3 | 2 |
| Minimal | 2 seconds | 2/3 | 3 |
| Low Moderate | 3 seconds | 3/3 | 4 |
| Moderate | 4 seconds | 1 ABC +1/3 | 5 |
| Good | 5 seconds | 1 ABC +2/3 | 6 |
| Very Good | 7 seconds | 2 ABCs +1/3 | 7 |
| Strong | 9 seconds | 2 ABCs +3/3 | 8 |
| Very Strong | 12 seconds | 3 ABCs +3/3 | 9 |
| Major | 16 seconds | 5 ABCs + 1/3 | 10 |
| Extreme | 20 seconds | 6 ABCs + 2/3 | 12 |

The fractions given in the Time Cost indicate a count of each second in the ABC. This is handled in play as follows:

1/3 – Activation is completed at the beginning of the ABC, before initiative is cycled.
2/3 – Activation is completed on the caster's initiative of the ABC.
3/3 – Activation is completed at the end of the ABC, after initiative is cycled.

For Activations that require more than 1 ABC (3 seconds), the additional number of ABCs required of the caster are also listed. "Initiative cycle" is simply the calling of Initiative, from highest to lowest. So a Moderate Activation is complete after one ABC, but before Initiative is cycled on the second. A Strong Activation is complete after two full ABC and after Initiative is cycled on the third.

As a friendly reminder, regardless of when casting begins, the Avatar does not roll to determine success until the actual completion time. For a mage casting a Very Good Activation, no rolls are required of the player for two ABCs, when casting is completed.

*Editor's Note: The contributions of the LA community in response to the articles appearing in LAWS OF THE REALM are welcome and greatly encouraged.*

*The Master LejendWeaver shares his thoughts on matters diverse and occasionally arcane. Draw 'round and listen to…*

# XAGIG'S FABLES

**Sometimes it IS Whom You Know…**

By Gary Gygax

*Illustrated by Martin Siesto*



**Sometimes a fella needs a friend...**

Because the following game material is lengthy, you must suffer deprivation; I can not preface the idea at length. As it pretty well speaks for itself, no loss.

The following material, in some form, will be included as an optional rule in the *Lejendary Rules for All Players*™ section of the supplementary book I am in process of writing and compiling for the *Lejendary Adventure*™ RPG and the *Lejendary Earth*™ World Setting. In order to play-test the material, for it has a potentially extensive impact on the play of the game, we offer it here. It is a rather information-intensive rule, in that the player and the Lejend Master will have to maintain a continual record of the NACs selected to be "Contacts."

"Contacts" refers to people known in high and perhaps low places too, connections, "pull" with such persons, favors owed, and so forth. When "favors" are asked for, and given, this will have to be noted. New contacts will likely be made and old ones lost. For the LM who desires a campaign with intense and life-like role-playing, this optional rule should be a boon. For those who are directing a more action-oriented campaign, it might be limited to a few very important contacts or ignored altogether. You decide...

**CONTACTS Optional Rule**

While in life we often call upon those whom we know for some assistance in one thing or another, most RPGs don't allow for such a possibility. The other characters active in the campaign are about the extent of the associates of each adventurer. Contrast this to the typical fantasy adventure yarn where the hero has comrades or acquaintances in many places. Such protagonists usually have foes around, too. Unlike real life or fiction of the genre, there is scant provision for this aspect of relationships in fantasy games. Here we will make up for this dismal shortcoming.

With your LM's permission, and on a separate sheet of paper to be included with your Avatar Record material, detail the following:

Choose one NAC "Special Relationship/Connection" from "Childhood" times of the Avatar's life, and note the character's name and relationship or connection to the Avatar. Then do the same in regards to a "Special Relationship/Connection" from "Youth," but choose two. Finally, list two such "Special Relationship/Connections," plus one more for each five years of age over maturity (age 20) for Avatars of the human race, all of these coming from the Avatar's "Recent Past." Finally, according to the Avatar's being Ordered or Unordered, you will add one or two more "Special Relationship/Connections" if you are human, one only if of another race, gained most recently.

In short:

List one from Childhood (List I)
List two from Youth (List II)
List two or more (humans only) from Recent Past (List III)
List two for Order, if human, or (List IV)
List one if an Alfar or Unordered Avatar (List V)

**Special Relationship/Connection to the Avatar:**

*I. Childhood:*
A. A playmate (friend)
B. A teacher (mentor)
C. A spiritual guide
D. A sibling
E. A close relative (aunt, uncle, first cousin, nephew, niece, etc.)
F. A distant relative

*II. Youth:*
A. A friend
B. A close friend
C. A former sweetheart
D. A teacher
E. A spiritual guide
F. An old family friend
G. A close relative
H. A distant relative
I. A former work-mate
J. A "shady" character met by chance

*III. Recent Past:*
A. A friend
B. A former associate
C. An acquaintance
D. A stranger
E. An adversary
F. An old family acquaintance
G. An old family associate
H. An old family friend
I. A former employer
J. A former work-mate
K. A minor official met by chance
L. A merchant met by chance
M. A tradesman met by chance
N. A petty landowner met by chance
O. A local (nomad/rustic/savage/urban) commoner met by chance
P. A wanderer met by chance
Q. A "shady" character met by chance

*IV. Immediate Past, Ordered Avatar*
A. Another who also recently joined the Order
B. Another in the Order who sponsors the Avatar
C. Someone in a different but associated or friendly Order

*V. Immediate Past, Alfar or Unordered Human Avatar*
A. Someone with the same 1st Ability as the Avatar
B. Someone with the same 2nd Ability as the Avatar's 1st Ability
C. Someone with the same 3rd Ability as the Avatar's 1st Ability
D. Someone with the same 4th Ability as the Avatar's 1st Ability




For example, Thelma Penrose, an Unordered Human Avatar, would list one contact from her childhood, two from her youth, two from her recent past, plus one further contact from her immediate past, for a total of six possible contacts. She chooses:

Childhood: her older sister, Prudence

Youth: a teacher and her governess (an old family friend)

Recent Past: a local commoner (rustic) met by chance and a strolling player (wanderer) met by chance

Immediate Past: the old bookseller down the block from her father's shop, who has the same 3rd Ability as Thelma's 1st Ability (Evaluation).

Now check Table 1, Base Score for Degree of Kinship, to find the base chance of having a favor done and the number of favors an Avatar is likely to be able to receive (is "owed") from a particular individual. *You will select the individuals who are to be considered as having a Special Relationship or Connection to the Avatar, but don't count on the higher base scores being necessarily applicable when the whole process is complete.*

**Table 1. Base Score for Degree of Kinship**

| Relationship | Score | Favors "Owed" |
|---|---|---|
| None, adversary | -10 | -1 |
| None, stranger | 0 | 0 |
| None, casual acquaintance | 5 | 1 |
| None, acquaintance | 10 | 2 |
| None, associate | 15 | 2 |
| None, close associate | 20 | 3 |
| None, mentor | 25 | 3 |
| None, spiritual guide | 30 | 4 |
| None, friend | 35 | 7 |
| None, friend and confidant | 40 | 10 |
| None, former sweetheart | 10 | 1 |
| Distant relation | 20 | 2 |
| Close relation | 30 | 4 |
| Immediate family | 40 | 8 |
| Immediate family and friend (including "blood brother") | 50 | 12 |

Thelma's childhood contact, her older sister Prudence, is immediate family and therefore starts with a base chance of doing Thelma a favor of 40%. Prudence has a reasonable chance of doing Thelma up to 8 favors.

Next, check Table 2, Score Adjustment for Favors Done to Gain Assistance, and remember that these will be added as a bonus to the Base Score. For each favor done add these numbers; it is possible that more than one favor has been done, so two of one sort and one of another is possible. *You will name the favor or favors the Avatar has given in the past, subject to the LM's approval. These must be logical and reasonable for each individual.*

**Table 2. Adjustment for Favors Done to Gain Assistance**

| Favor | Add to: base score | Add to: favors "owed" |
|---|---|---|
| A good word or recommendation | 5 | 1 |
| Did a minor service for | 5 | 2 |
| Gave a minor material gift | 10 | 1 |
| Did a considerable service for | 20 | 3 |
| Gave a substantial material gift | 30 | 3 |
| Risked life for | 40 | 5 |
| Saved life of individual | 50 | 7 |
| Saved life of individual's immediate family | 60 | 10 |

**Degree of favors:**

Once the player has noted the favors his or her Avatar had performed for the contact, and the circumstances surrounding each incident, the LM will secretly determine via d% whether or not the contact actually recalls this favor being done. The chance of such acts lodging in a contact's memory strongly enough to influence their future behavior toward the Avatar is listed below.



**Reward good service; it may benefit you in the future.**

*Giving Information:* Generally a low-order favor with a base 10% chance of being acknowledged/remembered. If so, the bonus is 5 points score and 1 favor of like or minor other sort in return.

*Doing a Minor Favor For:* Generally another low-order favor, but with a base 25% chance of being acknowledged/remembered. If so, the bonus is 5 points score and 1 favor of like or minor other sort in return.

*Doing a Good Favor For:* Such an act has a base 75% chance of being acknowledged/remembered. If so, the bonus is 10 points score and 1 favor of like or minor other sort in return.

*Doing a Special Favor For:* Such an act will always be acknowledged and remembered. The bonus is 20 points score and 1 favor of like or lesser other sort in return.

*Setting Someone Up in Their Career:* Such an act will always be acknowledged and remembered. The bonus is 50 points score and 5 favors will be added.

*Giving Material Gifts:* At Low Class base of 1 point to the score for each $100, ($10 if in associative surroundings, viz. gratuity giving) and for each 20 score gained thus add 1 favor. Base gift value for Middle Class is $500 per 1 score, $5,000 for Upper Class. In neither of the latter classes is association considered in regards to perceived value of monetary gifts.

*Association, Ordinary:* Each 10 days of regular (congenial) association, including that of patron to service worker, gains 1 point score, and for each 20 score gained thus add 1 favor.

*Association, Close:* This applies mainly to working or social relationships of congenial sort. For each seven days of such regular (congenial) association, the Avatar gains 1 point score, and for each 10 score gained thus add 1 favor.

*Association, Special:* This relates to "brotherhood" sort of association such as in guilds, societies, religious organizations, etc. For each day of such regular (congenial) association in such surroundings, the Avatar gains 1 point score, and for each 50 score gained thus add 1 favor.

*Active Help, Risk-Taking:* This is self-explanatory. For each incident of such assistance, the Avatar gains 5 to 20 points score, depending on the degree of help and risk involved, and for each 10 score gained thus add 1 favor.

*Life Saving:* This again is self-explanatory. For each incident of such assistance, the Avatar gains 25 to 100 points score, depending on the life, number of lives saved, the personal risk involved. For each 10 score gained thus add 1 favor.

The player notes in the Avatar history that Thelma helped Prudence meet the merchant she eventually married; she counts this as a minor favor, which has a 25% chance of being remembered by her sister. If the LM determines (secretly, of course, on d%) that Prudence does remember it, it will add 5 points to her base score and 1 to the number of potential favors Thelma can ask. In addition, the player states in the Avatar's history that Thelma gave Prudence a puppy that grew to be a valuable hunting hound. Again, should the LM determine that Prudence remember's Thelma's help, this gift would be worth an additional 3 points to the base score. Prudence's score is now up to 48% and 9 favors.

Now, check Table 3, Adjustment for Repute and Social Status of the Avatar. Where applicable, apply these to the base score.

| Table 3. Adjustment for Repute and Social Status of the Avatar | | Add to: |
|---|---|---|
| **Repute/Status** | **base score** | **favors "owed"** |
| Each point of Repute | 5 | 1 |
| Each point of Dark Repute | 0 | 1 |
| Each point of Disrepute | -10* | 2 |
| Serving respected authority | 10 | 1 |
| Serving authority | 5 | 0 |
| Serving hated authority | -50 | -5 |
| Serving feared authority | -25 | -10 |
| Of same class as NAC | 5 | 0 |
| Of great nobility/class that is respected by the NAC | 20 | 3 |
| Of lesser nobility/class that is respected by the NAC | 15 | 2 |
| Of non-noble aristocratic class that is respected by the NAC | 10 | 1 |
| Of a class respected by the NAC | 5 | 1 |
| Of a class disdained by the NAC | -20 | -2 |
| Of a class despised by the NAC | -40 | -5 |
| Of an Order/known 1st Ability respected by the NAC | 10 | 1 |
| Of an Order/known 1st Ability disdained by the NAC | -25 | -2 |
| Of an Order/known 1st Ability despised by the NAC | -50 | -5 |
| Known same occupation as the NAC | 5 | 1 |
| Known related occupation to that of the NAC | 0 | 1 |
| Wanted Criminal (sympathetic criminal NAC) | 20 | 1 |
| Wanted Criminal (sympathetic NAC) | 5 | 1 |
| Wanted Criminal (law-abiding NAC) | -15 | -2 |
| Wanted Criminal (law-abiding, opposed NAC) | -30 | -5 |
| *converts to a bonus where a criminal NAC is concerned. | | |

Over the course of her campaigning, Thelma has acquired 4 points of repute. She is, of course, of the same class as her sister, and, as noted in the Avatar's history, they both worked together in their father's business while growing up. These add up to an additional 30 points towards Prudence's base score, and an additional 5 favors Thelma can ask of her. Prudence's score is now 78 and she owes Thelma 12 favors—quite reasonable for a sibling who was close to the Avatar.

**The average person looks up to a Hero...**



At this point, the LM completes the process by secretly determining how the contact really feels toward the Avatar. This is done by consulting Table 4, Adjustment for Liking/Admiration of the Individual for the Avatar, and Table 5, Adjustment for Hostilities of the Individual for the Avatar. The LM will determine by choice (logically if based on a thorough description of the NAC, altered by subsequent play) or random number generation the Liking/Admiration and Hostilities of each NAC that an Avatar lists as a contact. Note that an Avatar might be virtually worshipped by an NAC and be at the same time that one's Sworn Enemy.

Should the total of the base score and adjustments sum up to a minus number, the NAC will either defy the Avatar or else dissemble, trick, mislead and/or betray that one.

**Table 4. Secret Adjustment for Liking/Admiration of the Individual for the Avatar**

| Repute/Status | Add to base score | Add to favors "owed" |
|---|---|---|
| 01-05 Virtually Worshipped | 75 | 10 |
| 06-10 Loved | 50 | 7 |
| 11-20 Liked Strongly | 35 | 4 |
| 21-30 Admired | 25 | 3 |
| 31-40 Fond Of | 10 | 2 |
| 41-50 Neutral | 0 | 0 |
| 51-60 Considered Odd | -5 | -1 |
| 61-70 Disliked Faintly | -10 | -2 |
| 71-80 Thought Annoying | -15 | -2 |
| 81-85 Believed Undesirable | -20 | -3 |
| 86-90 Repulsed By | -30 | -5 |
| 91-95 Seen as Contemptible | -40 | -7 |
| 96-00 Thoroughly Loathed | -50 | -7 |

**Table 5. Secret Adjustment for Hostilities of the Individual for the Avatar**

| Repute/Status | Add to base score | Add to favors "owed" |
|---|---|---|
| 01-10 Admired Despite Opposing Views | 25 | 3 |
| 11-20 Grudgingly Respected | 15 | 2 |
| 21-40 Envied but Attracted to | 5 | 1 |
| 41-50 Indifferent to | 0 | 0 |
| 51-460 Seen as Competitor (Adversary) | -10 | -1 |
| 61-70 Jealously Disliked (Adversary) | -15 | -3 |
| 71-80 Instinctively Hated (Adversary) | -30 | -6 |
| 81-90 Absolute Foe (Adversary) | -60 | -12 |
| 91-00 Sworn Enemy (Adversary) | -100 | -20 |

The LM will check any result indicating that the contact is an adversary of the Avatar on Table 6.

**Table 6. Adversaries of the Avatar**

| Repute/Status | Add to base score | Add to favors "owed" |
|---|---|---|
| 01-10 Adversary who owes your Avatar a favor | 25 | 1 |
| 11-20 Adversary with superiority complex | 15 | 1 |
| 21-30 Adversary who wishes to impress the Avatar | 35 | 1 |
| 31-40 Adversary who was spared humiliation by the Avatar | 30 | 1 |
| 41-50 Adversary who owes position/success to the Avatar | 20 | 1 |
| 51-60 Adversary who owes who owes his life to the Avatar | 40 | 1 |
| 61-70 Adversary of neutral sort | -10 | -1 |
| 71-85 Adversary of implacable sort | -35 | -4 |
| 86-00 Maliciously determined adversary | -75 | -10 |

Adversaries can possibly be changed, their opposition lessened, even altered to friendship, through the actions of the Avatar. This is, of course, a matter for the LM to adjudicate. *Implacable* and *malicious* adversaries are likely never to alter their opposition, though.

The LM finds that Prudence, as Thelma's sister, most likely loves her (+25 to base score, +7 to favors). However, since Thelma ran off to become an adventuress instead of staying home and marrying respectably, Prudence probably feels some envy mixed with distaste for her sister's scandalous behavior (+5 to base score, +1 to favors). Prudence's score, therefore, becomes 108; she owes Thelma 20 favors of varying sort.

This score, then, is the probability that the contact will perform a favor as asked by the Avatar. Prudence's score as determined by the LM means that she will always endeavor to do what Thelma asks—so long as Thelma continues to treat her in such manner as will continue their good relationship.

...many types of contacts are possible.



**Beyond the Initial Special Relationships and Connections**

Each act in play can add to one's network of those upon whom favors can be drawn. Whenever an Avatar does something beneficial for an NAC, he or she may call upon the LM to note that a new Special Relationship/Connection has been established. Of course, tipping a servant doesn't count for such a link, but saving a servant from harm or danger, then also giving that one some appreciable sum of money, will be quite sufficient to create a Special Relationship. If the LM agrees that such a link is possible, he will provide the name of the NAC to the player, and that individual can be listed in the Avatar's records as such. Meantime, the LM will make a note of the Avatar's name, the NAC's name, occupation, location, and any actual influence the Avatar has in regard to the NAC and what the basis for the relationship is.

As noted, the Avatar will select initial contacts, then these will be rated by the player and the Lejend Master—the latter being the *only* one who knows the actual regard the Non-Avatar Character has for the Avatar. What the Avatar does in the course of adventuring in the campaign will impact the contact's relationships.

This, of course, sets up the perfect RPG situation for both the unknown benefactor or friend and…the hidden enemy. Through campaign activity, as the Avatar interacts with the environment he or she will likely seek to establish new contacts of useful sort. It is also certain that the actions of the Avatar will engender adversaries.

The unknown adversaries of the Avatar will necessarily be kept track of by the Lejend Master. The actions of the Avatar will be used as the basis for establishing the degree to which the opponent of the Avatar detests that individual. Here is the special table for LM-maintained NAC Opponents:

**Table 7. Opponents of the Avatar**

| Repute/Status | Add to: base score | Add to: favors "owed" |
|---|---|---|
| 01-20 Opponent of minor sort | -25 | -2 |
| 21-40 Opponent of moderate determination | -35 | -3 |
| 41-60 Opponent of strong determination | -50 | -5 |
| 61-75 Opponent desiring to ruin the Avatar | -100 | -10 |
| 76-85 Opponent desiring to see the Avatar dead | -200 | -20 |
| 86-95 Opponent who forever hates the Avatar | -300 | -30 |
| 96-00 Opponent with insane fervor to destroy the Avatar | -400 | -40 |

If the Avatar is known to the NAC, material from Table 3, Adjustment for Repute and Social Status of the Avatar, is applicable as well.



# THE JONGLEUR

## Weaving the Tangled Web

By Nita Glazewski

*The web of our life is of a mingled yarn, good and ill together. – All's Well That Ends Well, Act 4, Scene 3*

The Bard of Avon could hardly have foreseen the technological marvel known as the World Wide Web when he penned those words, but he distinctly hit the proverbial nail on the head. Fascination and frustration are mingled whenever someone speaks of accessing what can be found online.

Certainly the Internet and the Web have played a large part in the development of *Lejendary Adventures*™ and all its associated materials. Game-players, writers, artists, and editors are scattered across the US and around the globe; yet we are able electronically to contribute our thoughts, talents, and most definitely our opinions! And as the game and its following have grown, so have its online venues of play and discussion.

Unfortunately, the access is not equal to everyone. Many of us in the game industry rely on Macintosh computers for their graphic capabilities. However, the majority of websites are not terribly Mac-friendly; while often optimized for specific browsers that are available for Macintosh platforms, the browser editions aren't always equal, and therefore problems result.

One of the major approved *LA*™ sites is a perfect example of this problem. The "official" *LA*™ web community at http://communities.msn.com/LejendaryAdventures has several great features, such as a fairly popular discussion board, file uploads and downloads, an online "album" for art and photos, and even emoticons for livening up one's posts. It's well organized, has lots of info, and is fairly reliable as far as availability and downtime issues. A great site, really…so long as one is not trying to access it from a Mac platform. The Mac wanderer in the PC wilderness will encounter a black hole which greedily slurps up discussion posts and keeps them from ever reaching the board—and forget trying to insert those emoticons in said posts. They don't even appear on the page.

Another detractor to this site is its speed of loading. Mini-scripts run at the top or bottom of many of MSN's pages; and, of course, one must wait until the entire script is loaded before the rest of the page content appears. Distracting and annoying (especially for impatient sorts like me!), but only a minor flaw.

A hint to Mac users who wish to post to the MSN discussion board: manually sign in (without using the "remember me" function) at the community home page, before accessing any other page on the site. For some reason, this seems to prevent the vanishing act that otherwise occurs.

An approved *LA*™site that was a bit more friendly to Mac users was www.dicetrader.com. This storefront and its operator (known as "Gambit") have been great supporters of Hekaforge products since the first edition of *LR4AP*™. Its lively discussion board quickly eclipsed the MSN site in terms of active use. Intelligent organization, minimal (but well-executed) graphics—and hence short load times—and a reasonably usable interface even for Macintosh made this one of my personal favorite sites.

DiceTrader has recently closed its virtual doors to merge with RPGShop.com, but Gambit has opened a new and even friendlier site at www.lejendary.com. So far, it's been virtually error-free: easy access, low graphic loading to slow it down, and fun touches like "gremlin" animated emoticons enhance the site. The membership is still comparatively low, but growing fast.

In future columns, I'll be exploring the *LA*™ Web Ring, a grouping of interconnected links to *LA*™-related pages. If you have a favorite *LA*™ site or other related media, feel free to bring it to my attention at LoreCollege@aol.com and I will happily consider it for a review.

Until the next time, then: play on!

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# Out of the Wilderness

**New Lejendary Earth™ World Setting Creatures**

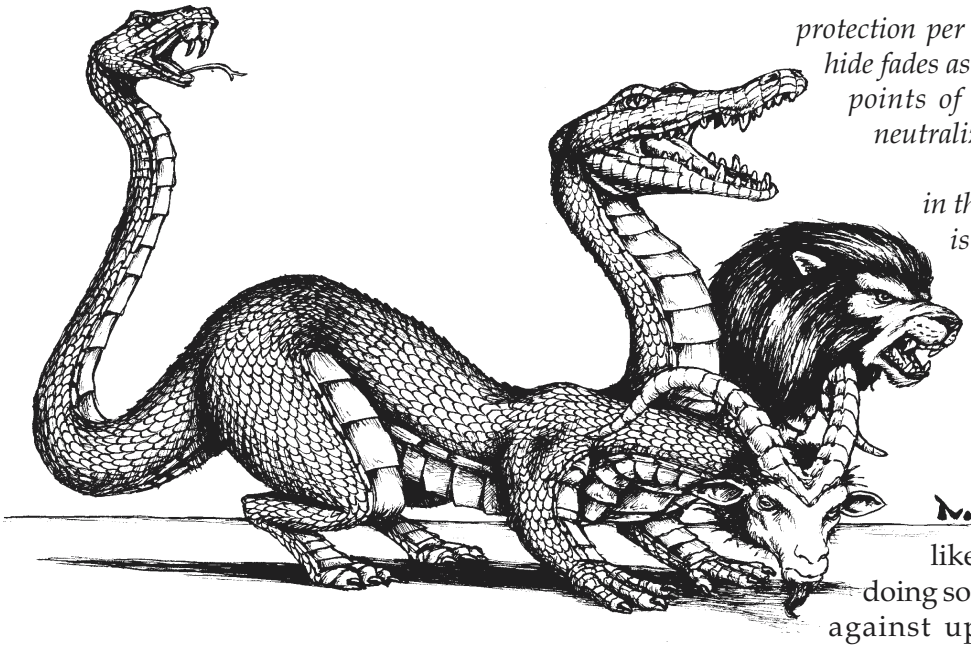
By Gary Gygax and Daniel Lewis (with additional contributors as noted)

*Illustrated by Jim Mitchell*

| Creature | No. Appearing | Health | Precision | Speed | Attack | Defense |
|---|---|---|---|---|---|---|
| Chimera, triple | 1 | 91-120 | 56-65 | 15 | special | 16 sp. |
| Flesh-borer Beetle | 20-2,000 | 1 | 20 | 4 | special | 5 |
| Hippokampos | 1 or 2-16 | 71-100 | 35 | 30 | 2 x 1-12 +1-6/1-20 +-12 | 4 |
| Hippoleon | 1 or 1-8 | 81-110 | 50 | 25 | 1-20 +2-12/7-30 +1-10 | 7 |
| Sisuyutlth | 1 | 100 | 40 | 16m/8a | 2 and special | 25 sp. |
| Teratos | 1 | 61-90 | 31-40 | 12m/15a | 4 x 1-12 +8/9-30 | 14 |

*Aryen the Watcher speaks:*

*Once again I have been tasked with adding my meager experience to the information listed below. I have done my best, as I always try to do, to give a taste or feel of the beast or creature within the text. Not always do I give actual information, but on occasion, give the only information that I am privy to, be it first hand or just a fable. Read and decipher wisely!*



**Chimera, Triple**

***Appearing:*** 1

***H: 91-120 P: 56-65 S: 15.***

*I have never encountered a chimera of this nature, however, from the stories I have heard in front of the slowly burning tavern hearth, they are not to be dealt with lightly. Once dispatched, the hide of such a beast is worth a fair coin in decent shape , say $10,000 to $15,000, doubling in value when being sold in environs far from its normal habitat. Although the scaly skin can be formed into a truly impressive suit of armor, most of the natural resistances of the beast fade with its life (offering only 8 points of protection per hit). The fire/heat resistance of the hide fades as it takes damage (able to sustain 120 points of heat related damage before being neutralized).*

*The triple chimera normally resides in the more arid regions of the world and is by nature reclusive. In fact, I have only heard once of a wanderer encountering this beast twice within the course of his years, adding credence to the rarity of the creature.*

***Attack:*** A triple chimera can exhale a flame of two-foot diameter from its main, serpent-like head to a range of up to 30 feet, doing so every AB of time. In close combat against up to five different targets the creature attacks as follows:

1. The goat-like head attacks for 1-20 plus a variable Harm 2-12 Harm.
2. The lion-like head attacks for 4-20 plus a variable 2-16 Harm.
3. The crocodilian head attacks for 3-20 plus a variable 3-18 Harm.
4. The clawed forelimbs attack for 2-24 plus a variable 1-6 Harm.
5. The snake-headed tail at its rear attacks for 1-12 plus VT Harm of 17-20.

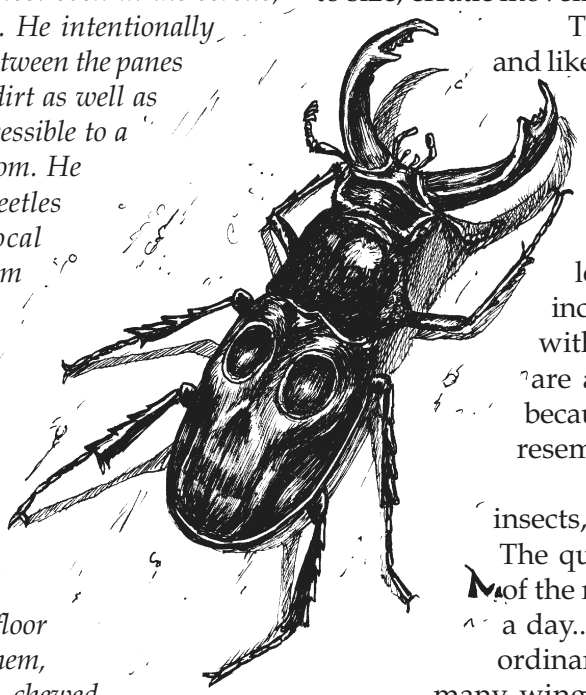
***Defense:*** The scaled body, unnatural energy, and speed of this monstrous beast provide it with a constant 16 points of armor protection against all attack forms, including those of Preternatural (but not Supernatural) Extraordinary nature. A chimera is immune to fire/heat-based Harm as well as to all poisons, venom, and toxins.

A triple chimera appears to be a four-legged serpent with a massive barrel of a body. The main, crocodilian head is on a relatively short (roughly four-foot long) neck, while set at its sides on necks about half as long are two other heads, one resembling that of a massive goat, the other of a huge lion. The body stands on scaled legs that seem a mixture of the reptilian and the feline. The body ends in a tail some six feet long, heavily scaled, and tipped by a great, snake-like head with poisonous fangs that are as long and as thick as a man's finger. There is no question that these horrible *things* were created by Adepts long ago, beasts meant to harry the lands of opposing lords, to throw enemy forces into panic by their appearance and ferocity. Fortunately, triple chimerae are seldom encountered, as they seldom breed. They are basically both nocturnal and solitary, tending to shun bright sunlight, and usually dwelling in caves in remote wild lands. A typical specimen is about twice the size of a lion, as massive as a hippo in weight.

**Flesh-borer Beetle**
***Appearing:*** 20-200
***H: 1 P: 20 S: 4***

*There is an entry on record in the histories of the Khaheptuat Empire, ruling Egypt about 1200 years ago, that a member of the Viceroy's household had an affinity to these insects. The man, his name lost even in the scrolls, built a room with layers of glass. He intentionally left a space about a foot in width between the panes of glass, filling it with sand and dirt as well as an adjoining largish glass box accessible to a pit located in the center of the room. He then managed to purchase the beetles from a small nest (from the local Assassin's Guild) and placed them within his glass zoo.*

*The beetles thrived for many a year within the confines of the glass box, feeding upon the victims of the viceroy's 'justice.' From what is told, the man spent many an hour watching the beetles devour their prey. But one day, the glass cracked, spilling the creatures out onto the floor before the keeper checked upon them, he being the first of his house to die, chewed from the inside. Unfortunately, the beetles escaped to neighboring buildings as well, driven by their queen, eventually taking hold of fifteen square blocks by the time the viceroy could act. Much of the town was burned to the ground in attempt to extricate the vermin from the city. To this day, it is said, only the poor and beggarly will live within the same district that the beetles inhabited.*



***Attack:*** The beetle attacks with its mandibles for 1 point of Harm bypassing all armor protection.

***Defense:*** It has 5 points of armor protection due to size, erratic movement, and chitinous exoskeleton.

These large beetles inhabit deserts and like arid regions, making their nests in the sand. Ordinary flesh-borer beetles are some two inches long and the winged warriors a half-inch larger, while the king is three inches in length, and the queen a full five inches. All have a black exoskeleton with a shiny metallic sparkle. They are also known as "death beetles" because of the marking on their backs resembling a human skull.

Flesh-borer beetles, being hive insects, share a collective intelligence. The queen resides in the lowest level of the nest, laying as many as 100 eggs a day.. Around and above her are the ordinary worker or guard beetles, the many winged warriors (10% of the nest's population) and a king that is like a winged guard, only bigger. These insects communicate with each other telepathically, as well as with a strange series of movements and noises made by clicking their mandibles or rubbing their wing covers together. They gather various foodstuffs—animal and plant matter—from around their nest, storing it in

*Flesh-borer beetle, continued*

underground chambers. When their nest is disturbed, the workers, guards, and winged warriors act as one to dispatch the intruder. They attack by attaching themselves to the victim and eating through the flesh to get at internal organs. While this attack is quite nasty to see, it is much worse to experience. Death comes in a few minutes to such a hapless victim if nothing is done.

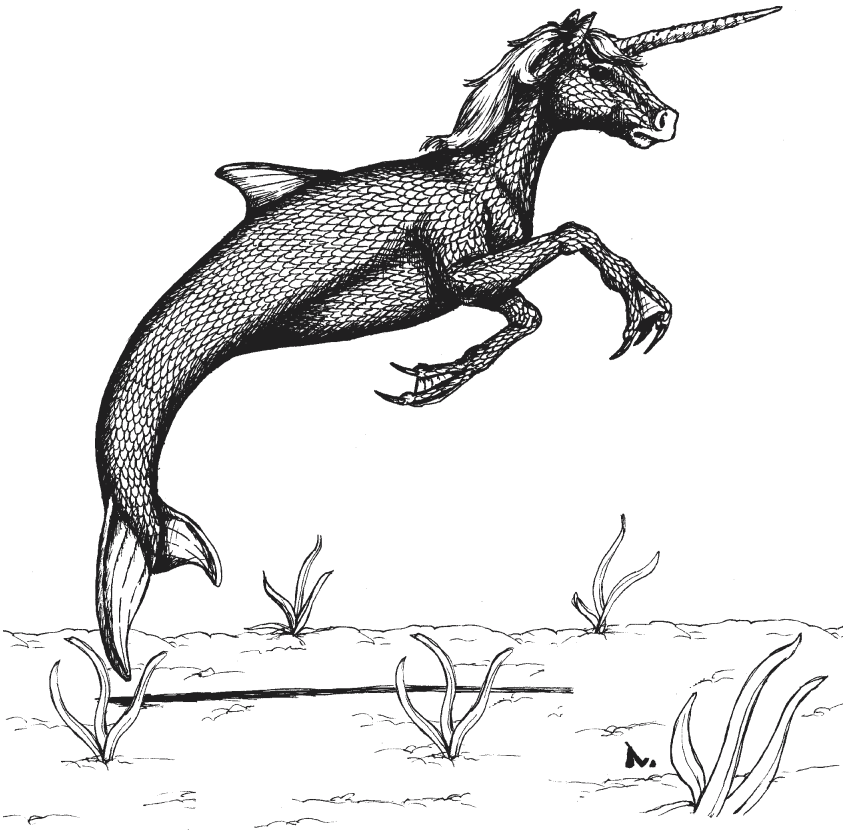
Flesh-borer beetles fear fire and do all they can to avoid it. Otherwise, if one can disturb their telepathic communication, they will disperse in a mass state of chaos. It seems the queen controls the entire collective of the nest, maintaining its order. When that link is interrupted order breaks down, and the other members of the community blunder around in disarray…save the king.

The king beetle also sends out telepathic signals, but these are received only by the winged warriors of the community. Kill the king beetle, and only then will these latter individuals be directionless and cease attacking. (With thanks to JFM.)

**Hippokampos**

***Appearing:*** 1 (30%) or 2-16 (70%)

***H: 71-100 P: 35 S: 30***



*During one of my encounters with the Merfolk, I discovered the hippokampos to be a truly unique and intelligent steed. Surely they have been trained as well as, or better than, many warhorses, and are so reliable that the rider need not fear being unseated while upon such a beast. To see the Merfolk using such steeds is sure to cause awe by the grace and maneuverability of the mounted forces, causing any antagonist to think twice before assaulting a reasonably sized force. The hippokampos, when ridden by an experienced Mer warrior, will attack viciously, timing its strikes with the warrior so as to neither inhibit the Merman, nor cause itself to miss an opportunity as well.*

***Attack:*** Two clawed forelimbs each strike for 1-12 plus a variable 1-6 Harm, and a horn butts for 1-20 plus a variable 1-12 Harm.

***Defense:*** Speed, scales, and agility confer 4 points of armor protection to the sea horse.

There is relatively little difference in the capabilities of a male or female of this species. For every two adults encountered, there will be one immature specimen.

The hippokampos, or sea "horse," is another of the creatures brought here from another material dimensional matrix during the Age of Adepts. It too has established itself in both the seas and fresh waters, and is as common in either sort of water. This marine creature is mammalian, but has scales. It resembles a large dolphin that has forequarters of unicorn-like sort attached, although the forelegs have no hooves, but rather webbed "fingers" with long and sharp claws.

Marine humanoids have been known to use domesticated hippokampi as steeds and beast of burden.

**Hippoleon**
***Appearing*** 1 (50%) or 1-8 (50%)
***H: 81-110 P: 50 S: 25.***

*Although sometimes encountered individually, the hippoleon pride creates a dangerous situation to smaller watercraft. Once, while crossing a wide channel to some islands north of Varan, Bargel Ironskin, a fellow traveler, almost lost his life to a concerted attack by a group of 7 hippoleons working in a coordinated manner. The Alpha male dove under the keel of his boat, a 25 foot two-master named Sea-Wife, and caused such a strike against the keel as to force Bargel to scramble for purchase lest he be tipped overboard. Two other seamen with him were not so lucky and, after being cast from the decks, were pounced upon by the sea lions and devoured within a matter of minutes. During this time, and much to his dismay, Bargel foresaw no other recourse but to sail as swiftly as the stiff winds would carry them to safety, leaving their doomed companions to their fate. For surely, had they turned to face the beasts, all would have been lost. Since that day, Bargel, a formerly cheery fellow and always good for a drink and a tale, grew more and ever morose, even renaming his small craft to the Forsaken, in memory of the lost mates.*

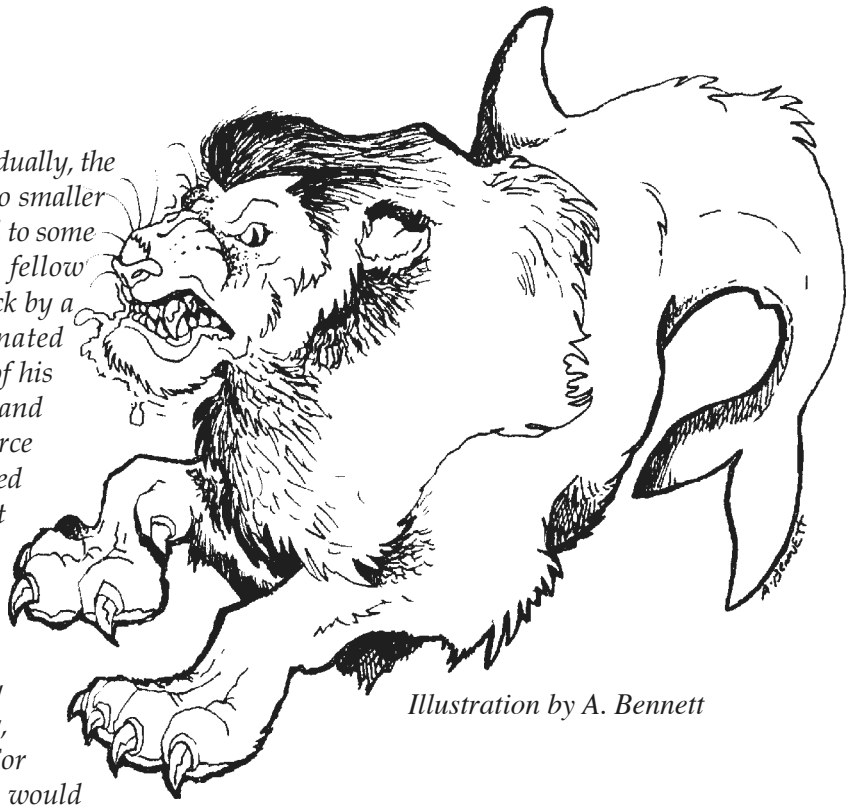


*Illustration by A. Bennett*

***Attack:*** A clawed forelimb strikes for 1-20 plus a variable 2-12 Harm and massive jaws inflict 7-30 plus a variable 1-10 Harm.

***Defense:*** Speed, scales, and agility confer 7 points of armor protection to the sea lion.

There is relatively little difference in the capabilities of a male or female of this species. For every three adults encountered, there will be one immature specimen.

The hippoleon, or sea "lion," is a creature from another material dimensional matrix likely brought to this world in the Age of Adepts. It has established itself in both the seas and fresh waters, although it is rare in non-saline water habitat. This great marine creature is mammalian, but has scales. It resembles a large dolphin with a head and forelimbs similar to a lion's.

Marine humanoids have been known to use domesticated hippoleons as guard and hunting animals.

**Sisiyutlth:** (si-si-**yut**-ulth): The "double–death" snake.
***Appearing:*** 1 or 2
***H 100 P 40 S 16 moving/8 attacking***

*Ever have Alchemists desired this creature for its various aspects. The want of it, however, has always been tempered by its dangerous nature and its other very prevalent attributes. No sisiyutlth have ever been successfully mated in captivity to my knowledge, nor has the master of it escaped from the depredations of this snake. Invariably, the supply of these creatures to an Alchemist worth his salt is low and most will pay a premium dollar for the carcass of such a snake. However, the perishable nature of the chemicals to be obtained from the sisiyutlth require the carcass be rendered within two suns' time or be of no value whatsoever. The scales of the snake are the exception to this rule and may be removed any time after death with no loss to its special traits.*

***Sisiyutlth, continued***

***Attack:*** The sisiyutlth will attack immediately at 30-foot range or less with an eye-gaze attack on one or two subjects, always two if there are such, from the right and left heads of the sisiyutlth:

1. Right head's gaze causes instant petrifaction of the victim and all worn and carried unless an avoidance check against 4 x Speed BR succeeds.

2. Left head's gaze causes instant death and putrefaction within 12 hours time unless an avoidance check against 4 x Speed BR succeeds.

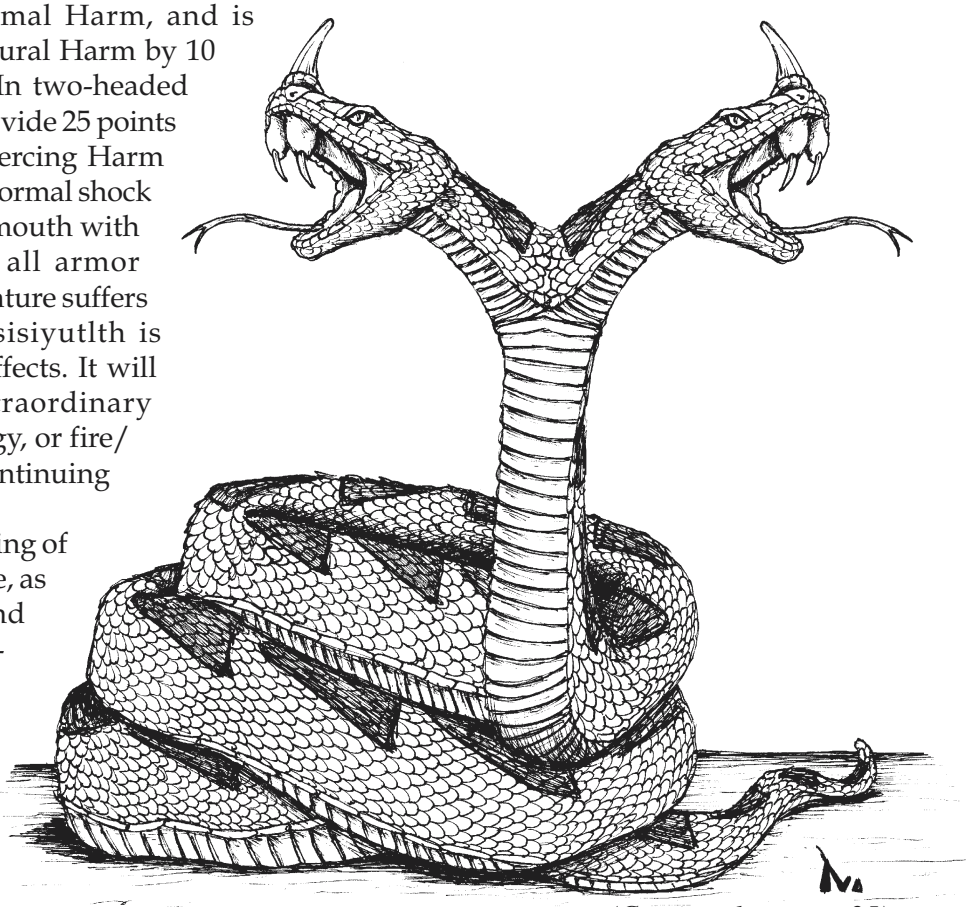
On the ABC following an eye-gaze attack, the creature can attack only physically. Each massive head strikes with a horn for 3-20 piercing Harm plus 3-5 points of preternatural Harm always bypassing any non-Extraordinary armor/protection, or a fanged bite for 1-6 Harm plus 21-25 points of VT Harm if the armor/protection of the target subject is bypassed.

Attacks thus alternate between eye-gaze and physical, the latter coming on even-numbered ABCs during combat.

***Defense:*** The sisiyutlth can, in one ABC, shape-shift into the form of a very large (six- to ten-foot-long) fish, or back to its normal form. In fish form, the creature is immune to all normal Harm, and is protected against even preternatural Harm by 10 points of Extraordinary armor. In two-headed snake form, its flint-like scales provide 25 points of protection from all normal piercing Harm and 15 points of protection from normal shock Harm. If it is struck in the open mouth with a piercing weapon, however, all armor protection is negated, and the creature suffers full Harm as delivered. The sisiyutlth is immune to acid, cold, and VT effects. It will suffer normal Harm from Extraordinary attacks based on electricity, energy, or fire/heat, but no added Harm from continuing effects.

All wise folk fear the coming of this monstrous two-headed snake, as large as the largest python, and deadly in all respects. It is silvery-gray in color with gray-green scales in triangles on its back, brighter green on the necks and heads. The eyes are a fiery red color.

If a sisiyutlth is killed, from 20 to 80 of the jade-green scales on its heads and neck can be pried free. Each when used as an arrowhead adds 10 to Precision (Weapons Ability) and delivers an additional 3-5 Preternatural Harm. The four eyes of the monster, if not previously destroyed by attack, can be removed, and each is a stone missile, deliverable by hand or device, that adds 20 to Precision (Weapons Ability) and delivers an additional 21-25 Supernatural Harm. The clotted blood taken from the spine of a sisiyutlth is equal to 100 to 150 (90 +10 x d6) "applications." While it will require from 10 (kobold-size) to 60 (major oaf-size) of these "applications" to return petrified flesh to its living state, a single "application" of the clotted blood to living flesh bestows an Extraordinary armor protection of 10 to the subject. The clotted blood must be rubbed all over the naked body of the one to be protected, from head to toe. The "flint skin" thus conveyed has a Speed penalty of 2, but its protection is cumulative with other armor, and an application lasts one hour. Note that applying a double dose of clotted blood increases neither protection nor duration; it is a mere waste.



*(Continued on page 25)*



*Gary himself chose the title for this column, not Yours Humbly! Read on and decide for yourself whether 'tis deserved…*

## Wild Rants From The Awful Gygax; a/k/a

# The Star Chamber

**What's Your Game?**

By Gary Gygax

Came back for more, did you? Well, let's see if *this* will take care of things.

What sort of an *LA*™ campaign do you run? I ask that because I hope the system is sufficiently flexible to not merely accommodate, but serve to facilitate, any sort of play emphasis one might think fun. There are all sorts of styles of play, of course. Likely you are familiar with most of them if you've had the chance to play in the games of many GMs using diverse systems. Many of the more popular role-playing games aim at combat as the central style for play. The contemporary "new wave" designs offer a sort of improvisational theater, even play acting in lieu of roleplaying, as the main, virtually only theme.

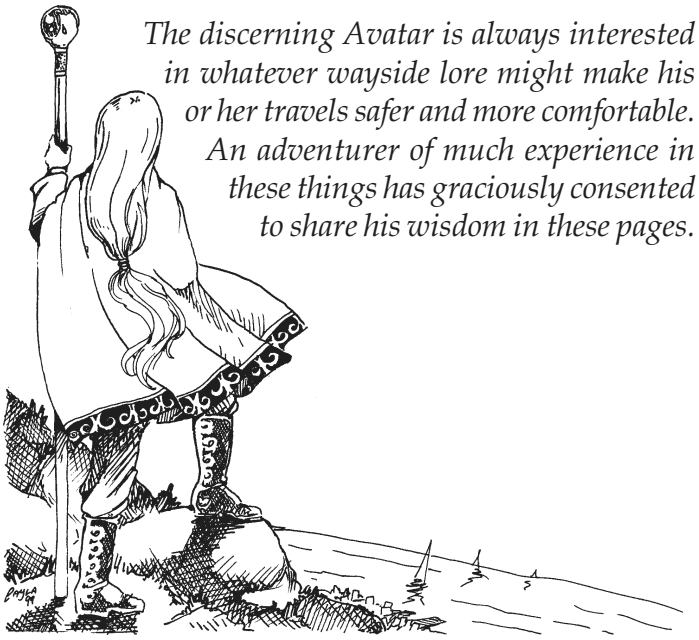
In between are campaigns with building, business, and economics as important factors. There are certainly more that try to center on character development or other interpersonal relationships leavened with such game elements as intrigue, politics, and problem solving. Likely the most common of all are those campaigns that have as their centerpieces questing, exploration, and problem solving with a little combat used to solve certain problems. Whatever the mix of elements, there is more to the definition of style than which are used in what proportion. In addition to that consideration is how the LM presents the environment and how the group interacts.

Lejend Masters can set the stage so that the players will gravitate towards Avatars who are meant to blend in with the background. Conversely, the LM might wish to have authoritarian or criminal sorts of Avatars active, and so direct the play. The totally undirected campaign is rare. That's because the vast majority of LMs devote a considerable amount of time to establishing the campaign base, and in so doing they direct, consciously or not, their player group towards some desired Avatar group. Players who fail to follow this lead, so to speak, are likely to end up generating new ones…until they get it right.

In the open, or undirected, campaign, however, players have the greatest opportunity to enjoy self-direction in the milieu as they create and then adventure with their Avatars. This can be a splendid thing for the Lejend Master, or it can be a disaster. If there are several power gamers in the group, or worse still, outright egoists who seek to live "vicariously" through their Avatars, such a campaign becomes a trial for the LM and the rest of those participants not bent on being the center of attention in and out of the game.

So, Clever Reader, please let me know what sort of *LA*™ campaign you run or play in. I'd like to know what the main elements offered in it are, how the campaign is "managed," and what sort of player group you entertain—individualistic, cooperative/team players, antagonistic, whatever. When I get some feedback I'll return to this subject. In the meantime, email me at: ggygax@genevaonline.com. Of course I have some preconceived notion as to what the answers are going to be, but regardless of the responses, I'll let you know what I thought. So stick around, and in a couple of months or so we'll revisit this general topic.

See you next rant, then…



*The discerning Avatar is always interested in whatever wayside lore might make his or her travels safer and more comfortable. An adventurer of much experience in these things has graciously consented to share his wisdom in these pages.*

# The Watcher's Way

By Daniel Lewis

As I have spent many a day in the wilderlands, it has occurred to me that on occasion the need for a skill of a peculiar nature has arisen on more than one occasion. Truly this need hasn't been necessary more than thrice in my time afield, but when it was needed, I was very glad that my teacher took the extra time to demonstrate and have me practice it over and over until I could (almost) perform it at need even blindfolded.

The skill I am suggesting is none other than the ability to create a weapon of a respectable nature with only the world around us to supply the materials.

"Surely, you jest!" came the replies all around.

No, I am not jesting.

Simply, when the world delivers you a devastating blow and all your worldly goods are lost, the end is not nigh. Generally, only a few moments of careful searching will lead to a number of suitable substitutes for your lost weaponry in all but the most barren (and I do mean barren) environments.

On one journey into the western areas of Apphir, my ship had been lost during a freak storm. Only myself and three of the crew had made it to safety as our once proud three-masted dromond was dashed to the rocks by a tidal wave that towered over the highest yard by at least the same distance. Upon reaching the shoreline, my mates and I secured a safe location to wait the storm and, by morn, found ourselves destitute of all save the clothes on our backs. So, believe that it is possible for this situation to arise and when it does, the prepared will have no tears to shed over their fate while the pessimist will be in dire straits indeed.

The skills to be learned in reference to this subject are by far very simple and require only enough practice to master them once. After you have set stone to stone in the creation of a weapon, not only will you, young traveler, be ready for this condition, but will only have to review the necessary steps under a needful situation.

Even as simplistic as it may seem, there are a number of conditions that the involuntary pauper need be aware of in order to produce a first-rate weapon with a minimum of effort or time expended. The selection of a core stone to develop into the weapon is of particular importance. There are four main points used when selecting the stone to be fractured.

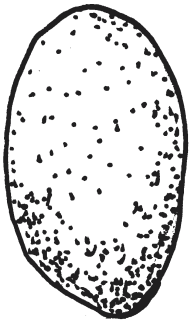
First, the core stone should be of a solid nature. This seems to be rather self-evident, however, many a traveler has wasted precious time in a survival situation by utilizing stones that had soft or crumbly natures. Simply put, choose a stone that is hard and will flake nicely. The hardness reflects how well the weapon will hold an edge under use, while the characteristic of how it flakes affects how easily it will form a nicely made weapon or tool. Stones with a high silica content are better suited for use than those of a more sedimentary nature.

The size of the crystals within the rock itself will also affect the fracturing of the stone into a useable form. The fine-grained stones will fracture much more nicely than a coarse-grained stone such as granite. Such fracturing in a finely grained stone will appear as the inside of an oyster's shell. There will be ripples typically conchoidal in nature, radiating out from the point of impact. The resulting surface should be slightly wavy, yet be relatively even across the fracture.

Thirdly, the stone should fracture equally well regardless of direction struck. The stone should behave roughly the same when struck at an oblique angle to another. Certain stones have a natural cleavage plane and are unsuitable for manufacture into weapons. This category includes shale and slate and they should be avoided when possible.

Lastly, the stone should be "undamaged" from natural causes. This includes stress fractures or areas where chemical changes have altered the stone from its original solidity. The easiest way to select a stone

without faults is close inspection of its exterior. There should be no hairline fractures or blemishes; i.e. the stone is relatively unflawed.

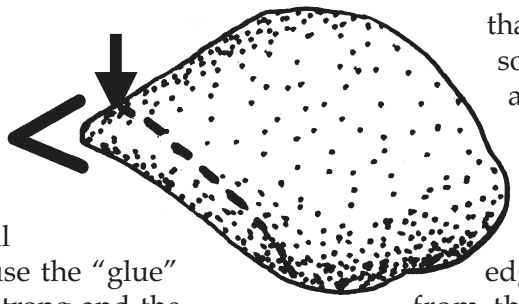


Certain stone varieties are much better suited for this purpose than others. Generally a rock that was formed close to the surface of our world and cooled quickly will have ideal characteristics for flaking into tools or weapons. Basalts and obsidian are both typical of this category and flake very cleanly as well as hold up to abuse fairly well. Sedimentary rocks, being made up of sediment particles glued together by pressure and time, also have a number of nicely flaking members, however, sandstone, the most oft thought of one, is not suitable for tools. Flints, cherts and jaspers are all fine flaking sedimentary stones because the "glue" that binds the crystals together is so strong and the crystals are so fine that they behave very well under the hammer stone. Other varieties of stone may work admirably, but in general practice, it is better to start with a known stone than to have your weapon blunt or break against the skull of the beast preparing to have you as lunch.

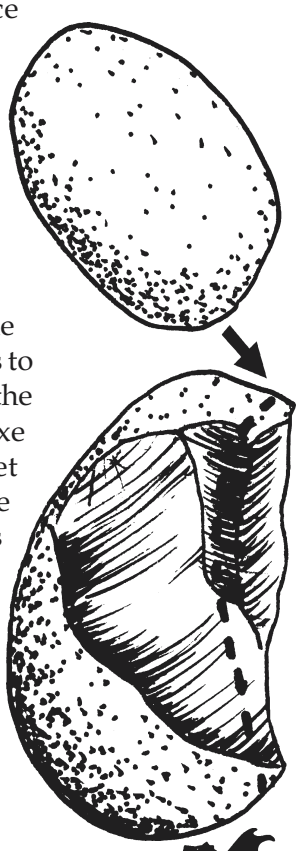
Next, the choice of a hammer stone is very important to have nice, controlled fractures in the core stone. Generally, a hammer stone should be round or egg-shaped, making it easy to handle as well as offering a clean surface to strike the core (weapon stone) against. Avoid hammer stones that have obvious flaws in them as they have a tendency to shatter in the hand when struck against the core stone.

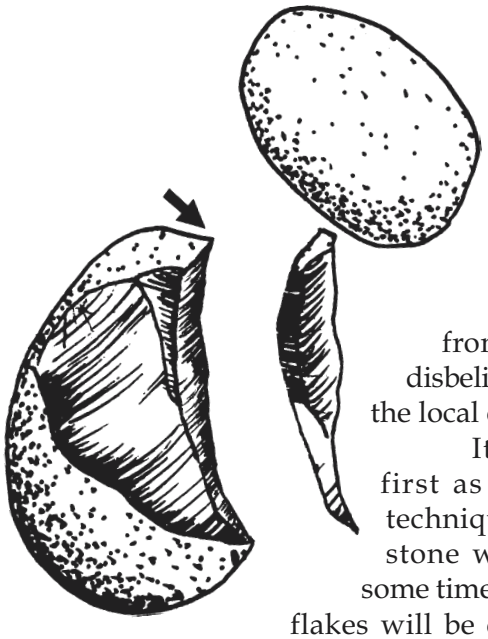
There are four techniques to flaking the core stone and much is dependent upon the area and situation. The hammer technique utilizes a hammer stone to strike the core and remove flakes from it. This is generally the most widely used technique, all others being variations thereof. The anvil technique reverses the roles of the stones and the core stone is struck against an 'anvil' stone. Bi-polar fracturing occurs when the core stone is placed between an anvil stone and is subsequently struck by a hammer stone. This style usually will remove flakes from both the hammer as well as the anvil end of the stone. Lastly, and most obvious, the thrown technique is simply that. The core stone is thrown against a hard anvil stone. This is generally a starting place only. There is no control over the flaking of the core stone and the creation of a viable weapon by this means is purely by luck alone.

When using a hammer stone, hold it with your preferred hand. This allows more control for better flakes and will produce a nicer weapon as an end result. Never strike without first lining up your motion and do not hurry. Many a promising weapon has been destroyed by eager adventurers, impatiently wanting to get to the field as soon as possible. A sharp angle to the core stone is vital for production of long smooth flakes. Try to choose an area of the core stone with a form of overhang. This is when two sides of the core stone come together with a less than right angle. Hold the core so that a flat surface faces up and is away from you. Strike the hammer stone on the outside edge of this area a glancing blow and fracture off a portion of the outside edge. The flake will be removed from the underneath of the core. Continue striking away small fragments of the core stone until the desired shape has grown from the stone. This may take an hour or so, but a quality stone weapon can save a life in a situation where one must rely solely upon the environment.



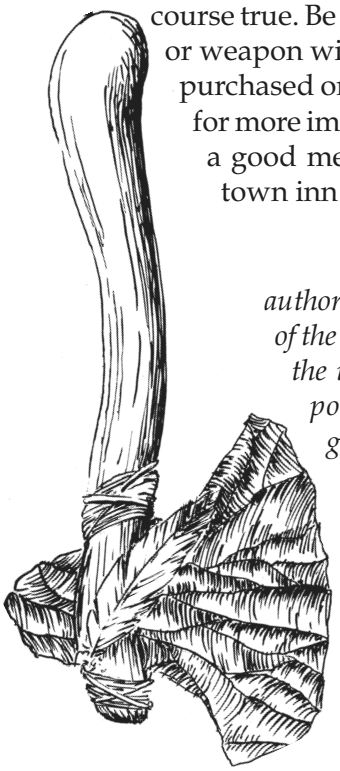
While a youth, I once studied under the legendary Watch Captain Leighton Zytech who prepared a stone battle-axe within an hour. The skill with which the stone flakes sprayed out from the core stone amazed even the small boys from the local town. Granted, it took the lanky traveller over three days to locate a suitable stone, but by the toll of the first bell , a battle-axe of remarkable sharpness, yet very light, had grown from the once-large stone under his hands. Many of the townsfolk did not believe that a weapon created as such would hold up to actual use.To prove its worth, Leighton felled a large ox at the butcher's with one clean stroke, and summarily collected an evening's drinks





from the formerly disbelieving fellows of the local constabulary....

It will seem at first as if there is no technique for crafting stone weapons. After some time of practice, the flakes will be coming off the core stone evenly and predictably. Weapon quality stones will appear as if out of solid rock, which is of course true. Be patient, a quality stone tool or weapon will be almost as reliable as a purchased one and will save your coins for more important matters; a good ale, a good meal, that serving girl in the town inn…



*Editor's note: Although the author has himself performed many of the practices described above, and the information is as accurate as possible, this information is given solely for the purposes of enhancing your role-playing experience. Seek suitable instruction first before attempting to practice any of these skills outside the game environment.*

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*(Continued from page 20)*

**Teratos**

***Appearing*:** 1:

***H: 61-90 P: 31-40 S: 12 moving, 15 attacking***

*During the border disputes between the frontier Kingdom of Loshar and the hill people inhabiting the Avongo Rainforest in Apphir, I briefly viewed an encounter between two teratos. Within the space of ten seconds, the battle was over. While standing motionless and within the deep cover of a Jupango tree, I spied a medium sized teratos scuttle into a clearing perhaps forty meters away. It snuffed loudly, discovering the spoor of another teratos covering a stump next to the open area. The spoor was obvious for it causes wood materials to turn bluish and the smell of ammonia was quite strong. Stopping, the teratos placed its own spoor upon the stump, overpowering the previous marking, saying plainly, 'this area is mine.' Suddenly, a much larger teratos, a giant if you will, burst from the surrounding foliage before the smaller had finished urinating. The larger struck its opponent thrice before burying its mandibles deep within the skull of its smaller brother, dragging it noisily through the brush and away from my vantage point. Shortly thereafter, I crept back from my position, not wishing to encounter such a behemoth on my own.*

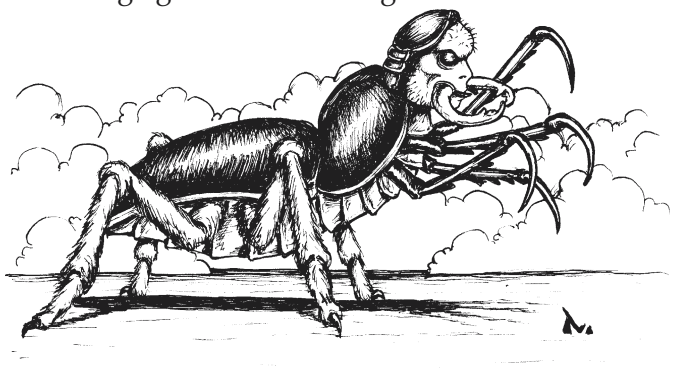
**Attack**: 4 arms with sickle-like tips each inflict 9-20 Harm and huge mandibles bite for 9-30 points of Harm.

**Defense**: A teratos receives 14 points of armor protection from its thick chitinous exoskeleton.

This creature is a monstrous freak of chimerical sort, eight feet tall, with a humanoid head of gigantic size from which beetle-like mandibles project. A teratos' body is covered with chitinous exoskeleton. The monstrosity has four arms resembling a beetle's legs, each tipped with a sharp, hooked claw the size of a sickle. It moves about on four spider-like legs, these appendages enabling it to climb rough vertical surfaces as does an actual spider.

A teratos is semi-intelligent, cruel, and cunning. It is highly territorial, always hungry, and able to employ Waylaying Ability at 75. Each individual has a range of about 25 square miles in which it dwells and hunts.

It is certain that these creatures were made during the Age of Adepts as both frontier guards and interesting "game" for hunting.



*We hope that this irregular column for "discovery" of new Extraordinary Items and Activations will be a regular one because of reader response. So send in your material, and we'll share it with all here.*

# THE ADEPT'S VAULT

*Illustrated by Martin Siesto*

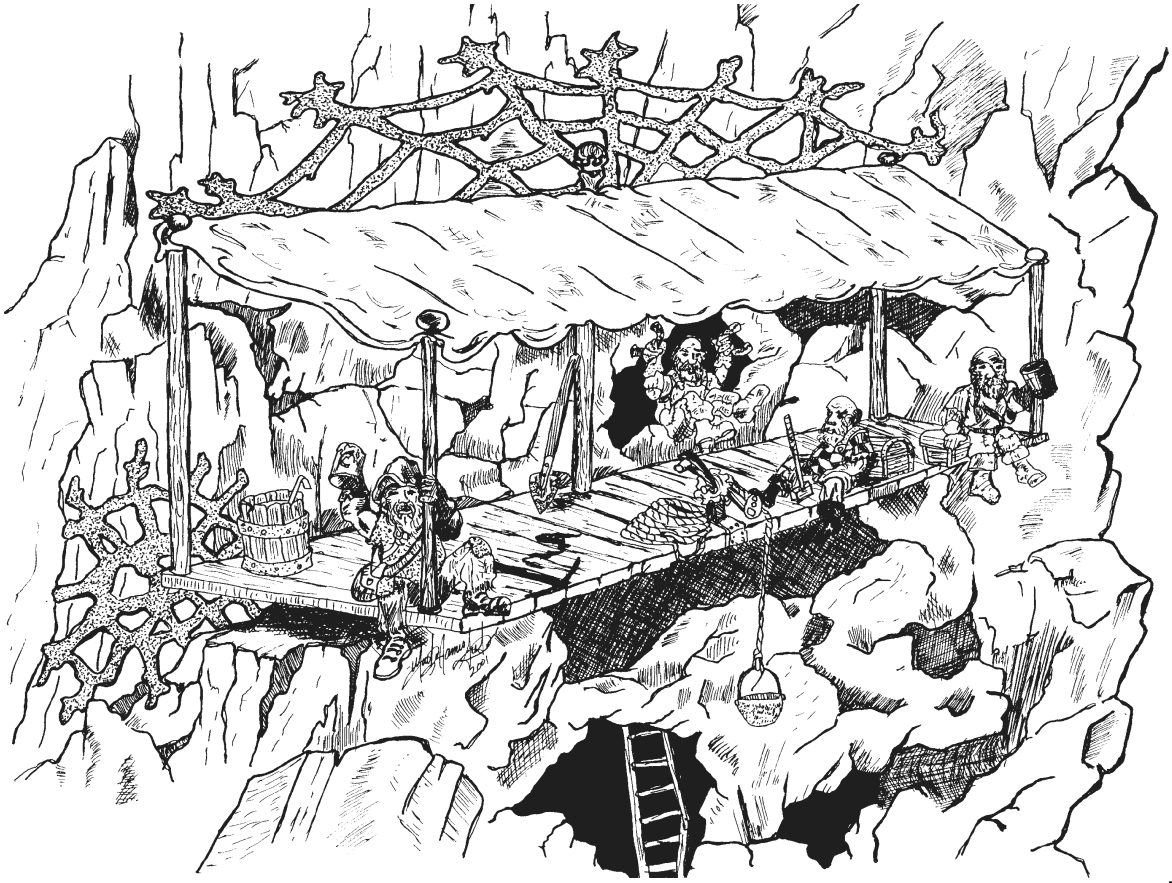
This month's item has been submitted by Alan Kellogg, with Gary Gygax assisting.

Active Avatars who are prone to hazardous adventuring will find the following Extraordinary Item of considerable use in various ways, from a place of refuge to a means for scaling the sheer sides of a lofty tower.

**Al'Kell's Magical Ledge** Strong

This puissant device comes in the form of a miniature wooden framework the size of a normal fan with silk folds inside. When unfolded and a word of Activation is spoken, it becomes a stout platform of oak and fabric 12 feet long and 5 feet wide. If the entire side of one of the two long edges is in contact with a solid surface of stone, such as a wall or a cliff-face, a web of Extraordinary sort extends from it above and below, firmly affixing the platform to the surface. The resulting "ledge" can hold up to 6,600 pounds—people, animals, tools, equipment, whatever. It provides a comfortable resting place for a night's sleep, magical healing, a workstation for mining, etc. The *Al'Kell's Magical Ledge* can be caused to move upwards or downwards by the possessor, he or she speaking a command word for either sort of motion, and having available 1 Activation Energy Point for each yard, or fraction thereof, of such movement mentally desired. When so commanded, the device will move accordingly, its web of Extraordinary support energy enabling the ascent or descent.

Although this device has armor equal to 12, it can be damaged, and it has a Health of 660. Each point of Harm sustained reduces the weight capacity of the device by 10 pounds. Harm suffered can be repaired if the total is less than 199 points. Repair is possible only by a craftsman possessing both Enchantment and Mechanics Abilities; the maximum daily rate of restoration of Health in such manner, assuming 10 hours of work, is equal to 10% of the combined Enchantment and Mechanics Abilities score of the repairer. Each point of Health restored thus also requires 1 AEP from the craftsman doing it.



# The Basic Elements of The Prepared Lejend Master

By Daniel Cross

Here are some quick, basic ideas that should aid the Lejend Master in presenting a story while running the technical aspects of the game smoothly.

**Before We Begin**

While quite obvious to the initiated, where the players sit relative to the LM does has a minor effect on the success of the game session. I have found it most advantageous to have the players sit in a semi-circle, each facing the LM, rather than scattered around a living room floor. A large round table is ideal for this, but a rectangle often results with the players facing each other instead of the storyteller. Lacking a suitable table, it may be better to find comfortable floor space, though dozers can be a problem if the rug is too comfortable. Watch out for couches too, as they tend to snatch unwary players and lull them to sleep if you are playing late at night and without enough coffee on hand. Morning people can ignore the last caveat, of course.

**Character Creation**

The player characters should have something in common with at least two others in the player party. Choose one or two from the guidelines below to determine the nature of the commonality:



**Ideology** or motivational purpose.

**Common allegiance** or patron, either royal or ecclesiastic.

**Members of a common network**, guild, organization, or band.

**Members of same family** (preferably friends as well. Remember the assumption is that these people are working together, or will be, so don't make your commonality a disadvantage through mutual hatred).

**Friends**. Easy enough, if a trifle uninspiring.

**The Details**

Before the game begins, the storyteller may wish to consider using the following ideas.

**Dry-Erase Board:** These are ideal in situations where a quick sketch of the surrounding terrain, buildings, streets, or the inside of a building or dungeon would be helpful. It saves a lot of paper as well. If you have the table space for miniature-scaled maps and the money for lead miniatures, even better.

**NAC list:** Each week the storyteller can have a list handy of the NACs who were encountered in the previous session. If an NAC wasn't important, don't list it—or do if you wish to throw your Avatars off the track. Include the NAC's name, race, basic description, and whatever facts are already known of the individual.

**Avatar Summary:** Treat this in the same way as above, and include basic physical description. Hopefully, this sheet will not require frequent alteration! Encourage the players to submit pictures of their Avatars for handout with the descriptive list.

**Hand out information** on the immediate and surrounding territories. Whatever local news, geographic locations, or sites of interest that the Avatar party would—or should—have knowledge of can be detailed here. Player specific maps should be included with this, their detail in direct proportion to collective character knowledge (though I'm not suggesting that the maps reveal any information that a character has kept hidden).

**Avoid Story Lag**

The number one threat to a game is story lag. If your players look bored or are reading a book, chances are the story is lagging. Some ways to avoid this are:

**Have the Avatars suddenly attacked.** Do this too often and your players will think they either made you angry or that you never prepared. Or, just annihilate their characters for fun, but don't expect them to ever play again.

**Use theatrics.** Stand up, or gesture more, or raise your voice a bit; get their attention. If the scene doesn't involve combat, then let them know it's important by catching their attention. Throwing eggs at them will also regain their attention, but that is not recommended. Use motion to your advantage; people pay more attention to moving objects than stationary ones (so walk around a bit when you don't need to roll dice).

**Declare the immediate passage of time.** A common cause of story lag is simple: nothing is happening. Move the story past these moments quickly.

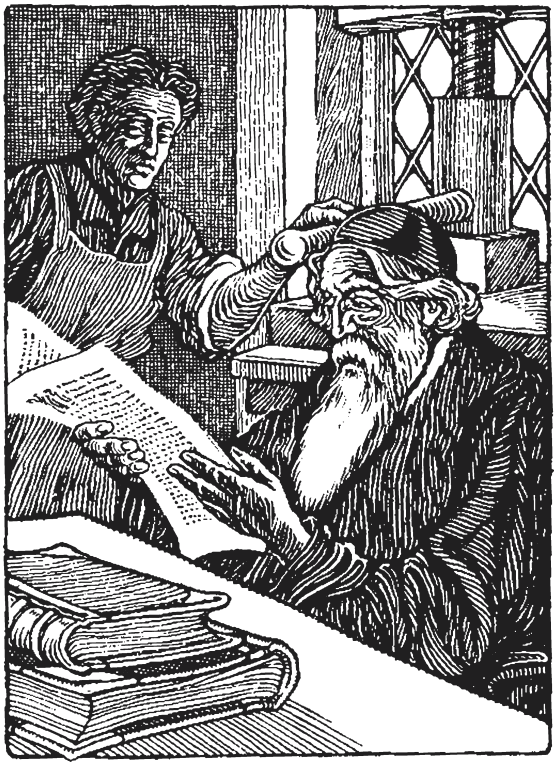
**Take charge.** If the characters don't know what to do next, then provide immediate clues for direction, or simply state the choices.

**Don't let rules debates slow the action,** especially during combat. There's always time to hone expertise in the rules later. Just never be wrong, okay? It may also help to list all NACs and creatures on one or two sheets to make stats easily accessible. Look around for combat forms such as the one by Jon Creffield, or pick up the LM Screen. It's no good for the flow of the game if one has to search around for the details.

**If all else fails**, everyone should shut their books and watch a movie. If you're not having fun, perhaps a break is called for that night.

These ideas should aid the LM in preparing and running a successful game.





*For the Lore Masters of Lejendary Earth, no scrap of knowledge – no matter how arcane – is too little or too obscure to preserve. From time to time some small piece of their research is revealed to us for our enjoyment and edification. Enter these words into your own tomes of lore for your use and that of your Avatars!*

# SHADOWEAVINGS

## *LA*™ Game *Rules for All Players*™ Book Additions

By Gary Gygax

**Avatar Abilities, Changes & Additions:**
**Archery (Revision)**
(With thanks to Dave Folger II)

Add two points to Precision Rating when initially selecting this Ability. All activities having to do with bows, crossbows, footbows, hand catapults, and also blowpipes, slings, fletching, bow and crossbow weapon mending and making, etc. are governed by this Ability. Each 10 Archery Ability points possessed adds one point to Weapons Ability when using such a weapon, and also one bonus point of Harm inflicted from a successful attack when employing such a weapon.

An Avatar may always choose Archery instead of Weapons as his or her base chance to hit. For example, an Avatar with 60 Archery Ability score and 40 Weapons Ability score will have a 66% chance of hitting instead of 46% (plus any Precision bonus for the weapon), and will inflict +6 harm in either case.

If an Avatar is discharging a projectile weapon covered by Archery Ability into a melee, he or she must make a second Archery Ability check if the initial check indicates a successful hit. Failure to score a second success thus results in a random target being selected, that subject being friend or foe. The number of possible targets within a three-foot radius of the intended target are counted, each being assigned a number from 1 through N, and an appropriate die is rolled. The missile will then strike the target corresponding to the number rolled on the die.

*When Archery Ability exceeds 100 score, each point over 100 adds 1 point of Harm when a hit is scored using this Ability to attack with an appropriate missile weapon.*

Very high Ability Score in Archery enables, at the GM's option, the capacity for multiple attacks. If the individual's adjusted Speed Base Rating is high enough to merit such (greater than 15).

Note that any use of the listed weapons by an Avatar lacking Archery Ability is at a penalty equal to 50% normal Weapons Ability for bows and slings, and equal to 25% for blowpipes, crossbows and crossbow-like weapons such as the hand catapult.

Starting Equipment List: Low.

**Divination (Addition)**

Each use of the Ability requires 10 AEPs from the diviner. These points are expended regardless of the success of the divination attempted.

Note that your Lejend Master will also assist in general when using this Ability and posing questions. The Power allows more than a simple yes/no answer. The diviner is "guided" in some regards as to the form of the question, and whether or not the question actually provides a specific answer, not a general one, if the former is the desired result. For example: Question: "Should we go south?" This is too general without qualifiers, and a diviner will know that. "Should we go south if we seek the Lair of Gnulph?" is a qualified question. So, in essence, the Divination Ability is superior in that it (the LM) generally prevents the Avatar employing it from asking totally pointless questions to get equally pointless answers.

**Enchantment (Addition)**

*Each five Ability points possessed above a score of 100 points adds one point of Activation Energy to the pool of points available to the Avatar. For example, a score of 117 in this Ability adds 3 additional AEPs to the Avatar's pool.*

**Geourgy (Addition)**

*Each five Ability points possessed above a score of 100 points adds one point of Activation Energy to the pool of points available to the Avatar. For example, a score of 117 in this Ability adds 3 additional AEPs to the Avatar's pool.*

**Minstrelsy (Addition)**

*Each 10 Ability points enables the possessor to add one point to Weapons Ability for use of and Harm to any hit from the following hand-hurled weapons:* axe or belt axe, cleaver, club, dagger, hatchet, hammer, knife or throwing knife, shuriken, hand-hurled stone. *In addition, the range of each weapon is increased by a distance of one foot for each 10 points of Minstrelsy Ability possessed by the individual using such weapons.*

**Necrourgy (Addition)**

*Each five Ability points possessed above a score of 100 points adds one point of Activation Energy to the pool of points available to the Avatar. For example, a score of 117 in this Ability adds 3 additional AEPs to the Avatar's pool.*

**Psychogenic (Addition)**

*Each five Ability points possessed above a score of 100 points adds one point of Activation Energy to the pool of points available to the Avatar. For example, a score of 117 in this Ability adds 3 additional AEPs to the Avatar's pool of points.*

**Sorcery (Addition)**

*Each five Ability points possessed above a score of 100 points adds one point of Activation Energy to the pool of points available to the Avatar. For example, a score of 117 in this Ability adds 3 additional AEPs to the Avatar's pool.*

**Weapons (Revision)**

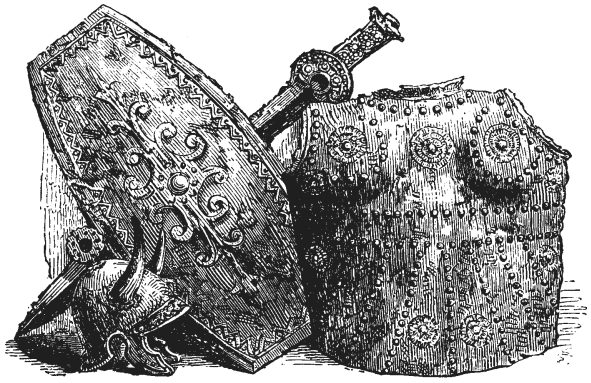
Add two points to Precision Rating when initially selecting this Ability. All activities having to do with personal weapons, small arms used to strike or send missiles, and defensive accoutrements of armor and shield are governed by this Ability. This includes knowledge of craftsmanship, construction, and repair of all types from armor and axes through swords and even whips. The construction and repair of items also requires Mechanics Ability.

Very high Ability Score in Weapons enables, at the GM's option, the capacity for multiple attacks if the individual's adjusted Speed Base Rating is high enough to merit such (greater than 15).

*When Weapons Ability exceeds 100 score, each point over 100 adds 1 point of Harm when a hit is scored using this Ability to attack with an appropriate weapon.*

Note that use of a bow relying on Weapons Ability reduces effectiveness of this Ability by 50%, so, for example, a Weapons Ability score of 40 counts only as 20 when plying a bow. In regards to crossbows or all sorts, including hand catapults, the penalty is only 25%, so in the example given a 40 Weapons Ability translates to 30 when using a crossbow-type weapon.

Starting Equipment List: Military.



***Is there gold jingling in the pockets of your Avatars, just crying out to be spent? Do you have a dangerous mission ahead that needs special equipment? Here we list new items available to you, and where they can be purchased.***

## LA™ Game *Lejend Master's Lore*™ Book Additions

### Buying Things—List Of New Retail Items

By Gary Gygax

***Note*: Luxury items in *italics*.**

Book, literature/fiction: $75 to $150. Book shop.
Book: maps/atlas: $500 to $1,000. Book shop.
Book, non-fiction: $200 to $500. Book shop.
Book, rare: $1,000 to $5,000. Book shop.

Cards, playing, pasteboard, fine: $15. Game & Toy Shop.
Cards, playing, pasteboard, average: $10. Game & Toy Shop.
*Chatelaine*, gold, dining*: $1,325. Goldsmith.
*Chatelaine*, gold, medicinal*: $1,350. Goldsmith.
*Chatelaine*, gold, sewing*: $1,275. Goldsmith.
*Chatelaine*, gold, social*: $1,300. Goldsmith.
Chatelaine*, ordinary, dining: $125. Copper et al. Smith.
Chatelaine*, ordinary, medicinal: $150. Copper et al. Smith.
Chatelaine*, ordinary, sewing: $75. Copper et al. Smith.
Chatelaine*, ordinary, social: $100. Copper et al. Smith.
*Chatelaine*, silver, dining*: $325. Silversmith.
*Chatelaine*, silver, medicinal*: $350. Silversmith.
*Chatelaine*, silver, sewing*: $275. Silversmith.
*Chatelaine*, silver, social*: $300. Silversmith.
Cigar, little, tin box of 10: $25. Tobacconist.
Cigar: $1 to $20. Tobacconist.
Cigarillo, package of 20: $5. Tobacconist.
Comb & brush, currying, various materials: $10 to $40. General Merchant.
*Comb, gold with jewel inlays*: $3,250 to $8,750. Jeweler.
*Comb, ivory with jewel inlays*: $1,250 to $4,000. Jeweler.
Comb, ordinary, various materials: $1 to $20. General Merchant.
*Comb, silver with jewel inlays*: $2,250 to $4,250. Jeweler.
*Comb, tortoise shell with jewel inlays*: $2,750 to $6,500. Jeweler.
Dice, large bone, pair: $15. Game & Toy Shop.
Dice, large ivory, pair: $40. Game & Toy Shop.
*Dice, large jade, gold inlay spots, pair:* $2,000. Game & Toy Shop.
Dice, large wooden, pair: $7. Game & Toy Shop.
Dice, small bone, pair: $10. Game & Toy Shop.
Dice, small ivory, pair: $25. Game & Toy Shop.
*Dice, small jade, gold inlay spots, pair:* $1,000. Game & Toy Shop.
Dice, small wooden, pair: $5. Game & Toy Shop.
*Flask, gold, four-ounce capacity, engraved*: $5,225. Goldsmith.
*Flask, gold, four-ounce capacity, relief work*: $7,500. Goldsmith.
*Flask, gold, four-ounce capacity*: $3,875. Goldsmith.
Flask, ordinary ceramic, eight-ounce capacity: $45. General Merchant.
Flask, ordinary ceramic, four-ounce capacity: $25. General Merchant.
*Flask, silver, eight -ounce capacity, engraved*: $1,150. Silversmith.
*Flask, silver, eight -ounce capacity, relief work*: $1,525. Silversmith.
*Flask, silver, eight-ounce capacity*: $750. Silversmith.
*Flask, silver, four-ounce capacity, engraved*: $625. Silversmith.
*Flask, silver, four-ounce capacity, relief work*: $875. Silversmith.
*Flask, silver, four-ounce capacity*: $400. Silversmith.
*Gown, cloth of gold*: $6,250. Dressmaker.
*Gown, cloth of silver*: $3,750. Dressmaker.
*Gown, lace*: $3,750. Dressmaker.
*Gown, linen, fine*: $1,250. Dressmaker.
*Gown, satin brocade*: $2,750. Dressmaker.
*Gown, satin*: $1,750. Dressmaker.
*Gown, silk brocade*: $4,500. Dressmaker.
*Gown, silk*: $3,000. Dressmaker.
*Gown, taffeta*: $1,750. Dressmaker.
*Gown, velvet*: $2,000. Dressmaker.



Hat, broad brimmed, felt: $150. Hatter.
Hat, broad brimmed, fine felt, plumed: $230. Hatter.
*Hat, broad brimmed, fine fur, plumed*: $775. Hatter.
*Hat, broad brimmed, fine fur:* $700. Hatter.
*Hat, broad brimmed, silk, embroidered, plumed*: $1,550. Hatter.
*Hat, broad brimmed, silk, embroidered*: $1,350. Hatter.
*Hat, broad brimmed, silk, plumed*: $550. Hatter.
*Hat, broad brimmed, silk*: $450. Hatter.
Hat, narrow brimmed, felt: $125. Hatter.
Hat, narrow brimmed, fine felt, plumed: $185. Hatter.
*Hat, narrow brimmed, fine fur, plumed*: $670. Hatter.
*Hat, narrow brimmed, fine fur*: $600. Hatter.
*Hat, narrow brimmed, silk, embroidered, plumed*: $1,300. Hatter.
*Hat, narrow brimmed, silk, embroidered*: $1,150. Hatter.
*Hat, narrow brimmed, silk, plumed*: $425. Hatter.
*Hat, narrow brimmed, silk*: $375. Hatter.
Kobold Fixative (stops vanishing in vapor for 24 hours): $100. Apothecary.
Map, city/town: $100 to $250. Book shop.
Map, continental: $500 to $2,500. Book shop.
Map, local: $50 to $150. Book shop.
Map, regional: $250 to $500. Book shop.
Map, state/national: $600 to $850. Book shop.
Map, world: $500 to $15,000. Book shop.
*Match, phosphorous,* 3" length: $1. Tobacconist.
*Perfume bottle, crystal and gold*: $1,500. Jeweler.
*Perfume bottle, crystal and silver*: $750. Jeweler.
*Perfume bottle, crystal:* $500. Jeweler.
*Perfume bottle, gold with gemstone stopper*: $2,500. Jeweler.
*Perfume bottle, platinum*: $3,250. Jeweler.
*Perfume bottle, silver with gemstone stopper*: $250. Jeweler.
*Ribbon, cloth of gold*: $35 per foot. Dressmaker.
*Ribbon, cloth of silver*: $15 per foot. Dressmaker.
*Ribbon, lace*: $25 per foot. Dressmaker.
*Ribbon, satin, embroidered*: $10 per foot. Dressmaker.
Ribbon, satin: $5 per foot. Dressmaker.
*Ribbon, silk*: $20 per foot. Dressmaker.
*Shaving kit, leather deluxe*; silver-handled razor and shaving brush, shaving soap in silver box, silver mirror, silver containers with alum, cologne, lotion, and talc plus tortoiseshell comb and brush: $4,500. Cutler.
*Shaving kit, leather*; bone-handled razor and shaving brush, shaving soap in bone box, steel mirror, bone containers with alum, cologne, lotion, and talc plus bone comb and brush: $1,250. Cutler.
Shoes, iron toe-capped, +1 to Harm: $325. Shoemaker.
*Shoes, leather, fancy dress, with gold trimming*: $3,000. Shoemaker.
*Shoes, leather, fancy dress, with silver trimming*: $1,000. Shoemaker.
*Shoes, leather, fancy dress*: $450. Shoemaker.
*Shoes, suede, fancy dress, with gold trimming*: $3,250. Shoemaker.
*Shoes, suede, fancy dress, with silver trimming*: $1,250. Shoemaker.
*Shoes, suede, fancy dress*: $550. Shoemaker.
Snuff box, wood, plain: $25. Tobacconist.
Snuff, one ounce: $10 to $50. Tobacconist.
Tobacco pouch, leather, three-ounce capacity: $30. Tobacconist.
Tobacco, chewing, one-half pound twist: $5 to $20. Tobacconist.
Tobacco, pipe, one pound: $15 to $50. Tobacconist.
Tweezers, large, steel: $75. Cutler.
Tweezers, small, steel: $35. Cutler.

*Chatelaines are belt accessories, a case that fits on the belt, with various items depending from it. The various sorts include: a dining one with fork, knife, spoon depending from the case; a medicinal one with containers depending from the case; a sewing one with scissors, crochet hook, etc. depending from the case; and a social one with pen, ink vial, etc. depending from the case. The case proper contains napery, bandages and medicines, sewing items and material, or paper and like stationery materials, according to kind.



## Welcome to the
# Gamesmyth's Faire

This is the place to find players, swap game materials, and find a retailer near you who carries the *Lejendary Adventures*™ FRPG line of products. There's a place here for passing messages to other players, as well as for listings of upcoming game conventions where you can play the Adventure. And best of all, a message of up to 35 words is free!

Do you have a notice you wish to post at the Faire? Send it to us here at:

Lejends Magazine
Attention: the Gamesmyth's Faire
7202 38th Ave.
Kenosha, WI 53142-1910

Or e-mail it to us at LoreCollege@aol.com. We'll print as many as we have room for. Please keep your messages within the bounds of legality and good taste; we reserve the right to edit or reject any message we deem unsuitable.

Retailer ads are welcome—please contact us for details.

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## LEJENDARY RETAILERS

These fine shops carry *Lejendary Adventure*™ products. Readers, if your favorite *LA*™ retailer isn't listed here, let them know there's a free store listing available just for contacting us here at the Keep.

www.RPGShop.com

www.leisuregames.co.uk

Beckmon's Cards
201 Shoshone St. North
Twin Falls, ID, 83301
208-733-7251
www.webpak.net/~jbeckmon/magic/magic.htm

Dragon's Lair Comics & Fantasy
4910 Burnet Road
Austin, TX, 78756
512-454-2399
www.dlair.net

Game Haven
8527-B N. Hwy 150
Clemmons, NC, 27012
336-764-GAME (4263)
www.game-haven.com

# Legends Magazine

$5.00

*July 2001*
*Vol.I, Issue 3*

*Within the Scroll:*

**Xagig's Fables**
Managing Mass Combat

**Laws of the Realms**
Spelling Counts!

**The Star Chamber:**
Unarmed Combat

**Out of the Wilderness**



Ochaforge Productions
Total Reality Studios

*An unusual exploit that the Enchanter Desmuriak loved to recount involved a young lady who had become distraught over the sudden death of a beloved older uncle. She took to her bed, refusing to eat or to talk to anyone. The Enchanter was prevailed upon by her worried family and friends to attempt to ease her grief, lest she too be lost to them. Desmuriak clothed himself in a glowing aura and the likeness of the lost uncle, and presented himself in the lady's bedchamber late one night. He was able to convince her that her uncle was safely in Paradise and continued to watch over her.*

*Unfortunately for the plan, one of her servants awoke and saw the apparition of the dead man. His tale-telling led to an attempt to canonize the uncle as a most unlikely saint... And although he lost his fee over the resulting brouhaha, Desmuriak was later heard to say that the humor of it all (for he had known the dead man well, and knew that he had been far from saintly in his life) was worth more to him than the gold he had lost.*



## SCENES FROM DESMURIAK'S CANVAS:
## Jim Mitchell

Jim Mitchell has lived most of his life in the Chicagoland area. He studied commercial art, but has always been interested in fantasy art, due to the influences of Frazetta, Vallejo and comic books, which he collected in high school. He currently resides in Downers Grove,IL with his WONDERFUL wife Linda and their three dogs, two cats and a snake.

Jim has been a contributing artist to Inner City Games Designs nearly since its inception, as well as appearing frequently in the pages of Hekaforge Productions and Viking Funeral Productions game materials. His work will soon be appearing on the Total Reality Studios web site.

# Lejends

*Within the scroll* *Volume 1, Issue 3* *July 2001*

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**Questions?** Write to the above address, or e-mail us at LoreCollege@aol.com.



# FROM THE FORGE

**July 2001**
By Chris Clark

A small man, used to the heat and effort of the forge, now stands with every follicle on his head at complete and erect attention. Has he become a mad scientist? No, it's the height of the convention season, with all of the administrative duties that such entails. Your humble servant is not completely stressed out over the matter, but certainly will qualify as "in need of acute psychiatric attention" before all is said and done. Fear not, such is the normal course of events at the Hekaforge.

**The Hammer**

All right, I'll confess that this is more of a pre-Gen Con issue than a recap of June, but it will be a lot more exciting as a result. May and June were busy, but we'll deal with that in greater depth in a bit. New additions to staffing within the last 40 days include an entire gallery of fantastic black and white images provided to us by a seasoned veteran, Mr. Les Evans. These are some truly dynamite images, in the style of Frank Frazetta (more or less). They can get a bit "R–rated," but it's a soft "R," and given the quality of the work, we do intend to use them in their pristine form.

Dragonsfoot.org has joined the list of sites supporting the *Lejendary Adventure*, and in a BIG way. They have product information, free downloads, interviews with Gary, TONS of stuff. You can find them at http://www.dragonsfoot.org/ , and frankly, it's worth a look-see. As an aside to anyone who hasn't taken a trip through the Lejendary WebRing, it too contains lots of interesting (and of course free) material, and is well worth an afternoon's browse. I'd also like to mention fiction-fantasy.net as a good *LA*™ resource, and of course, if you can access it, the Lejendary Adventure MSN community (http://communities.msn.com/LejendaryAdventures).

Until recently, I had problems posting to this community, so perhaps a quick word here will help to clear this up. I do believe that it belongs "here" as it is now true that I am "back" and able to access the community. The recent acquisition of a new IBM machine, with Windows 2000 instead of 95, seems to have done the trick. Should you be having difficulty, and be able to get a version of 2000 on your machine, there are innumerable free resources on the MSN community as well… and nearly 700 fellow gamers there to boot.



Now for a few updates. The *Lejendary Earth*™ *Gazetteer* is done, although the maps will not be ready until after Gen Con. Do not blame the good folks doing our maps; these are complicated items and great attention is being given to assure accuracy and artistic quality. Once completed, we plan to release the Gazetteer in both paper and PDF format (CD-ROM) as well as both together. We are planning a few surprises for the CD-ROM as well.

Castle Wolfmoon is coming along, and a preliminary version *may* be available at Gen Con, although I would not bet the farm on it. The more we work on this project, the larger it gets. I do believe that it will be worth the wait when it arrives.

**The Anvil**

May and June are what I refer to as "slog" months in that they are generally filled with BIG projects that do not make for good story-telling later… I am going to list what we will be involved in at Gen Con here, but a few notes on the more mundane activities are perhaps also appropriate.

Work on the MUD is progressing, although slowly. We have recently finished the final paperwork moving the new Hekaforge site, and so we can now begin to make plans for the new FLAGs site. Thus far, those plans include a link to the www.lejendary.com BBS, free download items, and some cool flash games, as well as, eventually, the MUD.

The rumors are true; we are working with the gentleman from Troll Lords to get some of the more generic material into publication more rapidly. Watch for *Canting Crew* from these guys, a guide to the inner workings of thiefdom, as well as the conspicuous ads that it carries for Lejendary Adventure™ products. I do believe that this will be the start of a long and productive relationship.

Event planning and 'demo-kit' preparation ate a lot of June, and May was taken up with the layout for the Gazetteer. But that leads me to the exciting bit here, upon which I will now embark without further delay. Here, gang, is what we're doing at Gen Con.

*(Continued on page 5)*

## Lejendary Adventures™ Schedule
## Gen Con 2001 August 2-5

**Thursday, August 2**
**8:00 a.m.** *Enclave* with Daniel Cross as Lejend Master. Weird tales of a long-sequestered school of Necrourgy have led to rumors of unexplainable disappearances and tales of hideous nightmares walking the night. Dare you brave the Enclave? 8 players, tickets required.
**10:00 a.m.** *Living the Lejend* with Gary Gygax as Lejend Master. Drop-in demo at our booth! Bring your own Avatar or get one from Gary. Rumors of Dwarven Forge geomorphs and figures have been confirmed! No tickets, 8 players.
**Noon** *The Rock* with Teri Gulke as Lejend Master. I won't give too many clues here, but you'll need all of your wits to survive this tournament module. Not for the faint of heart. Tickets required, 8 players
**2:00 p.m.** Gary's back at it with the demos. You just can't slow this guy down!
**5:00 p.m.** *A Question of Tribute* with Daniel Cross as Lejend Master. The great Dragon, Lung Arif, is once again demanding his yearly tribute; a tribute that you are to deliver. Don't worry, the messengers don't usually get eaten… 8 players, tickets required.
**5:00 p.m.** *Castle Wolfmoon* with Michael Leeke as Lejend Master. Bring your extra backpack, there's more here than meets the eye. A foretaste of the gigantic upcoming LA release from Inner City Games Designs. Bring your own Avatar, or use one of Mike's, but be warned—Mike is a veteran Lejend Master. 8 players, tickets required.

**Friday, August 3**
**8:00 a.m.** *The Rock* with yours truly, Mr. Forge, as Lejend Master.
**8:00 a.m.** *A Question of Tribute* with Dan Cross.
**10:00 a.m.** Open Demos at our booth with Gary.
**Noon** *Enclave* with Dan Cross
**Noon** *The Ritual of the Golden Eyes* with Wendy Lord. What starts out as a quest to rescue a kidnapped princess soon turns into a chase through an infested mausoleum, the discovery of a long-abandoned underground Dwarven City, and a nightmare encounter with the hideous entity known only as the Pack. The prequel to *Castle Wolfmoon*; this one is a barn-burner. 8 players, tickets required.
**2:00 p.m.** Open demos with Gary at the Hekaforge booth.
**5:00 p.m.** *Enclave* with Jim Thompson as Lejend Master.
**5:00 p.m.** *Cavalcade* with Larry Hols as Lejend Master. A brutally murdered body lies in the roadway. Demons and deviltry? Or simple highway robbery? 8 players, tickets required.

**Saturday, August 4**
**8:00 a.m.** *Enclave* with Jim Thompson
**10:00 a.m.** Open demos with Gary at the Hekaforge booth.
**Noon** *Castle Wolfmoon* with Michael Leeke.
**Noon** *A Question of Tribute* with Daniel Cross.
**Noon** *Cavalcade* with Larry Hols.
**2:00 p.m.** Open demos with Gary at the Hekaforge booth
**5:00 p.m.** *Enclave* with Jim Thompson.
**5:00 p.m.** *The Rock* with Wendy Lord.
**5:00 p.m.** *Cavalcade* with Larry Hols.

**Sunday, August 5**
**10:00 a.m.** Open demos with Gary at the Hekaforge booth.

*Just as the nations of Lejendary Earth each have their own distinct set of laws and customs, so too does each Lejend Master bring their own viewpoint and customs to the table. In this continuing series, we will look at different styles of customizing play, and the reasons they arose.*

# Laws of the Realms

## SPELLING COUNTS

By Hassan M. Ahmed

Some spells take longer to cast while others cost more AEP. Should some spells not be easier or more difficult to activate? I say, yes! Also, there have been countless queries from novice players and members of the *LA*™ community as to how more potent activations can be just as available to beginning Avatars as their less potent counterparts.

**Making the Grade**

The adjustments listed here emphasize that there should be a balance of Grades in one's Activation repertoire. The Avatar should have spells one can count on as things done almost without thought, as well as some of those grander—and more powerful—spells that one may turn to in times of extremity.

**Power Grade Adjustments**

| Grade | Grade Adjustment |
|---|---|
| Very Minimal | -20% |
| Minimal | -15% |
| Low Moderate | -10% |
| Moderate | -5% |
| Good | None |
| Very Good | +5% |
| Strong | +10% |
| Very Strong | +15% |
| Major | +20% |
| Extreme | +25% |

*For the purposes of the table provided a negative (-%) indicates a Bonus or a better chance, while a positive (+%) signifies a Penalty or lesser chance.

Also, Powers or Activations that are already signified as being more difficult (Revivify, Restore Body, etc.) will use the harsher of the two adjustments, either the Grade Adjustment offered here or the adjustment specified in the rulebook.

One must also remember that many an Avatar will not begin their career with such a generous Extraordinary Ability score as 50. They very well may start with a score of 20 if the Ability was their third or fourth. They might even start with 10.

For these Avatars, it is recommended that they pick from the "Lesser" Power grades to start, so as to be able to rely upon their Extraordinary Abilities more often. In time and with practice they may study the "Higher" Power grades, but that will take practice and effort.

In this manner, it becomes evident that not all beginning Avatars should be able to command Extreme Activations with the same prowess as those of lesser grades. In total, this chart demonstrates a 45% "swing;" for example, an Avatar with Enchantment at 50 has a 70% base chance to succeed with Very Minimal Activations but only a 25% chance to succeed at Extreme Activations.

**Patience is a Virtue:**

When an Activator wishes to be more exact when Activating a Power, they may be allowed to do so. This of course incurs a cost of time and AEP. An Avatar who wishes to do so (and is in no particular rush) may double, triple or quadruple casting time and expend one, two or three additional AEP. Doing this affords them an increased chance at Activation success.

| Casting Time is | Add'l AEP Cost | Bonus |
|---|---|---|
| Doubled | 1 | 5% |
| Tripled | 2 | 10% |
| Quadrupled | 3 | 15% |

**Instant Gratification:**

Conversely, an Avatar who so wishes can shorten Casting Time by 1 second at the cost of 1 AEP and an Activation success penalty of 5%. Casting time can never be reduced to less than 1 second by this method.

Using the chart given on the next page, if I desire to cast a Good Activation in 3 seconds time, rather than the normal 5 seconds time, I can do so provided I expend 2 additional AEP and provided I am willing to chance a 10% penalty to my roll for success.

| Casting Time Reduction: | 1 Sec | 2 Sec | 3 Sec | 4 Sec | 5 Sec | 6 Sec | 7 Sec | 8 Sec | 9 Sec | 10 Sec |
|---|---|---|---|---|---|---|---|---|---|---|
| Penalty: | 5% | 10% | 15% | 20% | 25% | 30% | 35% | 40% | 45% | 50% |

Any given Activation's casting time can only be reduced by half (at most). A casting time of 1 second can not be reduced; but 3 seconds may be reduced to 2, 5 to 3, 7 to 4, 9 to 5, 10 to 5, 20 to 10, and the like.

"Patience" and "Instant Gratification" may never be used together. As they are diametrically opposed, only one option may be used at a time.

## From the Forge

*(continued from page 2)*

**Augury**

I think this year's Gen Con will be a banner show for us, and will introduce several hundred "newbies" to the *Lejendary Adventure*™ fantasy. I know we plan on giving away a LOT of stuff, so feel free to stop in and bend our ears. After that, we will probably cram most of the year's releases in around Christmas season, and will hopefully have a much larger collection of download freebies as well. Well, that's the plan, anyway.

**Wrap-Up**

It might seem like there's not a lot going on out here, but that is just the calm before the storm. There is always a certain silence as we all brace ourselves for the onslaught that is Gen Con. Stay tuned, gang, the best is yet to come.



*The Master LejendWeaver shares his thoughts on matters diverse and occasionally arcane. Draw 'round and listen to…*

# XAGIG'S FABLES

**Managing A Large Battle**

By Gary Gygax

*Illustrated by Justin Tindel*

So you want to fight, do you? Well, put 'em up…a crate-load of dice, that is. To assist you in the coming fray, what follows might just be knockout for the tedium of mass combat.

You have a handful of Avatars and some number of NAC opponents to manage in a situation where a battle is about to be fought. Although in terms of game time the fight will be resolved in only a relatively few Activity Block Counts, the instructions and the dice rolling for the Avatars and their foes will take a lot of attention and quite a considerable period of real time for you, the Lejend Master. But…

In addition to that, there are a score or more warriors accompanying the Avatar party, and their adversaries are aswarm in even greater numbers. This is impossible to manage, right?

Take heart. Here is a system for managing such combat:

**OPTIONAL: Large Scale Battles:**

**A. Fast Method**

1. Add the average Weapons Ability or Precision Base Rating to the average armor protection of each side. For example, an average of 40 Precision and 80% armor equals 120, while 30 and 70% for the opponents equals 100. Drop the final place if there are three numbers in the total (in the example just quoted, the figures would become 12 and 10, respectively). Use the closest die (rounding up any fraction above half towards the next higher die—26 to d3, 38 to d4, 47 to d5, etc.), a d12 and d10 for the above example. Roll the die for each side, and that is the number of kills of opposing combatants for each side in each Activity Block of the melee.

2. Whenever Morale checks are called for, make them accordingly.

3. If and when one side breaks off the melee, the remaining side gets a final die roll for added casualties.

**B. Realistic Method:**

Before any combat commences, compute the following:

1. Set aside "leader-type" individuals not engaged as part of the Avatar party or against them. These NACs will have to be managed normally as are the Avatars and their opponents.

2. Take the average Weapons Ability or Precision Base Rating for the remaining members of each side. To find it simply add differing ones and divide by the total to find an average to apply to the whole of each force. This will yield a percent number.

3. Multiply 14* by that percentage. Round up if the fraction is 0.6 or higher. This is the *average harm* that each individual of the appropriate side will do each ABC.

*Assume greater than 1 base harm, factor in maximum harm rolls, and 14 is a fair average so as to keep the fight from being too protracted.

4. Compute the average armor protection for each side. Note this below the average harm they each deliver.

5. Side A is the ally of the Avatar party. From Side A's average harm/ABC deduct Side B's average armor protection as a percentage of the average harm. Harm will always be at least 1 point.

6. Side B is the foe of the Avatar party. From Side B's average harm/ABC deduct Side A's average armor protection as a percentage of the average harm. Harm will always be at least 1 point.

7. You now have Side A's and Side B's "actual" average harm delivered per individual/ABC. Record this on a sheet of paper, using a column for each force.

8. Compute the average Health for each side's members, and use that average for determining when they are slain. Write Side A's average Health points down the edge of column A, one figure for every individual in the group, or every five or 10, depending on the total number. Do the same for Side B.

9. For each 50 (or fraction thereof) *effective* combatants (those in a position to strike at a foe) a side has, roll 2d10. Subtract from that number the percent of average armor protection of the opposing side, rounding fractions down. That is the number of the enemy they *killed* on that ABC. Conversely, it is the number of enemy who were *not harmed* at all. Unwounded combatants are treated separately, and they are *never* wounded until all unwounded individuals on their side have been killed.

10. For the side with the greater average armor protection, add to the number of their foes killed the number equal to the difference between the two average armor protection number, i.e. a –6 for Side A and a –10 for Side B would mean the addition of 4 kills to Side B's results. This reflects the very real value of greater protection. This addition is *not* included in the number of unwounded on the other side.

11. All other NACs on each side have suffered the appropriate average harm.

12. When one side outnumbers the other by more than 2:1, a Morale check is called for.

**Example:**

Assume a general melee with both sides charging the other. In the initial onslaught, it is basically 25 against 25, although Side B has an actual total of 75 combatants in its force. In the initial onslaught, only their front line can attack.

***1st ABC:***

Side A has 25 warriors with an average adjusted harm of 4, average armor of –14, and an average Health of 30. Side B has 25 *effective* combatants with an average adjusted harm of only 1, an average armor protection of –6, and an average Health of 40.

Side A rolls d10 and gets a 7. Taking 6 for average armor protection from 7 leaves a 1, but the average armor protection of Side A has a positive difference of 8, so Side B has 1 lost +8, a total of 9 members; 1 is unwounded but the 15 others of its remaining frontline combatants drop from 40 to 36 Health.

Side B rolls 2d10 and scores a total of 14. 14 minus 14 for average armor leaves 0. Side A lost no members, but 25 are wounded, and their Health is now 29 each.

***2nd ABC:***

The melee enters its second ABC. In three seconds, sufficient men can press forward so as to have the smaller force outnumbered by 2:1, as 34 more members of Side B press into the melee. It is just 2:1, though, so no need for a Morale check yet.

Side A rolls d10 and gets a 9. Taking 6 from 9 leaves 3, plus the average armor positive difference of 8, so Side B loses 3 + 8, 11 members. Of the 50 fighting in the second ABC, 39 remain alive. Of these 4 (1 from the initial ABC, 3 from the last one) are unwounded, 15 (survivors of round 1) have dropped to 32 Health, and 17 new frontline combatants drop from 40 to 36 Health.

Side B rolls 2d10, scores a total of 18. 18 minus 14 for average armor protection leaves 4. Side A lost 4 members, and of the 21 remaining, 4 are at 29 Health, while the other 17 are at 28 Health.



***3rd ABC:***

Again Side B presses forward into the melee. This is reasonable, since only six seconds have elapsed in the engagement. Side A has 21 members, Side B has 55 (75 minus its losses of 9 and 11 in the previous two ABCs of fighting). Thus it now has 55 members compared to 21 for Side A. This is more that 2:1, so a Morale check is made. Assume that it succeeds for Side A (Side B hasn't had time to assess its own losses yet

Side A rolls d10, scoring 1. Average armor of 6 from 1 means that it has slain 8 foes through average armor difference, without additions. Of Side B's 55

combatants, 47 now remain: 4 are unwounded. 12 have Health just dropped from 40 to 36, 17 have gone from 36 to 32, and 12 (survivors of the initial ABC of combat) are down to 28 Health.

Side B scores a solid 18 on its 3d10, and –14 average armor from 18 indicates that 4 more of Side A have been slain. Of the remaining 17 members of Side A, 4 are at 28 Health, the other 13 are at 27 Health.

From the above, it is clear that sheer numbers are not likely to overwhelm the smaller but better armored force. The odds are now 17:47 or something over 2:1 against Side A. If their Morale holds, they will break Side B in battle. Side B has lost over one-third of its force, and it too will have to take a Morale check. If their Morale holds, they will likely be cut down thus:

***4th ABC:***

Side A rolls d10, but gets only a 3. Taking 6 from 3 leaves a negative balance that is ignored, but the plus for average armor positive difference of 8 still applies, so Side B loses 8 members. Of Side B's 47 fighting in the fourth ABC, 39 remain alive: 4 are unwounded. 6 have Health just dropped from 36 to 32, 17 have gone from 32 to 28, and 12 (survivors of the initial ABC of combat) are down to 24 Health.

Side B rolls 2d10 (no longer 3d10 as they are below 51 members), scoring a total of 11. 11 minus 14 for average armor protection leaves effectively 0 (in actuality, a negative result). Side A lost no members, and of the 17 remaining, 4 are at 28 Health, the other 13 at 27 Health.

Side B will be in all probability whittled down soon, even if they manage to score a lucky dice roll. The constant eight losses each ABC due to average armor protection difference is telling, and Side A will prevail, although the survivors will be few and wounded.

***5th ABC:***

Side A rolls d10 for a lucky 9. Taking 6 from 9 leaves a 3, + 8 for average armor protection difference means 11 of Side B's members fall. Of Side B's 39 fighting in the fifth ABC, 28 remain alive: 4 are unwounded. 12 have gone from 28 to 24, and 12 (survivors of the initial ABC of combat) are down to 20 Health.

Side B rolls 2d10 (no longer 3d10 as they are below 51 members), scoring a very lucky total of 20. 20 minus 14 for average armor protection leaves 6. Side A lost 6 members, and of the 11 remaining, all are at 26 Health.

***6th ABC:***

The odds are now 11:28, or 2:1 in favor of Side B. But…

Side A rolls d10, getting a 1. Taking 6 from 1 leaves a 0, + 8 for average armor protection difference means 8 of Side B's members fall. Of Side B's force 20 remain alive: 4 are unwounded. 4 have gone from 24 to 20, and 12 (survivors of the initial ABC of combat) are down to 16 Health.

Side B rolls 2d10 for a high total of 16. 16 minus 14 for average armor protection leaves 2. Side A lost 2 members, and of the 9 remaining, all are at 25 Health.

***7th ABC:***

The odds are now 9:20, 2:1 in favor of Side B. But again…

Side A rolls d10 and gets a 5. Taking 6 from 5 leaves a 0, + 8 for average armor protection difference means another 8 of Side B's members fall. Of Side B's force 12 remain alive: 4 are unwounded and 8 (survivors of the initial ABC of combat) are down to 12 Health.

Side B rolls 1d10 and scores a maximum 10. No good, as 10 minus 14 for average armor protection leaves 0. Side A lost no members, and of the 9 remaining, all are at 24 Health.

***8th ABC:***

The odds are now 9:12, 1:1, but not really!

Side A rolls d10, gets a 1. Taking 6 from 1 leaves a 0, + 8 for average armor protection difference means another 8 of Side B's members fall. Of Side B's force 4 unwounded veterans remain standing.

Side B rolls 1d10 for an 8. Useless, as 8 minus 14 for average armor protection leaves 0. Side A lost no members, and of the 9 remaining, all are at 23 Health.

***9th ABC:***

The odds are now 9:4, 2:1 in favor of Side A, and with Side B's losses considered, the Morale of their few survivors is likely at its lowest point. Either the 4 survivors will surrender, attempt to flee, or die fighting in a last stand.

To more accurately reflect the time scale of a large melee such as that detailed above, you might decide to make the actual rolls only every other ABC, or to have these checks occur once every Activity Block (4 ABCs). This will be not only more "realistic", but will also stretch out the mass combat time and allow for possible Avatar intervention.



*Gary himself chose the title for this column, not Yours Humbly! Read on and decide for yourself whether 'tis deserved…*

## Wild Rants From The Awful Gygax; a/k/a

# The Star Chamber

**Punching Without Unarmed Combat Ability**

By Gary Gygax

There are far too many pesky sorts of LA gamers always after me with questions and comments about this and that in the rules. Of course I simply blow off such queries, ignoring them entirely. What do those guys think? If I was forever answering their queries how could I ever get in any nap time, or manage to kick back, down a few beers, and watch the sitcoms on the TV?!

A recent email from a particularly persistent vexer by the name of Daniel H. Cross brought up something that seemed to be so obvious that sheer osmosis when grasping the *Lejendary Rules for All Players*™, or at worst clasping the *Lejend Masters Lore*™ to one's forehead, should have provided the answer. So to demonstrate to you what I must bear up under far too often, here's the message I received from the above-noted person:

"Hi Gary, got a question for ya.

"First, I'll state my assumptions.

"1. An Avatar making an unarmed strike uses Weapons Ability, unless "wrestling" or using those special rules in the *LML*™.

"2. An Avatar, when making an unarmed strike, uses Unarmed Combat if possessed.

"3. Creatures (monsters and animals) use Precision Base Rating, but Avatars *never* do for unarmed strikes, except in those special cases as described under "wrestling, etc" in the *LML*™.

"But, if one requires Unarmed Combat in order to use the hands and feet as weapons, then Weapons use is not sufficient to make an unarmed strike, which is a catch-22. It says in the ***Lejendary Rules for All Players***™ book that Unarmed Combat *confers* the ability to use hands and feet as weapons, which leads one to assume that such an attack is not possible with Weapons Ability, BUT...

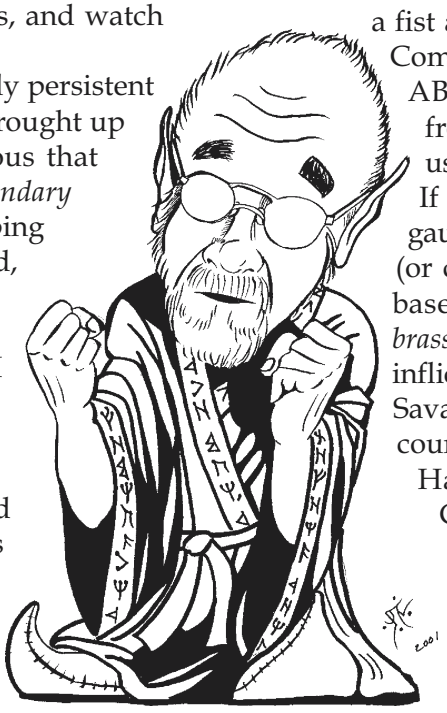
"If the above is true, an Avatar cannot punch somebody without possessing Unarmed Combat Ability, which *cannot* be the case."

*So I answered, "Says who?"*

Then I deleted the easy answer and made a swift and clever ruling in response:

**Use of Hands as a Weapon when Lacking Unarmed Combat Ability:**

In the event an Avatar wishes to resort to using a fist as a weapon, but lacks Unarmed Combat Ability, one such attack per ABC is possible. The "hand" stats from the *Striking Weapons Table* are used, but only one attack is allowed. If the hand is covered with a metal gauntlet, or is wearing brass knuckles (or cestae), then use the appropriate base Harm indicated for *hand with brass knuckles*. Any additions to Harm inflicted by the Avatar from Physique, Savagery, or Tricks Abilities possessed count in determination of the actual Harm delivered by such a blow. Chivalry Ability bonus Harm does *not* count towards the total, for that noble Ability does not contemplate vulgar brawling of this sort.



Sincere thanks to Daniel for calling this to my attention, and I beg his pardon for the tongue-in-cheek introduction for this essay. It's the bad influence from the Mad Archmage that made me do it, honest!

Next month's column will be different, so thumb to it as soon as your copy of this 'zine is in your grubby paws, hear?

# New Optional Orders

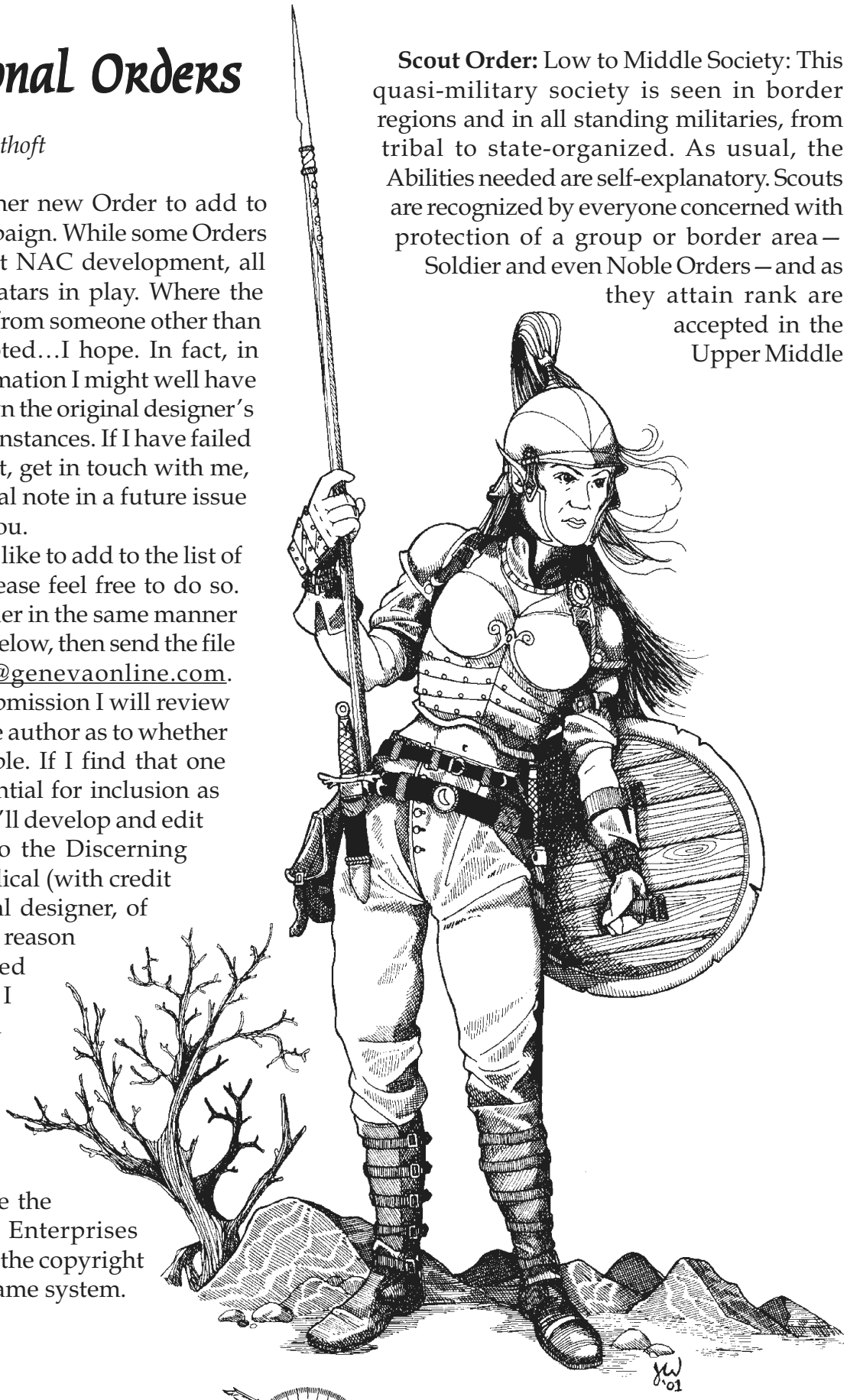
**By Gary Gygax**
*Illustrated by Jay Witthoft*

Here is another new Order to add to your LA Game campaign. While some Orders are mainly aimed at NAC development, all can be used for Avatars in play. Where the work is principally from someone other than myself, credit is noted…I hope. In fact, in compiling the information I might well have forgotten to put down the original designer's name in one or two instances. If I have failed to give proper credit, get in touch with me, and we'll do a special note in a future issue to properly credit you.

If you would like to add to the list of optional Orders, please feel free to do so. Format the new Order in the same manner as those appearing below, then send the file to me at: ggygax@genevaonline.com. When I receive a submission I will review it and get back to the author as to whether or not it is acceptable. If I find that one seems to have potential for inclusion as an Optional Order, I'll develop and edit it, then submit it to the Discerning Editor of this periodical (with credit given to the original designer, of course). If for some reason I find the suggested Order unacceptable, I will return it with an explanation as to why it has been declined.

Please note that accepted submissions become the property of Trigee Enterprises Company, owner of the copyright to the underlying game system.

**Scout Order:** Low to Middle Society: This quasi-military society is seen in border regions and in all standing militaries, from tribal to state-organized. As usual, the Abilities needed are self-explanatory. Scouts are recognized by everyone concerned with protection of a group or border area—Soldier and even Noble Orders—and as they attain rank are accepted in the Upper Middle



class to a greater or lesser extent. Typical places for association are frontier outposts, border forts, with military (warrior) personnel, etc.

Their five required Abilities are: **Ranging, Scrutiny, Weapons, Waylaying** (and **Archery** or **Savagery**).

**Scout Order**

**12th Rank, Lookout.** Ranging only possessed. No benefit save contact or enlistment in the lowest ranks.

**11th Rank, Outrider.** Ranging and Weapons possessed. Guild membership available; add 3 points to Ranging Ability.

**10th Rank, Pathfinder.** Ranging, Weapons, and Waylaying possessed. Gain metal half armor; add 1 point each to Ranging, Weapons, and Waylaying Ability.

**9th Rank, Guide.** All four main Abilities, and Archery or Savagery possessed. Gain courser, add 2 points to each of the four required Abilities possessed, but addition to Weapons Ability can not then cause the Avatar to move to a higher (numerically lower) Rank. If this would occur, limit addition to the last point total in the category, i.e. 60, 70, etc.

**8th Rank, Advanced Guard.** Ranging at 61. Add 2 points to each of the other three main Abilities, and to either Archery or Savagery Ability as well.

**7th Rank, Ranger.** Ranging at 71. Add Luck Ability at 20, or add 10 to Luck if that Ability is already possessed

**6th Rank, Chief Scout.** Ranging at 81. Add 1 point to each of the other three main Abilities, and to either Archery or Savagery Ability as well, to both if both possessed.

**5th Rank, Scout Ranger.** Ranging at 91. Add Pantology Ability at 20, or add 10 to Pantology if that Ability is already possessed.

**4th Rank, Ranger.** Ranging at 101. Add 1 point to each of the other three Abilities, and to either Archery or Savagery Ability as well, to both if both possessed.

**3rd Rank, Ranger Lieutenant.** Ranging at 111. Add Divination Ability at 20, or add 10 to Divination if that Ability is already possessed.

**2nd Rank, Ranger Captain**. Ranging at 121. Add 1 point to each of the other three Abilities, and to either Archery or Savagery Ability as well, to both if both Abilities are already possessed.

**1st Rank, Ranger Commander.** Ranging at 131. Add Planning Ability at 20, or add 10 to Planning if that Ability is already possessed.

# Quick Adventure Ideas

**By Steve C.**

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Here are some generic ideas for several quick adventures, designed to give harried Referees a list of quick adventures that can be ready to play in a fairly short period of time. Each idea has several variants, along with a brief, general list of items that will have to be developed prior to play. Almost everything here, with a major dose of imagination and two hours' work, can be turned into a ready-to-play adventure (which your players may not have experienced before).

None of these ideas are spelled out in great detail, and this is done intentionally. These ideas form the bare framework upon which the Referee is supposed to nail all sorts of interesting things, such as background, detail, setting, characters, maps, floor plans, and treasures (what the players' characters gain for living through the adventure). This includes how they are introduced to the scenario, and a plausible method for conveying to them the information that they need to know before beginning the mission (characters and a few information-gathering tasks work well here). In general, you can add "Introduction for the Players" and "What the Players Know" to all of these entries.

Next month, I'll have more items, as well as an example that combines several of these ideas into a full-blown campaign.

**Ambush:** Somebody (or perhaps a group of somebodies) is in dire need of a good whomping, to say the least... **Other Development Required:** Either the attackers or defenders, along with their means of transport (if any), their weapons, armor, and any other equipment affecting combat; a map of the terrain where the ambush will take place; some tasks for determining who surprises who. **Notes:** Maybe the party members have been too cocky, and left some "unfinished business" with someone who hires a few mercenaries (or some po' boy with an old weapon who decides to take matters into his own hands). Maybe the party members have had it too rough, and are out for revenge. Maybe the local Goblin problem is just acting up again... or maybe the local drought has driven all of some hungry critter's prey out of its hunting territory.

**Arson:** Something's burning...or should be... **Other Development Required:** A factory, home, ship, shop, store, or other likely target, complete with deck/floor plans; type of building and the materials it's constructed out of (details of how it'll burn), locations and types of goods or cargo inside; plans for the immediate vicinity of the building or ship (means of escape, etc). **Notes:** Arsonists may be caught in their own blaze, by the local constabulary, or by the party members (unless the party members are the firebugs)!

**Assault/Raid on a Fortress:** A heavily fortified compound needs taking out for some reason. On the other hand, maybe it's just a probing raid, to get info, supplies, intel, or whatever... **Other Development Required:** Maps of the fortress (possibly floor plans, as well); locations and capabilities of offensive and defensive weapons and-forces; locations of critical items (command post, ammo storage, duty stations of the elite forces, etc). **Notes:** Remember, this can be used in many ways: Military Ops, a mercenary scenario, thieves robbing the armory, etc. Also note that the party members can be part of the military force manning the fortress, the mercenaries attacking it, the thieves robbing it, or the ones holding something worth stealing (I once ran this as a "Penetrate, Explore, and Report" scenario with party members on both sides!).



**Assault/Raid on a Ship:** A ship needs to be destroyed, or has something aboard it that needs removing (but not just general Piracy—see below). **Other Development Required:** If it's an assault (where the target is to destroy the ship), little preparation may be needed: stats for the ships involved and the crew qualities. If someone's going to sneak aboard and plant charges, however, more work will need to be done (deck plans, the locations and capabilities of offenses, defenses, safety, and security systems, the locations, weapons, defenses, readiness, and responses of the crew, the locations of critical systems (sails, controls, entries and exits), as well as tasks for dealing with each). **Notes:** Ships may be naval or air vessels. The party members may be attacking or defending. The object may be to get something aboard, off, or simply to destroy the ship.

**Assaulting/Raiding a Town:** Somebody thinks that some backwater, somewhere, needs taking out (or at least raiding). **Other Development Required:** A map of the town (gas stations, etc., will sometimes give you one for free); floor plans of a few random buildings (for when fights go inside); locations, stats, and weapons of the forces involved; locations of any critical items (fire and constable stations, hospitals or doctors' offices, local hunting clubs, city jail, stores selling weapons and ammo, etc); and floor plans of the important spots. **Notes:** This one's less likely a military matter, but may be used as an invasion scenario or maybe just the equivalent of the brigand gang, come to get all the wine, women, and money they can carry. Then again, your party members may have a grudge against some town, and decide that they need to wipe it off the face of the planet...

**Banditry:** Someone is transporting something somewhere. Somebody else wants it--without paying for it. **Other Development Required:** Composition of the attacking and defending forces; who has what cargo; some plan of attack/defense. **Notes:** Here's a good way to get a party member with a high riding skill involved in a short adventure. The party members could also be the bandits, raiding a convoy or a lone wagon taking (for instance) their body-snatched comrade to parts unknown. Think *Road Warrior* and go from there.

**Body-snatch:** Someone needs some info, and the best way to get it is to ask someone who knows. The only problem is, that "someone" is unable (or unwilling) to come along. **Other Development Required:** Who needs snatching and why; what information they have that's so valuable; who has them (and is it willingly or not); how the place is defended. **Notes:** This can be a military raid like any of the above, espionage among merchant princes, or even getting back a child from the legal guardian's former spouse.

**Bounty-hunting:** Some armed and dangerous sort is on the loose, and needs hunting down. Maybe more than one. Somebody might even be willing to pay for 'em. **Other Development Required:** Either the wanted person(s) or the bounty hunter(s), their gear, a map of some area, and some tasks for gaining information on where they went. These could involve just information gathering, street wisdom, tracking, or many other types of skills. **Notes:** Have your party members been misbehaving, involved in too many illegal activities (such as ambushes, assaults (and battery), muggings, robberies, and skirmishes)? Sometimes, the local populace gets tired of it. A high enough price on their heads may just solve the problem (or give the party members an excuse for an assault on a town). On the other hand, the party members may want to do a little bounty hunting, and most towns will pay a fee for being rid of troublesome critters.

**Brawl:** Cliched, melee-only combat. **Other Development Required:** Typically, a floor plan of a bar (showing where the tables, chairs, bottles, any swinging chandeliers, pool cues, and other such items are), along with a list of opponents, what they're armed with (and the weapon's stats), etc. **Notes:** This could also be a street with a gang, angry mob, or group of disarmed Orcs. Maybe even an escaped bunch of circus, farm, or zoo animals, for a weirder one? Brawls can occur any place you like, including the local equivalent of the police station.

**"Cattle" Drive:** A herd of critters of whatever type has to be moved from one location to another. **Other Development Required:** A buyer and seller (sometimes, a herd may only have to be driven off), beginning and ending points, a map of the terrain in between (noting any hazards), and a few problems to be overcome. A deadline (or a bonus for early completion of the drive) and a few predators (rustlers or otherwise) make for a more interesting story. **Notes:** The "cattle" may be cows, buffaloes, Arabian horses, or something more exotic. The "cowboys" may be riding horses, flying ships, or some strange local mount. They may have a chuck-wagon, or have to hunt local food as they go. Maybe there isn't even a path yet!

**Chase:** Basic pursuit or escape and evasion. **Other Development Required:** Either the pursuer or pursued; a fairly large area (with obstacles and tasks) through which to chase or be chased. It's a really good idea to have some geomorphic modules ready for plotting out the course, or at least a map. **Notes:** The party members do a lot of chasing and getting chased. This could be on foot, in a coach or wagon, air pursuit of a ground target, or being pursued by a hunter-killer, or merely the angry owner of the restaurant you just smashed up.

**Convoy Escort:** The party members are helping get supplies somewhere. **Other Development Required:** Composition of the convoy or attackers; which vehicle has what; the value of the

convoyed items; and defenses (including plans). **Notes:** In this one, the party members get to protect the convoy. (If they want to knock one over, see Banditry.) They may be mercenaries, merchants, or relief workers. Their cargo can be food, medicine, machinery, trade goods, etc.

**Coup d'etat:** Some region with a ruler to be discredited, overthrown, or otherwise removed from power. **Other Development Required:** Information on the region (which may be as small as a piece of inner-city turf, to as large as an empire) and the ruler (who may be as small-time as the leader of a neighborhood street gang to as large as the Emperor); info on the people and politics around the leader (policies, enemies, allies, and how they inter-relate). **Notes:** The party members will rarely be rulers, so they won't usually be subject to a coup d'etat. If they are the higher-ups in some business or political system (law enforcement, lawgiver, bureaucrat, diplomat, or possibly even a doctor), they might be subject to a little "office politics." More often, they could be involved in overthrowing some local crimelord, crooked politician, or evil merchant monopoly.

**Courier:** A message or small parcel must be delivered to someone (generally with haste, and/or security). **Other Development Required:** Something to be delivered; information on who, where, when, and under what circumstances to deliver it; an employer and terms; the person to deliver it to; and any opponents along the way. **Notes:** This can be riding across town (avoiding bad drivers), running a mail route, sailing a ship to the next continent, or hopping a flight on one of those flying ships with a mysterious case chained to one wrist (and someone else has the key!) On a more international basis, party members may be part of the crew of a courier vessel, getting much-needed information or medical supplies to someone somewhere. Whatever the party members are carrying (and they need not know about it), if it's worth enough, someone will surely show up to at least attempt to steal it!

**Deputized:** Local law enforcement has a need for someone with exactly your very capabilities! Someone with your level of skill is just so hard to find (you know what they say about good help, these days). We're so glad that you've volunteered to help out! **Other Development Required:** Usually, this will be used to get your party member(s) involved in an investigative law-enforcement adventure (especially if they have recently ended up in the slammer for some reason). This could be the locals recruiting goblin-killers, or the local district marshal drafting the local doctor and PI to aid in investigating a murder. If your party members are law-enforcement types, they may need to find a certain expert, such as a tracker. **Notes:** There are plenty of ways to go with this one, which is why it takes so long to set up. Skills beyond those normally used by constables are required, and the specialist will need hands-on access to the scene or evidence (this works especially well aboard a ship, where local expertise may be hard to come by). An anthropologist might be needed to interpret cult symbols, a biologist to identify tissue samples found at the scene (is someone's trained pet whatsit stealing jewels?), an alchemist may be needed to help determine if the stains on a pin are poison, an engineer to determine whether or not a damaged building is safe to enter, etc. Obviously, anyone with a high missile-weapon skill may find themselves along for the final shoot-out, regardless.

**Duel**: A one-on-one, mano-a-mano duel, usually either hand-to-hand or with the one being challenged allowed to select the weapon(s). **Other Development Required:** A real or imagined slight (some party member dallying with some lord's lady, or simply not showing the proper respect, perhaps?); a challenge; the challenged or challenger (and their second); a time and place for the duel (maps are generally not required); the judge; any rules involved; and what's to come afterwards (in America, for instance, "dueling" is a crime, with both parties—assuming they survive—being subject to arrest and imprisonment for one to seven years, if convicted). **Notes:** Duels may sometimes involve more than two people (see Rumble, below). Party members may challenge someone to a duel, but these will usually be declined. Party members are more likely to be challenged, and declining a challenge may lead to a loss of social status (or not, as the Referee determines). In general, the more peaceful, law-abiding party members should be allowed to talk their way out. Most party members I've known will accept. Duels may be simple fisticuffs, limited to specific melee weapons as rapiers or foils, or may be arrows at twenty paces, etc. They may also be to first blood, or to the death (duels with native sword-like fronds are generally only to first blood, for example).



**Exploration:** To boldly go...somewhere, preferably survive, and bring back information. **Other Development Required:** A commission to explore; a region to be explored (from a continent down to a possible site for a mine or cabin); characters to be taken along; equipment lists. **Notes:** Adventures that start out this way often quickly become something else.

**Feud:** Two (or more?) warring factions. **Other Development Required:** The two sides in the conflict (the Hatfields and McCoys, or two rival merchant leagues, etc.), their motivations, a brief history of the feud, and reasons why the party members might get involved; important characters the party members might encounter, and the resources they can bring to bear on a situation; how they might react; and tasks for changing things. **Notes:** This can be escalated to full-scale war, but in that case, you'll have to do even more work, and increase the time needed.

**Frame:** Either the party is out to get someone by nefarious means, or someone is out to get them! **Other Development Required:** The target(s) or perpetrator(s); the plot and whatever is needed to carry it out; the law to bring the framed(s) to "justice;" tasks for determining the truth; where and what the evidence is and how to find it. **Notes:** Yet another adventure idea to use only once in an adventurer's career, and tread lightly with. This may be someone's idea of revenge, or the party members' way of taking on an opponent too powerful for them.

**Gadget Test:** Someone has invented a new whatsit that needs testing. Maybe someone's testing it on the party members? **Other Development Required:** The whatsit (new weapon, whatever), some tasks or malfunction tables, etc. **Notes:** Any type of gadget will do, but it needs to be interesting, and likely to lead to adventures. A new sound recorder just won't cut it.

**Hijacking:** Someone doesn't want to pay for their ride! **Other Development Required:** A vehicle to get hijacked; a reason for the hijacking; either rules for vehicle combat or floor plans of the vehicle's interior (as required); a plan for attack or defense; attackers or defenders, with necessary equipment; where the vehicle's occupants will be, and how they'll respond. **Notes:** "Carjacking" wagons is quick and easy. Hijacking anything bigger than that should be tough.

**Holiday:** Party members are people, too! Don't forget Valentine's Day, Independence Day (for all those nations!), Halloween, Thanksgiving, Christmas, etc. What about religious holidays, or nationalistic ones (like Bastille Day or Cinco de Mayo)? Any day can be a local holiday, with banks and offices closed, etc. **Other Development Required:** The holiday, its date (second Tuesday in Nov., etc), what's done on that day, etc. **Notes:** A good excuse for a party, closing the shops, giving gifts to the party members (and eating up some of their spare cash), and other such stuff. I once ran an adventure where a local religious holiday made certain things (such as eating) illegal, on that day.

**Hunt:** Some critter needs killing, or maybe just capturing. **Other Development Required:** A sponsor, a critter, a reason to capture or kill it, the location of the animal (or its lair), some obstacles for the party members to overcome, and some prize to be gained for all the effort. **Notes:** The creature may have to be caught and returned alive, or it may be more a variation on search-and-destroy (such as finding the lair of a night stalker and killing it). Many animals (especially mounts) can also be worth quite a lot, but this can also be a high-risk venture. Always remember that terrain and weather can also make getting sample critters a tough job. Some even carry diseases or are poisonous.

**Impossibility:** Hey! That's just not possible! **Other Development Required:** A magical or pseudo-scientific explanation for an utterly impossible event (of which there are already several in the game universe), and a way to introduce the party members to it; also possible explanations for it, and tasks for coming up with them. The mystery need not ever be resolved. **Notes:** Ideas along these lines include invisible, teleporting, man-eating critters, new psychic sciences, time travel, etc. Use them sparingly, and always allow for a "scientific" explanation that we haven't found…yet.

**Infiltration:** An organization or place hostile to the party needs further investigation, by an "inside man." **Other Development Required:** The place or organization needing infiltration, the characters involved with it, ways in and out, tasks for the infiltration, a list of things that will give the party away, and another list of things that will help them fit in. **Notes:** This fits everything from a very advanced spying scenario, to escaping the bandits or pirates by becoming one of them, catching the smugglers by pretending to help them, and so on. Some enemy might also be making nice with the party in order to learn more about them!

**Intrigue:** Someone has a nasty plan, not necessarily aimed at the palace. **Other Development Required:** A nasty plot (aimed at someone else) that the party members accidentally uncover; how they came across the info; the conspirators and their plans; the opposition and their plans; defenses of the defenders, and tasks for getting past; stats of important characters involved. **Notes:** The party members may warn the target or join the conspiracy. This scenario usually involves the wicked relative (such as a stepmother) of the ruling family attempting a coup d'etat, or some such.

**Jailbreak:** What self-respecting party member is going to wait for a Public Defender and the hired PIs to bumble their way through finding the evidence to prove their innocence, when (s)he could be out finding it, themselves? The "Escape from Detention" charges will be dropped once they find the real perpetrators anyway, right? Why should the party members let the so-called "justice system" unjustly imprison their friend(s)? Surely they can break him, her, or them out, with a modicum of effort... **Other Development Required:** A map of the jail, defense scheme for the local constabulary, the locations of all prisoners, cells, and guards (and any useful items that they have, such as shivs or keys), and the intel available to the party members. Maybe some tasks for getting the same. **Notes:** The party members may be guards, inmates, or someone breaking in (usually to get someone else back out again).

**Kidnapping:** A body-snatch for reasons other than gaining intelligence. **Other Development Required:** A victim, floor plans and maps of their location, tasks for getting the drop on them, any defenses, bodyguards, or other security. Ransom demands? **Notes:** A party member could be the one kidnapped, or may do the kidnapping. Either way, this may have legal repercussions. Being shanghaied to work aboard ship is yet another type of kidnapping.

**Lawsuit:** The party members are suing, or getting sued! **Other Development Required:** A defendant or prosecution and plaintiff; reason for and history of the suit, possible evidence, what's known, and tasks for finding the rest; some means for determining who wins. **Notes:** Boring if done very often, but a wonderful way to keep rowdy party members more under control. Once per group is probably all it takes.

**Love Interest:** One of the party members has attracted a genuine Love Interest, not to be confused with a mere object of desire or greed. **Other Development Required:** The Love Interest should already exist, but careful attention to her (or his) background, family history, personality, convictions, wants, needs, desires, and preferences is critical. More than two hours should be spent developing this character, and the relationship between them and the party member. **Notes:** You will never pull this off without the cooperation of your players. If they aren't willing to develop a love interest for their party member, you CANNOT make them do it! If you have a role-player who can handle it, though, it is a great handle, and provides innumerable possibilities and scenario hooks. Instead of introducing "an old friend" of the party members (whom they have never even heard of before—something that I always hate to see happen), you can introduce the new character as an old friend of the love interest. Plots that the party members would never get into may occur in the life of a party member's gentle-lady, drawing the party in against their will. Party member Love Interests also require some "maintenance time," and will get annoyed if they are ignored, their beau leaves town (let alone the planet) without even telling them, etc. They may also dislike the party member's deadbeat friends, quibble that the party member should "get a real job!", and provide wise advice that the party member wouldn't think of, on his own... (Imagine the former pirate dating a lovely lady lawyer, and how it might affect his revenge plans, for instance.) Careful design of the party members is absolutely necessary—opposites attract, but the lovers need some things in common, to bring them together. The proper balance will complement both.

**Madman:** A local loony causing problems. **Other Development Required:** a crazy with a workable plan. **Notes:** Insert a mad alchemist, necromancer, religious cultist, sorcerer, crazy janitor with homemade nerve gas, etc.

**Madmen:** More than one of the same. **Other Development Required:** More than one crazy with a workable plan. **Notes:** Insert mad alchemists, necromancers, religious cultists, sorcerers, crazy janitors with homemade nerve gas, etc. As bad as before, just more powerful when they come in groups. Maybe some internal dissent can slow them down long enough for a group of do-gooders to stop them all? Well, maybe not...

**Mob:** A large group of angry people. **Other Development Required:** An angry mob, a reason, and the history behind it; what weapons (if any) they have; and a leader, if there is one. **Notes:** This may be a lynch

mob, a riot, looters, or Doctor Frankenstein's pursuers. The party members may avoid the mob, join it, incite it, or try to stop the looting, etc.

**Mugging:** Some poor soul (party member or otherwise) has something that (s)he needs to be relieved of. **Other Development Required:** A victim or attacker, along with their gear and loot. A general map of the local terrain should be handy, just in case a chase ensues also, some tasks for determining who surprises whom. **Notes:** About as classic a scenario as the skirmish. Every seedy port, dark alley, or dive has one (or more) such individual(s). Maybe the party members want to generate a little fast cash, and aren't particular how they do it. Maybe someone else has noticed an interesting item in the party's possession. Maybe the mugger was hired to get something, or just to rough someone up...now who would do such a thing?

**Murder:** Somebody needs killing. **Other Development Required:** An employer and a victim. Location, stats, and security for the victim, including the plans of any guards. The tougher you make it, the more work (and time) it'll take. A lone assassin with a plan can be generated in under five minutes. **Notes:** This could be a simple "hit," or a variation on search and destroy (where the target is powerful, far away, and well-protected). The party members may also be the targets. This one is definitely not to be overused—your players will hate you, if you keep murdering them off!

**Narcotics:** Someone's selling drugs. **Other Development Required:** Nature of the drug(s), who's selling or buying, why the party members are involved, and who the other players are, etc. **Notes:** "Narcotics" need not be addictive recreational drugs; they can be prescription drugs, poisons, vaccines, or any other natural or inorganic substance. The evil party members could be selling them (supplier required) while the poor, overworked cops try to stop them, the party members' friend could have died from them, a new attribute-booster may have just come out and the party members want to find a source, etc, etc.

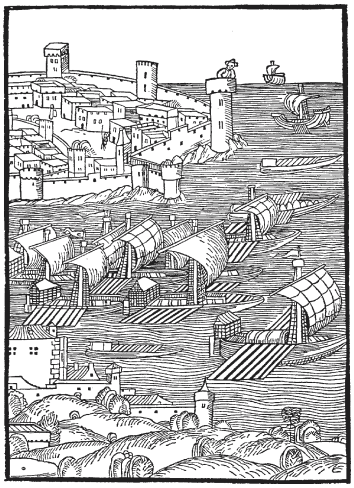
**Native(s):** A newly discovered intelligent species? **Other Development Required:** Whether or not the newly-discovered race is actually sentient (if not, see Xenomorph(s)). If so, its history, physical structure and appearance, psychology and attitudes, senses, speech, society and customs, and level of technology (if any), along with notes on how they'll react to the party members. Statistics for combat, if needed. **Notes:** This works well as part of an adventure combining the themes of exploration, natives, and personnel escort.

**Operation:** Either a party member needs one (perhaps to remove a magically-embedded whatsit?), or must perform it on some other lucky person. **Other Development Required:** Type of operation, tasks for it, list of equipment required, and a doctor (if needed). **Notes:** Good for altruistic party members, or as a stopper for out-of-hand ones. Often, striking an important party member with appendicitis will stop a rampaging group of party members.

**Personnel Escort:** Someone else needs the party member(s) to escort them elsewhere for some reason. **Other Development Required:** Person or persons to be escorted, an employer and terms of service, a purpose for the journey (medical treatment, holy pilgrimage, etc), and a reason to make it all interesting. **Notes:** This may be bodyguard duty, accompanying an invalid or prisoner, or anything else you can think up. The party members may have escorts or guides, or may be escorting others. Maybe someone hires a personal trainer, language touter, or skills instructor?

**Piracy:** Anywhere there's shipping, someone will try to burgle it. **Other Development Required:** A vessel (deck plans and stats), a cargo, its location and route, crew, defenses and security, etc. **Notes:** The party members may try piracy, if they like, but must pay the dues if they are caught. More likely, a ship they are on will be accosted. If they are part of the crew, conduct combat until destruction or boarding occurs. If not, conduct a boarding action and let the party members react as they see fit.

By now you may already be getting some useful ideas for your next campaign. But if not...fear not. There's more coming next month—stay tuned…



# Out of the Wilderness

**New Lejendary Earth™ World Setting Creatures**

By Gary Gygax and Nita Glazewski (with additional contributors as noted)
*Illustrated by Martin Siesto*

| Creature | Appearing | Health | Precision | Speed | Attack | Defense |
|---|---|---|---|---|---|---|
| Arborum | 2-4 or 11-30 | | | | | |
| Enspeller | | 41-70 | 31-50 | 15-20 | HV-sp. | 4 & sp. |
| Hunter | | 61-90 | 41-70 | 13-18 | HV | 4 & sp. |
| Ordinary | | 16-45 | 21-40 | 11-16 | HV | 4 & sp. |
| Dzunkhwa | 1 or 2 | 131-160 | 30 | 12m/4a | 2 and special | 16 sp. |
| Immature (male ogre) | | 82-140 | 56-75 | 12m/4a | 2 HV | 10/20 sp. |
| Hound, Gigantic | 1 | 60 | 30 | 12 | 1-20 +12 sp. | 5 |
| Kulu | 1 | 75 | 80 | 40f/20a | 1 and special | 20 sp. |
| Madahm | 1 | 50 | 65 | 30f/15a | 1 and special | 15 sp. |
| Pit Mammoth | | | | | | |
| Bull | 1 | 175 | 55 | 12 | 26-35\+1-30\36-50 sp. | 6 |
| Cow | 1-3 | 155 | 50 | 13 | 21-25\+1-24\36-50 sp. | 6 |

*Lady Amanda of Falconsflight speaks:*

*Even as I write these words, the worthy Watcher Aryen is enroute to Maylus, there to join his fellows of the byways in their great annual encampment. I understand that these councils of the wood-wise are very dear to the hearts of such otherwise lonely folk; at such times do they welcome new wanderers into their fellowship and remember those who have passed from amongst them. I daresay as many hours are spent in tale-telling – nay, perhaps even boasts and jests – as in taking thought for the welfare of the wilder realms and creatures. But I begrudge it not, for theirs is a difficult and demanding calling, and all folk must have their release and relaxation with others of like mind.*

*In his stead, I shall endeavor today to share what lore of these creatures I have gleaned from him as we spent many happy hours together before the hearth or out in the fields and forests of my demesne.*

**Arborum in General**

***Appearing:*** 2-4 (explorers or patrol) or 11-30+ (combatants only—multiply by 3 to find community population.)

*I recall with rueful pleasure an evening when the Watcher persuaded me to don serving-man's dress and join him for an evening of tale-spinning at a local inn. Rueful, for the ale flowed more freely than is my wont! But 'twas worth it for the stories I heard. Aryen swears that the Arborum exists, for all he's never personally encountered the folk; the word of the fellow wanderer who spoke of them to him is, he says, not to be doubted.*

Arborum, or Tree-folk as some call them, are a very special (if technologically backwards) society. These small humanoid people have senses that are about twice the human norm, and are able to see in low light conditions in the same manner as a cat (a dark night is like a moonlit one to them).

The Arborum are tree-dwellers. They alternate between the treetops and the roots, according to the time of the year. They can climb up or down a tree as fast a normal man typically walks, brachiating through a closely grown forest at a speed equal to a human trotting.

The Arborum are acclimated only to tropical to temperate regions. In equatorial regions tribal groups migrate to regions they call "Forest-Up" and "Forest Down." During tropical "summer," the heat in the arboreal tops is almost unbearable, and gryffons and other aerial predators hunt more frequently to feed their chicks. Lower down, in the underbrush, it is fresher and cooler, a better place for hunting, fishing and collecting insects, mushrooms and fungi. "Forest Down" is also the time to teach the youngsters the art of beast-riding (a very useful ability, especially during

winter). When "winter" comes the woods are full of hungry creatures, while at "Forest Up," above, there are woven huts, more light, and few flying predators aloft. At this time of year the wind is excellently suited to playing with the Arborum's favorite toy, the *yip-yuky*—some types of which resemble kites, and others gliders. (Some daring members of this race actually use yip-yukies to glide through the air!)

In any case even where the climate does not demand it, the movement from "Forest-Up" to "Forest-Down" is almost sacred to the Arborum. They say that in this way one moves away from problems for a while, and one can watch those problems better by leaving them and watching from outside.

Another typical sentiment of these folk is represented by the *Song of the Arborum*: "Some humans and even Alfar think that they master Nature. So they destroy Her. How foolish! Nature is our mother, she has been here for as many *lustros** (the Arborum term for the complete seasonal cycle, a year) as there are leaves on the trees, stars above…before they even learned to walk on two feet."

Arborum also practice agriculture. While some gathering is done on the forest floor and in the trees themselves, their cultivation takes place in "terraces" which are baskets hung from trees and raised or lowered using ropes and pulleys. The "terraces" are used mainly to grow grain and vegetable (leafy and root) crops. This sort of engineering is perhaps the most advanced of the few technologies employed by these folk. Their complex pulley systems, woven scaffolds, suspension bridge systems, raiseable structures, and remarkable trap systems make their community establishments truly safe places for them, but dangerous to others. They are also able to clear brush and fell trees with the precision of a watchmaker so as to construct firebreaks. In some places they have also created cisterns in trees to help fight forest fires.

The Arborum live in small communities of from around 30 to 90 persons, with the very young and elderly members making up about two-thirds of the population. Each community of Arborum is usually allied with the different intelligent life forms that exist in their vicinity in the forest. Such alliances are only defensive, to protect themselves and their home. However, these folk recognize others' needs as well; for example, they do not have problems with woodcutters as long as such persons cut mainly dead and dying trees and do not remove more than they need. Whenever there is a clearing made by cutting, the Arborum plant seedling replacements. Their "Green-Lore" and their connection with the forest is so strong that some of them can '"talk'" to trees by touching them; they can feel and understand the tree's recent "emotions."

Arborum are rather small, with males being about four and a quarter feet in height, females about a four inches shorter. They are slender and wiry, with an average weight of 65 pounds for a male and 55 for a female. Their skin is almost white with deeply marked, greenish veins visible. Their large, clear eyes vary from green to sky-blue in color. Their black to chestnut brown hair looks odd to "civilized" humans because it is finely made-up with leaves, small branches, and flowers, all set in place with mud.

Arborum are formidable hunters and masters of the bow and arrow or sling, while possessing



perfect balance. (Although there is an Arborum proverb which states *"Perfect? No, Perfection is a Way, not a Goal."*) This in essence gives them Minstrelsy Ability equal to their Precision Base Rating, and with a bonus of no less than 30 when performing their usual activities in trees.

Arborum society is tribal, with the females playing an equal role with males. However, most of their enspellers are female. An elder from each family of the tribe forms the community's council, and this council elects a chief (usually a hunter).

A community is made up of from three to 12 extended families, these forming a "tribe." Marriage is never within the tribe, and the prospective bride or groom roams to visit nearby Arborum communities when seeking a mate. The couple then decide jointly to which tribe, his or hers, they will belong.

Socially, the Arborum are distinguished by their decorum and politeness to one another. They have complex customs and rituals that are quite unknown to those outside their kind. Their fine manners go with them, and their respect of other peoples' customs (practicing them correctly is another matter) typically make them welcome visitors.

Most of these folk like to "go exploring." What impels an Arborum to wander the world? Curiosity. They are constantly travelling about, stopping a little time in some town-forest, carrying the news, running errands, and telling stories about their adventures wherever they happen to be. About this latter point it is necessary to make clear that it is not prudent to believe their stories too much. Any Arborum worth their "headdress" prefers an *entertaining* story rather than any attachment to truth… To arrive at a tree-town and be welcomed is not simple; a present is generally due to the chief—at the very least. A pound or two of salt will be quite sufficient, bright feathers or some special weapon might do. Then one must request permission to enter. The elders will ask some questions; if the newcomer answers them correctly he will be able to enter, if not, they will simply ignore that being as though he/she were not there.

***Special:***

Arborum are 90% unlikely to be seen when they are concealing themselves in forest vegetation, 95% unlikely to be spotted when camouflaged and stalking.

When using a bow or a sling, each Arborum adds 10% to Precision Base Rating (or Weapons Ability score) as all essentially have Archery Ability equal to Weapons Ability.

Arborum folk are able to communicate empathetically with certain animals, giving them occasionally the title among humans and Alfar of "beast-riders." Typically, several members of a community will have made "friends" with some big predators in the area. Thus, Arborum in a community might ride the largest wolves (this is most common), pumas, jaguars, or even (though rarely) black bears.

*Enspeller:* (1 per 10 total community members, all in addition to the total population):

***H: 41-70 P: 31-50 S: 15-20***

***Attack:*** From 1-4 Enchantment, 5-8 Geourgy, and 5-8 Theurgy activations on wooden Memory Tablets, all activated at an Ability equal to three times the individual's Speed Base Rating; weapons such as short spear or short thrusting sword, and long dagger.

***Defense:*** The woven vines worn by Arborum equal, like cloth armor, 4 points of protection, plus any Extraordinary protection activated or gained through an Extraordinary Item. They also gain protection from Minstrelsy Ability when used to avoid attacks.

Wealth in contemporary terms is in the range of $100-$10,000 in coins, crystals, and gems per individual. There is a 40% chance each for 1-4 very minimal, 1-3 minimal, and/or 1-2 low moderate Extraordinary Items; and a 20% chance each for 1 moderate, 1 good, 1 very good, and/or 1 strong Extraordinary object in an individual's possession.

*Hunter:* (usually 100% of an explorer/patrol group; otherwise about 50% of the community combatant population.)

***H: 61-90 P: 31-50 S: 15-20***

***Attack:*** Typically a small bow and 10 arrows, or a sling and 12 stones, a lariat, a belt axe, and long dagger.

***Defense:*** The woven vines worn by Arborum equal, like cloth armor, 4 points of protection, plus any Extraordinary protection activated or gained through an Extraordinary Item. They also gain protection from Minstrelsy Ability when used to avoid attacks.

Wealth in contemporary terms is in the range of $10-$1,000 per individual. There is 25% chance each for a very minimal, minimal, and/or low moderate Extraordinary object in an individual's possession.

*Ordinary:* (non-combatants; usually 50% of the community)

***H: 16-45 P: 21-40 S: 11-16***

***Attack:*** Belt axe or heavy cutting sword (machete), a short spear, and short dagger.

***Defense:*** The woven vines worn by Arborum equal, like cloth armor, 4 points of protection, plus any Extraordinary protection activated or gained through an Extraordinary Item. They also gain protection from Minstrelsy Ability when used to avoid attacks.

Wealth in contemporary terms is in the range of $1-$1,000 per individual. There is 10% chance each for a very minimal, and/or minimal Extraordinary object in an individual's possession. (*With thanks to Tamara.*)

**Dzunkhwa** (**dzunk**-hwa)

***Appearing:*** 1 (75%) or 2 (25%):

***H: 131-160 P: 30 S: 12 moving/4 attacking***



*I remember well from my childhood the tales a nursemaid used to admonish me when I was recalcitrant over some small task or rule. "Thou shouldst behave, little one, lest the Dzunkhwa take thee and leave her own babe in thy stead!" Naturally, as I grew older I discounted such creatures as being merely the figments of an old woman wearyed by her energetic charge. You can imagine my surprise and consternation to find not only that such a beast exists, but that my dear Aryen had actually encountered one. A near encounter, rather; for, knowing that she is fiercer in protecting her babe than a bear defending her cubs, he chose to circle silently around her lair in the barren foothills and continue on his way without causing her alarm or injury.*

***Attack:*** Two club-like blows of the fist do 1-20+13-16 Harm, and a shriek with a 30-foot radius paralyzes, on the following ABC, any opponent that fails to avoid the effect by succeeding in a check against 3 x Speed BR.

***Defense:*** Hide garments and naturally tough hide combine for 10 points of armor (20 against shock Harm). The dzunkhwa is immune to poison; all cold-based, fire/heat, and electrical attacks score at 75% Harm.

This creature is a flesh-devouring ogress. She is rather far-sighted, so her Precision is low. All adults encountered are female, but if more than one dzunkhwa is encountered the second will be an immature male, a young ogre. Even though his mother, the dzunkhwa, cherishes and defends her offspring fearlessly, as soon as he is near maturity, the young ogre leaves without a goodbye.

*Immature* (male ogre)

***Appearing: 1***

***H: 131-160 P: 30 S: 12 moving/4 attacking***

***Attack:*** Two club-like blows of the fist for 1-12 plus 13-16 Physique Harm (based on 10% of Health BR), or else a bite for 1-20 plus a variable 1-6 piercing Harm.

***Defense:*** 10 against all Harm, but 20 against all shock Harm, and immune to poison. All cold-based, electrical, and fire/heat attacks score only 50% Harm.

*Treasure*: If a particular favor is done for a dzunkhwa, such as saving or sparing her offspring's life, the ogress will give the one so doing a *Potion of Life Restoration*. This Extraordinary liquid will return life to any human-type creature that has been dead less than one week. Otherwise, the chance for gaining such an elixir in the hut of a dzunkhwa is but 10%, for such a treasure is either hidden beyond means of discovery or not yet brewed. In addition, there are many fur pelts and hides (11-20 random), foodstuffs (21-50 man-days' worth), and normal sorts of armor (1-6 random, of local make) and weapons (3-12 random, of local make) inside the dwelling of the ogress. There will also be a smallish heap of coins as follows: 1-30 gold, 2-200 silver, and 5-500 copper.



**Hound, Gigantic:**
***Appearing: 1 or more.***
***H: 60 P: 30 S: 12***

*Last year's Harvest Fair ended with unseasonable rains turning the roads to mire and misery. A travelling troupe of entertainers took shelter at the Keep until the rain abated, amusing us all with their antics and menagerie. Among the creatures with which they travelled was a large dog, its shoulder level with my waist. I was amazed to see that its paws were the size of a round of trencher-bread, and its floppy ears bigger than my hand. It was obvious that the beast had not yet come into its full growth! Upon expressing my wonder at its size, I was informed that it was of but six months' growth, and soon one of the acrobats would be training it to the saddle as though it were a small pony. I could not help but think what a fearsome war-beast such a creature would be, a steed with huge carnivore teeth and claws and the inclination to use them – and the size to make its attack count.*

***Attack:*** This hound has a savage bite that inflicts 1-20 points of Harm plus 12-point physique bonus. It can leap to attack and automatically overbear any man-sized opponent by so doing (providing a hit is scored), and then attack with a +20% bonus on the following ABC as its victim is now prone.

***Defense:*** Thick fur provides 5 points of armor protection.

Many kinds of giants breed these ferocious hounds to act as hunting or special guard dogs. They are five feet tall at the shoulder, have a long and shaggy gray coat, and are inclined to attack anyone save their master. Their howl is earsplitting and once they have a scent they *never* lose the trail. (*With thanks to JC.* )

**Kulu:** The "minor" thunderbird.
***Appearing: 1 or 2***
***H: 75 P: 80 S: 40 flying/20 attacking***

*In the cool mountain rainforests of northwestern Anatis, I am told, there is a temple that is dedicated to birds of all kinds, under the patronage of and in dedication to the kulu. It is open to the winds, being situated in a natural clearing, and birds of all kinds are free to fly in and out, to build their nests, and to seek shelter from the weather. Most amazingly, the birds do not foul the walls or floor anywhere within this temple; an act of devotion and respect, apparently, toward the mighty god-like bird whose image adorns the walls and door.*

***Abilities:*** The kulu possesses these Abilities: Arcana 65, Creativity 80, Divination 50, Evaluation 55, Learning 70, Luck 30, Panprobability 95, Pantology 75, Planning 45, Physique 100, Ranging 85, Savagery 90, Scrutiny, 80, Stealth 65, Tricks 40, Waylaying 35.

***Attack:*** A kulu will typically use one or more of its Powers (see below) to assail foes at a distance, then attack physically. In thunderbird form its attack is by talons for 1-30 points of piercing Harm, plus 9-12 points Preternatural Harm always bypassing any non-Extraordinary armor/protection. In human form a kulu will deliver weapon Harm at +23 (Physique, Savagery, and Tricks Ability additions), plus 3-5 Preternatural Harm always bypassing any non-Extraordinary armor/protection.

***Defense:*** Extraordinary energy provides a constant 20 points of protection against normal attacks (including acid, electricity, cold, fire/heat, and VT), 10 points against Preternatural Extraordinary attack Harm, and 5 points of protection against Supernatural Extraordinary attack Harm.

***Powers:***

1) The violet feather enables the kulu to be telepathic, able to read surface thoughts at up to 1,000 feet distance, deeper thoughts if the subject of its stare is 100 feet or less distant.

2) The indigo feather enables the kulu to shape-shift to human form and back to thunderbird shape, such transformation requiring one ABC of time.

3) The blue feather enables the kulu to assume the form and attack capacity of any normal animal from as small in size as a weasel to as large as the largest bear. Any animal form (amphibian, avian, etc.), not merely mammalian ones, can be assumed thus. One ABC of time is required for such transformation.

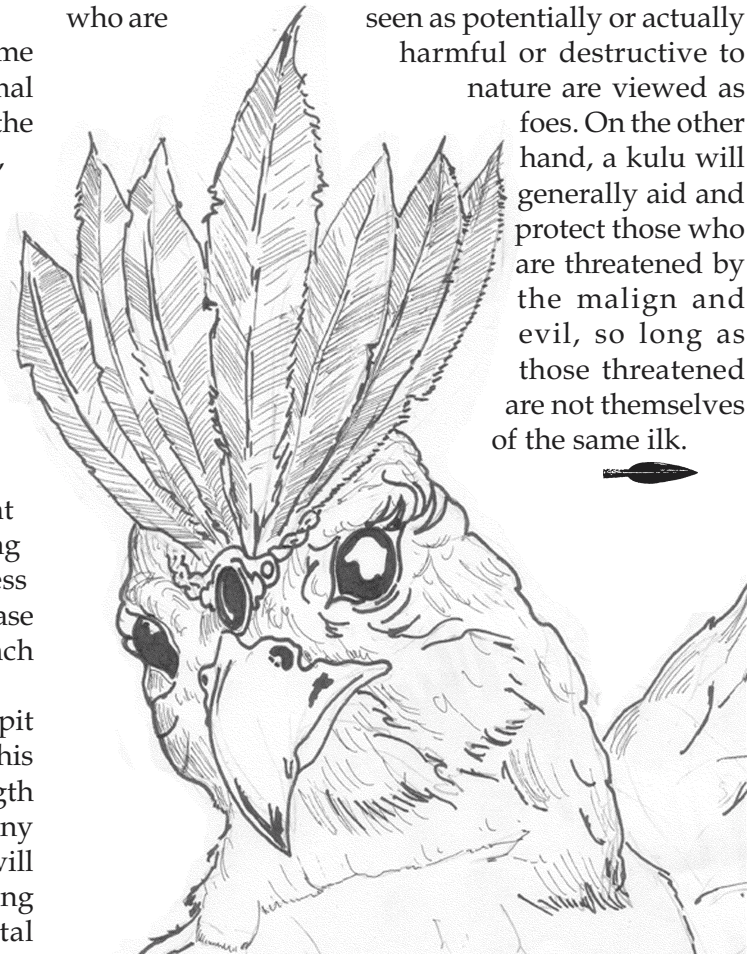
4) The green feather enables the kulu to become invisible or material, as willed, and in the latter form to enter the aetherial dimension, again at will. This transformation requires one ABC.

5) The yellow feather enables the kulu to deliver instantly a blinding lightning flash so that any creature within a 100-foot radius that is looking at it will be unable to see for from 1-6 ABCs unless they succeed in an avoidance check against Speed Base Rating. Note that this Power is usable only once each minute.

6) The orange feather enables the kulu to spit forth instantly a bolt of electricity from its mouth, this stroke of miniature lightning being 100 feet in length with an effective radius of effect of seven feet. Any and all subjects in the path of this electrical bolt will suffer 17-20 points of Harm, double Harm if touching a significant amount of conductive metal (metal armor, sword, etc.) or being grounded by having their feet in water or on wet ground; triple Harm for target subjects both touching metal and grounded. Note that this Power too is usable only once each minute.

7) The red feather enables the kulu to deliver instantly a deafening thunderclap so that any creature with ears or other aural sensors that is within a 100-foot radius will be unable to hear for from 2-12 ABCs unless they succeed in an avoidance check against Speed Base Rating. Note that this is another Power usable only once each minute.

The kulu is, barely, a non-deital thunderbird, a "little brother" to those deital minions. It appears to be a bird about twice the size of normal man. A kulu's head is crested by a fan of seven colors, those of the rainbow. Each of the feathers is Extraordinary, enabling the use of its associated Power (above) once per day by its possessor, even though each feather's dweomer is far stronger while it remains a part of the great bird. The kulu tends to be agathocacological in its ethos. That is, it will not necessarily help those in need without first having been supplicated. It is also dedicated to the defense of nature, and those who are seen as potentially or actually harmful or destructive to nature are viewed as foes. On the other hand, a kulu will generally aid and protect those who are threatened by the malign and evil, so long as those threatened are not themselves of the same ilk.



**Madahm** (**ma-**da'hm): The "terrible condor."
***Appearing: 1***
***H: 50 P: 35 S: 30 flying/15 attacking***

*This fell bird seems a dark counterpoint to its distant cousin the kulu. I have heard rumors that a few mighty Sorcerers or Necrourges have at times been able to tame a madahm or turn it to their own purposes, even to wing aloft upon it cloaked in thunder and shadow; but while one cannot lightly discount the abilities of such folk, I find the idea unlikely at best.*

***Attack:*** The madahm can physically attack with a beak strike delivering 7-20 piercing Harm plus 6-8 Preternatural Harm that always bypasses any non-Extraordinary armor/protection. In the same ABC as it delivers the beak strike, the madahm can also attack with one of its Powers (listed below). Each Power is usable repeatedly, but only one attack of such nature may be used per ABC.

***Defense:*** Extraordinary energy provides a constant 15 points of protection against normal attacks (including acid, electricity, cold, fire/heat, and VT), and 5 points against Preternatural Extraordinary attack Harm.

***Powers:***

1) The blue-black feather enables the madahm to cause instantly a rotting disease that will eat away, within one week, the nose of a single target who was within 50 feet of the creature and who failed to avoid the madahm's gaze by succeeding in a check against 3 x Speed Base Rating.

2) The metallic dark purple feather enables the madahm to cause instantly a disease that will, within one week, cause all the hair to fall from the head of a single target who was within 60 feet of the creature and who failed to avoid the madahm's gaze by succeeding in a check against 3 x Speed Base Rating.

3) The maroon feather enables the madahm to cause insanity to instantly overcome the mind of a single target who was within 50 feet and who failed to avoid the madahm's gaze by succeeding in a check against 3 x Speed Base Rating. The insane victim will immediately shun all others, seek to be alone in the wild's highest places such as rocky crags, and attack anyone attempting to prevent such behavior.

4) The dark green feather enables the madahm to instantly cause, in a single target, who was within 40 feet and who failed to avoid the madahm's gaze by succeeding in a check against 3 x Speed Base Rating, an impulse to hurl himself down. A victim overcome with this compulsion will seek to plummet as far as possible in the process, but if no lower place is within six feet, then he will simply hurl himself flat, remaining stunned thus for 2-5 ABCs.

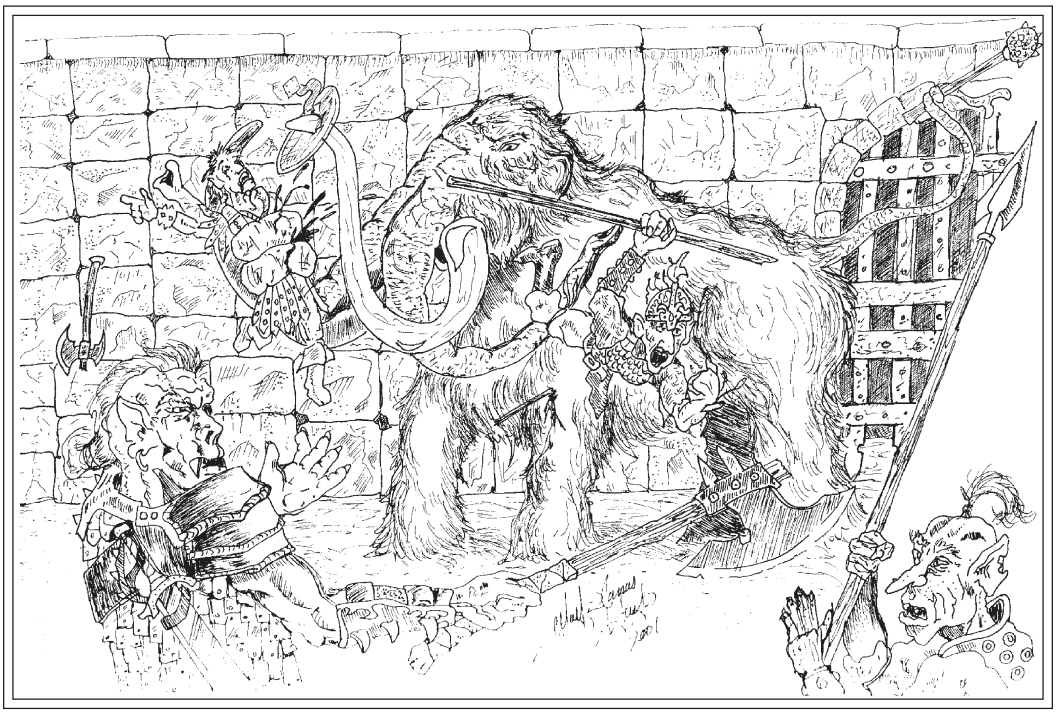
5) The blood-red feather enables the madahm to instantly cause the eyes of a single target, who was within 70 feet and who failed to avoid the madahm's gaze by succeeding in a check against 3 x Speed Base Rating, to become a hideous crimson color.

6) With its crest lowered, the madahm can, at will, instantly alter its coloration so as to blend with its surroundings, thus being 90% unlikely to be detected even by use of Scrutiny Ability, unless it had previously been seen.



Often mistaken for a giant condor, the usually malign and generally chaotic madahm is a huge, intelligent, yet strange bird. A madahm can use speech, understands it, thinks and plans. This creature is the size of the largest of condors, and when it lowers its feathered crest, a madahm is almost (75%) indistinguishable from that bird. Its habitat is in wild highlands and mountains. It is thought the creature was created during the Age of Adepts, to serve as spy and guardian of frontier passes. The head bears a crest of five plumes, one each of the feathers described above. Possession of a plume makes an individual immune to the Power associated with it in regards the madahm, but does not convey the capacity to use the Power upon the possessor.

Within the gizzard of this creature are found 2-8 quartz-like crystals. Each of these conveys to the one who affixes it to his hair the ability to fly. The Extraordinary energy of a single crystal enables 20 hours of flight before it is drained and useless.



**Pit Mammoth, bull**
***Appearing: 1 (bull, 30%) or 1-3 (70%, mature cows—see below)***
***H: 175 P: 55 S: 12***

*A trader from a far northern tribe once brought the meat of a mammoth, packed in ice, to the Keep. It proved to be much like a tender beef, but with a rich, exotic flavor, and with exceedingly little fat marbled through. I am told that the tribeswomen make an exceptional sausage and jerky from the beast's flesh, mixing the minced meat with dried berries, roasted nuts and grains, and the layer of fat which occurs immediately under the mammoth's hide. This mixture is formed into shape and dried, or stuffed into casings and smoked. I should dearly like to sample such delicacies, but I am told it is rarely traded away. It keeps for quite some time without spoiling and is therefore stocked by the tribes as a reserve for times of hunger and lean hunting.*

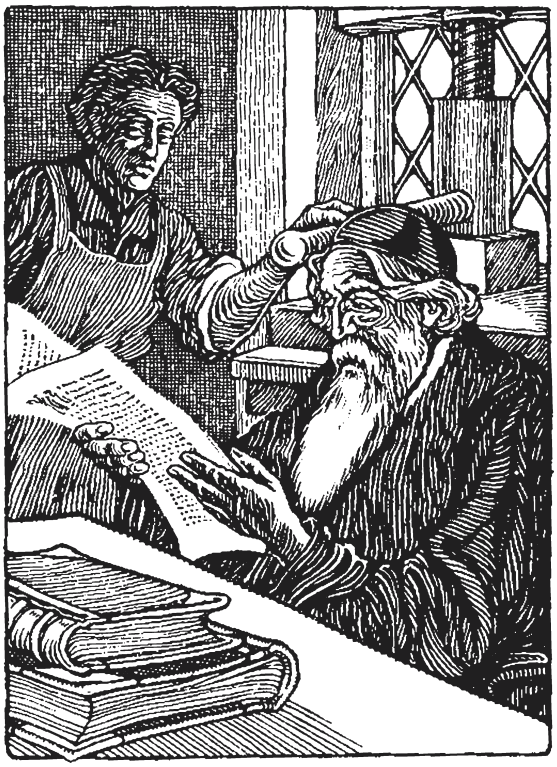
***Attack:*** Tusks/head thrust for 26-35 Harm plus 1-30 Harm if charging, and in a charge ignoring all armor protection, or feet/trampling for 36-50 Harm unmodified by any armor, *trampling attack added as simultaneous if the animal charges and impacts the target*.

***Defense:*** The pit mammoth has 6 points of armor protection.

Charging or trampling covers a swath 12 feet wide, endangering all those within its span. As a special attack form, these loxodonts are 25% likely to pick up with one or both of their trunks any creature of upto about 500 pounds weight, either hurling the subject(s) from them for 1-30 points of shock Harm ignoring all normal armor protection, or throwing the subject(s) down to be trampled for 1-10 points of shock Harm with a –20 on the subsequent trampling attack success dice roll. Trunk attacks are treated in more detail below. The prehensile tail can likewise seize a foe of up to c. 400 pounds weight, hurling the subject down for 1-20 points of shock Harm ignoring all normal armor protection. See Creature Table above for cow mammoth.

These rare, bizarre mutated mammoths stand about 10' tall at the shoulder, with a sloping back so that their hindquarters are only about seven feet high. They have two trunks that are as active as the single one of a normal mammoth. Additionally, the tail is long and prehensile as any monkey's. It can be used almost as effectively as one of its trunks if the creature is attacked from behind. There animals are far more aggressive than any other loxodont, save perhaps a bull in must.

So-called pit mammoths are found mainly in isolated tundra regions. They are hunted for many reasons—meat, hide, the ivory of their huge tusks. They are very hard to capture and tame, but if they are trained they serve as excellent steeds. Mainly, however, when these great creatures are captured they are used in brutal arena combats. In such pits they are matched against other ferocious animals, even gangs of criminals, in fights to the death. As these creatures are semi-intelligent, they will use their twin trunks to seize opponents, dismount riders, and even to grab and hurl away weapons and shields. (*With thanks to SW.*)



*For the Lore Masters of Lejendary Earth, no scrap of knowledge – no matter how arcane – is too little or too obscure to preserve. From time to time some small piece of their research is revealed to us for our enjoyment and edification. Enter these words into your own tomes of lore for your use and that of your Avatars!*

# SHADOWEAVINGS

**LA Game *Rules for All Players* Book Additions**
By Gary Gygax

**Activations & Combat:**
**THE JOURNEY (General Play)**
***Game Numbers—*** *Using Extraordinary Abilities*
**Special Activation Success Rule:**

When a Power or other Activation is made with a success check of 01 on d%, then the activator has performed perfectly. One of the following benefits will accrue, randomly, as applicable:

1. The Activation was made without AEP cost to the Avatar.
2. The Activation's energy delivers maximum Harm/effect.
3. The Activation's energy is doubled in duration.
4. The Activation's energy is doubled in range or area of effect.
5. The Activation was accomplished in 1 second less time than its stated time.
6. The Activation was accomplished in one-half its stated time.

*Check using d6 to get a random result. If the benefit rolled is not applicable to the particular Power or Activation checked, the benefit is lost.*

**Combat Resolution: Combat with Missile Weapons**

Any character who has a modified Speed Base Rating of 17 or greater and an Archery Ability score in excess of 80 (or combined Archery and Weapons Abilities in excess of 120) can, when employing a bow, make two arrow attacks in one ABC.

Similarly, any character who has a modified Speed Base Rating of 15 or greater and an Archery Ability score in excess of 50 (or combined Archery and Weapons Abilities in excess of 75) can, when employing a repeating crossbow, make two quarrel attacks in one ABC.

Any missile-weapon attack that has a long range will be penalized when attacking a target at that range. Harm at maximum range can not exceed 75% of total possible Harm (the base die rolled). Thus, with d30, any result over 22 is counted as 22; with d20, any result over 15 is treated as 15; and with d12 any result over 9 is treated as 9. However, if a maximum Harm roll is scored (for example a 30 on d30, a 20 on d20, or a 12 on d 12), then the additional bonus Harm die is still rolled, *i.e.* a d15, d10, or d6 according to the initial Harm die.

**Shock Weapon Harm Rule:**

When a hand-held weapon with a metal striking portion, or a missile weapon of any sort that delivers Shock Harm (a combination of Penetration and Shock included) strikes steel plate armor or any shield (targe included), all Harm indicated by the attack is delivered to the armor/protection. This includes all bonus Harm. However, a shield will defray some of the Harm delivered when it is interposed. For example, a shield providing 8 points of protection when hit by a Shock attack of 24 points absorbs 8 points in regard to the Health of the one using the shield, but the shield itself suffers 24 points of Harm to Health. The remaining 16 points of Harm then pass on to affect the steel plate armor. That armor suffers the full 16 points of Harm to its Health even as it absorbs some number of points of Harm to the Health of the wearer.

**Bypassing Armor Rule other than 01 d% Result:**

*This rule was overlooked! Believe it or not, even though it was mentioned in LML™ in regards to Parry, the basic material was simply not included. With sincere apologies to all, it is provided herewith. It also is somewhat different and supercedes the rule guidelines regarding Harm bypassing armor of Preternatural (50% rounded down) and Supernatural armor (10% rounded up). This is because the new method works far better with the standard "5% armor protection equals 1 point of protection" system.*

When a check of Unarmed Combat or Weapons Ability—as may be modified through ASP or such other considerations the LM might use—results in a score equal to or less than 10% of the (adjusted) Ability score in question, this indicates that the target subject's armor/protection has been *bypassed*. That is, the attack strikes home, and there is no deduction for armor or other protection. For example, for an Ability score of 50, a roll of 05 or less on d% means armor has been bypassed. If the roll is 01 (or less), base Harm is also maximum for the weapon, and another die roll is needed to see if Harm is actually maximum; if so then additional Harm of one-half the base Harm die is rolled, etc. There are two sub-cases:

1. Where a normal attack is against *Preternatural* Extraordinary armor protection, only Preternatural or Supernatural Harm will bypass such armor.
2. Where a normal attack is against *Supernatural* Extraordinary armor protection, only Supernatural Harm will bypass such armor.

In either of these two sub-cases, any Harm that does bypass Extraordinary armor/protection will be subject to such variables as are normal for it, save in the case of a d% result of 01 which indicates that such bonus Harm is maximum.

**Extraordinary Weapon Precision Bonus:**

Extraordinary weapon bonuses are *deductions* from the dice roll, not additions to the score of the Ability. For example, a weapon with a bonus of 10% does not increase a chance to hit score, let us say a 50, it simply means that the results of the roll are reduced by 10, a 00 (100) still being a miss. This deduction sharply increases the possibility of bypassing armor and of scoring a maximum Harm hit, as results of 01 and lower are *increased* by the deduction of the Extraordinary bonus.

**Striking Weapons Table**

| Name of Striking Weapon | Harm Base | Harm Class | Range/ Radius Class | Speed Penalty | Precision Bonus |
|---|---|---|---|---|---|
| Foot, iron-toed boot[14] | 2-8 | shock | 2 | 2 | 5 |
| Mace, two-handed | 11-20 | shock | 3 | 9 | 0 |
| Hatpin[15] | | Special, see note 15 below for details. | | | |
| Staff, feather[16] | 3-20 | penetration | 4 | 3 | 10 |

14. The boot or shoe with a heavy metal toe cap (usually hidden), sometimes called a "clouted shoon," enables two attacks per ABC as normal for a foot attack, with the noted increase of double dice (2d4, not d6), thus increasing chance for added Harm on a result of a 4 on either or both dice. Note that if used against a person wearing metal armor, the Harm base is standard for foot (d6), but Harm can accrue to the target despite the metal armor.

15. Base Harm is 1-6, Penetration, 1 Range, 1 Speed, and 10 Precision Bonus. If thrust into the ear opening of an unmoving target, and the hatpin's length is sufficient to penetrate past the eardrum and into the brain, death is instantaneous.

16. This weapon is concealed in a "gentleman's walking stick," a staff-like cane of some four feet in length. When the head is twisted and the butt slammed down, a thin blade similar to a short thrusting sword shoots out of the top and locks into place. A pair of stiletto-like side blades also spring forth in a V-shape flanking the main one. *It is a two-handed weapon, and a successful parry with it indicates the opponent's hand-held weapon has been caught and torn free; the opponent is thus disarmed.*

**Missile Weapon Table**

| Name of Missile Weapon | Harm Base | Harm Class | Range/ Radius Class | Speed Penalty | Precision Bonus |
|---|---|---|---|---|---|
| dart/blowpipe | 1-10 | penetration | 30/60/90 | 3 | 10/0/0 |
| steel needle-dart catapult, shoulder, pneumatic [8] | 1-30 | penetration | 40/80/120 | 6 | 20/10/5 |
| dartlet catapult, hand, pneumatic [9] | 5-20 | penetration | 20/40/60 | 2 | 15/5/0 |
| quarrel catapult, hand, repeating[10] | 1-20 | penetration | 30/60/90 | 1 | 15/5/0 |
| pellet crossbow, small, repeating[11] | 1-20 | shock | 60/120/180 | 6 | 5/0/0 |
| quarrel crossbow, small, repeating[12] | 2-20 | penetration | 60/120/180 | 6 | 5/0/0 |

8. The pneumatic shoulder catapult is a single-discharge weapon that discharges a steel dart of approximately two inches length. Its charging mechanism enables it to be discharged at a rate of one dart every fourth ABC, as compression and loading require three ABCs to complete. This weapon is four feet long, counting its wooden shoulder stock. It is triggered by a finger level. Its compression lever (beneath the tube and before the compression cylinder) is over a foot long; it pulls down and is then pushed up. The operation must be repeated six times, taking considerable muscular strength to complete. The block is flipped open, a dart is placed into the launching tube, the block returned to locked position, and the weapon is ready to discharge.

9. The pneumatic hand catapult is also a repeating weapon with a magazine with six pointed steel dartlets (each of approximately one inch length) expressed from its launching tube. Its charging mechanism enables it to be discharged at a rate of one dart every third ABC, as compression requires two ABCs to operate the pump lever. Reloading the magazine requires three ABCs with appropriate ammunition at hand. This weapon is 15 inches long, with a handle four inches long that is perpendicular to the tube and magazine (of about one-inch width); the trigger is a finger lever. Its compression lever (beneath the tube and before the compression cylinder) pulls down and is then pushed up, the first allowing another dartlet into the launching tube, and the trigger is then returned to discharge position on the third complete operation of the compression lever.

10. The repeating hand catapult has a magazine of three quarrels plus one in the release channel (approximately eight inches long). Its cocking mechanism enables up to two discharges in one ABC if the wielder has Archery Ability. Reloading the magazine and channel requires two ABCs with appropriate ammunition at hand. This weapon is one foot in length, with a handle four inches in length that is perpendicular to the channel and magazine (of a bit over one-inch width); the trigger is a thumb release. Its propulsion arms are spring steel, each four inches long. Its cocking mechanism is a lever that pulls down, pulling the string back, then in reverse allowing another quarrel to enter the channel.

11. The repeating small pellet crossbow has a magazine of 13 pellets plus one in the release channel. Its cocking mechanism enables up to two discharges in one ABC if the wielder has Archery Ability. Reloading the magazine and channel requires five ABCs with appropriate ammunition at hand. This weapon is two and a half feet in length with its shoulder stock. Its arms are each around nine to 12 inches in length, depending on the composition of material used. The trigger is a finger release. Its cocking mechanism is a lever that pulls down, pulling the string back, then in reverse allowing another pellet to enter the channel.

12. The repeating small crossbow has a magazine of eight quarrels plus one in the release channel (approximately one foot long). Its cocking mechanism enables up to two discharges in one ABC if the wielder has Archery Ability. Reloading the magazine and channel requires four ABCs with appropriate ammunition at hand. This weapon is two and a half feet long with its shoulder stock. Its arms are each around nine to 12 inches in length, depending on the composition of material used. The trigger is a finger release. Its cocking mechanism is a lever that pulls down, pulling the string back, then in reverse allowing another quarrel to enter the channel.

*Is there gold jingling in the pockets of your Avatars, just crying out to be spent? Do you have a dangerous mission ahead that needs special equipment? Here we list new items available to you, and where they can be purchased. This list might also serve as a resource for valuation of treasures found, and places where an Avatar is likely to be able to sell such items.*

## LA Game *Lejend Master's Lore*™ Book Additions

### Buying Things—List of New Retail Items

By Gary Gygax

*Note*: Luxury items in ***italics***.

*Boots, high, fancy dress with gold trimming*: $5,500. Shoemaker.
*Boots, high, fancy dress with silver trimming*: $2,250. Shoemaker.
*Boots, high, fancy dress*: $1,500. Shoemaker.
Boots, high, hard soled, iron toe-capped: $750. Shoemaker.
*Boots, low, fancy dress with gold trimming*: $4,000. Shoemaker.
*Boots, low, fancy dress with silver trimming*: $1,500. Shoemaker.
*Boots, low, fancy dress*: $1,000. Shoemaker.
Boots, low, hard soled, iron toe-capped: $650. Shoemaker.
Catapult, hand, repeating (four-shot): $12,500. Weaponsmith.
Catapult, hand, pneumatic repeating (six-shot): $125,000. Weaponsmith.
Catapult, shoulder, pneumatic (single-shot): $65,000. Weaponsmith.
*Cigar box, humidor, large* (100-cigar capacity): $150 to $500. Tobacconist.
*Cigar box, humidor, small* (25-cigar capacity): $100 to $300. Tobacconist.
*Cigar cutter, fancy gold*: $750. Goldsmith.
*Cigar cutter, fancy silver*: $125. Silversmith.
*Cigar cutter, steel*: $125. Cutler.
Cigar cutter: $25. Tobacconist.
*Cosmetic case, gold, enameled, inlaid gems*: $3,250 to $14,000. Jeweler.
*Cosmetic case, gold, enameled*: $2,475. Jeweler.
*Cosmetic case, gold, engraved*: $2,350. Goldsmith.
*Cosmetic case, gold, inlaid gems*: $3,000 to $13,500. Jeweler.
*Cosmetic case, gold, plain*: $2,250. Goldsmith.
*Cosmetic case, gold, relief work*: $2,950. Goldsmith.
*Cosmetic case, ivory, carved relief*: $1,250. Jeweler.
*Cosmetic case, ivory, engraved*: $750. Jeweler.
*Cosmetic case, ivory, inlaid gems*: $1,750 to $10,000. Jeweler.
*Cosmetic case, ivory, plain*: $525. Jeweler.
*Cosmetic case, platinum, enameled, inlaid gems*: $5,500 to $15,750. Jeweler.
*Cosmetic case, platinum, enameled*: $4,250. Jeweler.
*Cosmetic case, platinum, engraved*: $2,750. Jeweler.
*Cosmetic case, platinum, inlaid gems*: $6,000 to $25,000. Jeweler.
*Cosmetic case, platinum, plain*: $4,000. Jeweler.
*Cosmetic case, platinum, relief work*: $5,000. Jeweler.
*Cosmetic case, silver, enameled, inlaid gems*: $2,500 to $9,750. Jeweler.
*Cosmetic case, silver, enameled*: $700. Jeweler.
*Cosmetic case, silver, engraved*: $1,150. Silversmith or Jeweler.
*Cosmetic case, silver, inlaid gems*: $2,000 to $8,500. Jeweler.
*Cosmetic case, silver, plain*: $475. Silversmith.
*Cosmetic case, silver, relief work*: $875. Silversmith.
*Cosmetic case, tortoise shell, carved relief*: $1,975. Jeweler.
*Cosmetic case, tortoise shell, engraved*: $1,250. Jeweler.
*Cosmetic case, tortoise shell, inlaid gems*: $4,500 to $10,000. Jeweler.
*Cosmetic case, tortoise shell, plain*: $850. Jeweler.
*Dress, cloth of gold*: $5,000. Dressmaker.
*Dress, cloth of silver*: $2,750. Dressmaker.
Dress, cotton, fine: $600. Dressmaker.
*Dress, lace*: $2,500. Dressmaker.
*Dress, satin brocade*: $1,500. Dressmaker.
*Dress, satin*: $850. Dressmaker.
*Dress, silk brocade*: $3,250. Dressmaker.
*Dress, silk*: $2,000. Dressmaker.
*Dress, taffeta*: $750. Dressmaker.
*Dress, velvet*: $1,000. Dressmaker.
*Handbag, beaded*: $2,000. Dressmaker.
Handbag, fine cloth: $250. Dressmaker.
*Handbag, gold mesh and gems*: $25,000. Dressmaker.
*Handbag, gold mesh*: $7,500. Dressmaker.
*Handbag, lace*: $1,750. Dressmaker.
*Handbag, silk brocade*: $1,000. Dressmaker.
*Handbag, silver mesh and gems*: $12,500. Dressmaker.
*Handbag, silver mesh*: $3,000. Dressmaker.
*Hatpin, 7- or 9-inch, ladies', gold head with gems*: $1,000 to $5,000. Jeweler.
*Hatpin, 7- or 9-inch, ladies', gold head*: $500. Goldsmith.
Hatpin, 7- or 9-inch, ladies', ordinary: $15 to $30. General Merchant.
*Hatpin, 7- or 9-inch, ladies', silver head with gems*: $300 to $1,500. Jeweler.

Hatpin, 7- or 9-inch, ladies', silver head: $75. Silversmith.
Mace, two-handed, iron: $2,750. Weaponsmith.
*Matchbox, gold, enameled*: $1,500. Jeweler.
*Matchbox, gold*: $1,250. Goldsmith.
Matchbox, brass: $45. Copper Smith.
Matchbox, bone, waterproof: $100. Tobacconist.
Matchbox, copper: $65. Copper Smith.
Matchbox, pewter: $30. Copper Smith.
Matchbox, tin: $15. Tobacconist.
Matchbox, wooden: $25. Tobacconist.
*Matchbox, silver, enameled*: $450. Jeweler.
*Matchbox, silver*: $200. Silversmith.
*Outfit beading*: $2,500. Dressmaker.
*Outfit fur trimming, average*: $2,500. Dressmaker.
*Outfit fur trimming, fine*: $5,000. Dressmaker.
*Outfit lace trimming, average*: $2,000. Dressmaker.
*Outfit seed-pearling*: $10,000. Dressmaker.
*Outfit sequinning*: $7,500. Dressmaker.
*Razor, straight-edge, folding, gold handle:* $2,750. Cutler.
*Razor, straight-edge, folding, ivory handle:* $750. Cutler.
*Razor, straight-edge, folding, silver handle:* $1,000. Cutler.
Rook (bar to raise grates), six-foot length: $300. Blacksmith.
*Shawl, cloth of gold*: $1,500. Dressmaker.
*Shawl, cloth of silver*: $650. Dressmaker.
*Shawl, lace*: $750. Dressmaker.
Shawl, ordinary (cotton, linen, wool): $40 to $100. General Merchant.
*Shawl, satin, embroidered*: $475. Dressmaker.
*Shawl, satin*: $250. Dressmaker.
*Shawl, silk, embroidered*: $925. Dressmaker.
*Shawl, Silk*: $600. Dressmaker.
*Stick, Gentlemen's walking, coral head, with hidden liquid reservoir*: $4,250 to $3,750. Haberdashery.
*Stick, Gentlemen's walking, coral head, with hidden short thrusting sword*: $38,500 to $41,000. Haberdashery.
*Stick, Gentlemen's walking, coral head*: $1,500 to $3,000. Haberdashery.
*Stick, Gentlemen's walking, gold head, with hidden liquid reservoir*: $6,500 to $8,000. Haberdashery.
*Stick, Gentlemen's walking, gold head, with hidden short thrusting sword*: $43,500 to $46,000. Haberdashery.
*Stick, Gentlemen's walking, gold head*: $2,500 to $4,000. Haberdashery.
*Stick, Gentlemen's walking, ivory head, with hidden liquid reservoir*: $3,500 to $3,750. Haberdashery.
*Stick, Gentlemen's walking, ivory head, with hidden short thrusting sword*: $37,500 to $40,000. Haberdashery.
*Stick, Gentlemen's walking, ivory head*: $750 to $1,000. Haberdashery.
*Stick, Gentlemen's walking, jade head, with hidden liquid reservoir*: $7,500 to $3,750. Haberdashery.
*Stick, Gentlemen's walking, jade head, with hidden short thrusting sword*: $41,500 to $44,000. Haberdashery.
*Stick, Gentlemen's walking, jade head*: $6,500 to $9,000. Haberdashery.
*Stick, Gentlemen's walking, platinum head, with hidden liquid reservoir*: $9,500 to $11,000. Haberdashery.
*Stick, Gentlemen's walking, platinum head, with hidden short thrusting sword*: $47,500 to $50,000. Haberdashery.
*Stick, Gentlemen's walking, platinum head*: $4,500 to $6,000. Haberdashery.
*Stick, Gentlemen's walking, silver head, with hidden blades, a "feather staff" therein*: $50,000 to $55,000. Weaponsmith.
*Stick, Gentlemen's walking, silver head, with hidden liquid reservoir*: $2,500 to $2,750. Haberdashery.
*Stick, Gentlemen's walking, silver head, with hidden short thrusting sword*: $36,000 to $38,500. Haberdashery.
*Stick, Gentlemen's walking, silver head*: $500 to $750. Haberdashery.
*Watch, pocket, chain, gold, fancy, with gems*: $10,000 to $27,500. Watchmaker/Jeweler.
*Watch, pocket, chain, gold, fancy*: $3,500. Watchmaker/Jeweler.
*Watch, pocket, chain, gold, plain*: $2,000. Watchmaker/Jeweler.
*Watch, pocket, chain, platinum, fancy, with gems*: $17,000 to $35,000. Watchmaker/Jeweler.
*Watch, pocket, chain, platinum, fancy*: $5,000. Watchmaker/Jeweler.
*Watch, pocket, chain, platinum, plain*: $3,250. Watchmaker/Jeweler.
*Watch, pocket, chain, silver, fancy, with gems*: $1,000 to $3,500. Watchmaker/Jeweler.
*Watch, pocket, chain, silver, fancy*: $350. Watchmaker/Jeweler.
*Watch, pocket, chain, silver, plain*: $200. Watchmaker/Jeweler.
*Watch, pocket, fob, gold, enameled, inlaid gems*: $5,500 to $16,000. Watchmaker/Jeweler.
*Watch, pocket, fob, gold, enameled*: $1,750. Watchmaker/Jeweler.
*Watch, pocket, fob, gold, engraved*: $1,500. Watchmaker/Jeweler.
*Watch, pocket, fob, gold, inlaid gems*: $4,500 to $15,000. Watchmaker/Jeweler.

*Watch, pocket, fob, gold, personal seal*: $2,250. Watchmaker/Jeweler.
*Watch, pocket, fob, gold, plain*: $1,250. Watchmaker/Jeweler.
*Watch, pocket, fob, gold, relief work*: $2,500. Watchmaker/Jeweler.
*Watch, pocket, fob, platinum, enameled, inlaid gems*: $6,500 to $17,000. Watchmaker/Jeweler.
*Watch, pocket, fob, platinum, enameled*: $2,500. Watchmaker/Jeweler.
*Watch, pocket, fob, platinum, engraved*: $2,250. Watchmaker/Jeweler.
*Watch, pocket, fob, platinum, inlaid gems*: $5,500 to $16,000. Watchmaker/Jeweler.
*Watch, pocket, fob, platinum, personal seal*: $3,500. Watchmaker/Jeweler.
*Watch, pocket, fob, platinum, plain*: $2,000. Watchmaker/Jeweler.
*Watch, pocket, fob, platinum, relief work*: $3,500. Watchmaker/Jeweler.
*Watch, pocket, fob, silver, enameled, inlaid gems*: $1,650 to $12,500. Watchmaker/Jeweler.
*Watch, pocket, fob, silver, enameled*: $350. Watchmaker/Jeweler.
*Watch, pocket, fob, silver, engraved*: $325. Watchmaker/Jeweler.
*Watch, pocket, fob, silver, inlaid gems*: $1,500 to $12,000. Watchmaker/Jeweler.
*Watch, pocket, fob, silver, personal seal*: $750. Watchmaker/Jeweler.
*Watch, pocket, fob, silver, plain*: $250. Watchmaker/Jeweler.
*Watch, pocket, fob, silver, relief work*: $500. Watchmaker/Jeweler.
*Watch, pocket, gold, enameled, inlaid gems*: $14,500 to $25,000. Watchmaker/Jeweler.
*Watch, pocket, gold, enameled*: $12,750. Watchmaker/Jeweler.
*Watch, pocket, gold, engraved*: $13,500. Watchmaker/Jeweler.
*Watch, pocket, gold, inlaid gems*: $15,500 to $26,000. Watchmaker/Jeweler.
*Watch, pocket, gold, plain*: $12,250. Watchmaker/Jeweler.
*Watch, pocket, gold, relief work*: $14,500. Watchmaker/Jeweler.
*Watch, pocket, platinum, enameled, inlaid gems*: $12,500 to $27,000. Watchmaker/Jeweler.
*Watch, pocket, platinum, enameled*: $14,500. Watchmaker/Jeweler.
*Watch, pocket, platinum, engraved*: $15,500. Watchmaker/Jeweler.
*Watch, pocket, platinum, inlaid gems*: $19,500 to $30,000. Watchmaker/Jeweler.
*Watch, pocket, platinum, plain*: $14,000. Watchmaker/Jeweler.
*Watch, pocket, platinum, relief work*: $17,500. Watchmaker/Jeweler.
*Watch, pocket, silver, enameled, inlaid gems*: $11,250 to $16,250. Watchmaker/Jeweler.
*Watch, pocket, silver, enameled*: $10,500. Watchmaker/Jeweler.
*Watch, pocket, silver, engraved*: $10,350. Watchmaker/Jeweler.
*Watch, pocket, silver, inlaid gems*: $11,000 to $16,000. Watchmaker/Jeweler.
*Watch, pocket, silver, plain*: $10,000. Watchmaker/Jeweler.
*Watch, pocket, silver, relief work*: $10,500. Watchmaker/Jeweler.

**Coming next month in *Lejends* Magazine:**

Converting an AD&D Character to an LA Avatar
More quick adventure ideas--and how to build them into a campaign
New Powers of Geourgy
Review: new Avatar Record Sheet

**and much more!**
**Issue 4, available August 15**






## Welcome to the
# Gamesmyth's Faire

This is the place to find players, swap game materials, and find a retailer near you who carries the *Lejendary Adventures*™ FRPG line of products. There's a place here for passing messages to other players, as well as for listings of upcoming game conventions where you can play the Adventure. And best of all, a message of up to 35 words is free!

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Kenosha, WI 53142-1910

Or e-mail it to us at LoreCollege@aol.com. We'll print as many as we have room for. Please keep your messages within the bounds of legality and good taste; we reserve the right to edit or reject any message we deem unsuitable.

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Austin, TX, 78756
512-454-2399
www.dlair.net

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*August 2001*
*Vol.I, Issue 4*

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AD&D PC-LA Avatar Conversion

**Lost Lore**
Powers of Geourgy

**More Quick Adventure Ideas**
and How to Use Them

**The Star Chamber:**
Bionic RPGs



Pickaforge Productions
Total Reality Studios

*Desmuriak was ever willing to learn from sources great and small, whether formal or unexpected. He spoke often with the birds and woodland creatures, who trusted him implicitly. However, this gentle communication did not extend to the haughty gryphon-kind, who would have nothing to do with lowly Human-folk save, perhaps, as the occasional tasty morsel...*



## SCENES FROM DESMURIAK'S CANVAS:
## Angela Bennett

Angie Bennett of Gryphon Illustration Studio has turned her talents to many forms of illustration, including projects for Hekaforge Productions and Inner City Games Designs. She currently resides in Phoenix, AZ. Some of her work may be seen at http://www.futureone.com/~bennettx/gryphon.htm.

# Lejends

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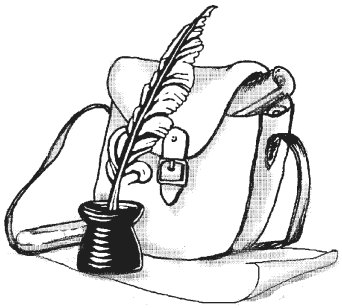


# THE COURIER'S POUCH

**A Letter from the Keep**

Hail and well met, gentle-folk!

I had intended to discourse at length about the previous month's activities, most notably GenCon; but the courier has brought missives far more deserving of the space instead. Suffice it to say that I was pleased to see no less than six Lejendary artists at the show, including all of the first three *Lejends* cover artists, and a few of our faithful players, LMs, and correspondents as well. Sales of back issues were better than I had expected, and we have interest in advertising space--which can only help us reach the financial state in which we can continue to produce these scrolls for what I trust is your enjoyment and edification. Fear not! The vast majority of space in *Lejends* is and shall remain devoted to the content you have paid for.

The Archmage Gary, as well as the Forge-Master and we of the Keep, will be appearing at a few other game conventions around the Midwest this fall, with adventures and tomes of lore in our keeping. Your best sources of information on such peregrinations are of course the websites on MSN and Lejendary.com, as well as the rest of the Lejendary WebRing.

Last but far from least, my dear Aryen sends his regards, and mentions that his "Watchers Way" column will return next month when the press of his duties relents.

Until then, my friends, good adventuring!

Lady Amanda

***Reality and Defense***

*To The Editor:*

*I wish to offer here a strong cautionary note regarding suggested rules that complicate movement, combat, and activating Extraordinary powers.* [Ed. Note: See "Laws of the Realm," page 4.] *There was a note about "leaving certain aspects of reality out" of the rules. Please note that there is no reality whatsoever in a game, other than its internal reality. Furthermore, all so-called "realistic elements" must be taken with a grain of salt – maybe a cellar-full of it. First, the game basis includes the fantastic, for goodness' sake. Second, most, if not all, the "realistic" rules are based on assumptions, not fact.*

*Let us consider the dreadful matter of someone with 10 Weapons Ability having the same effective defense as another Avatar with Ability 50. As a matter of fact, there isn't a "Defense" Ability. So the rules as written are logically correct, and the capacity for defense is subsumed in all. Why complicate the matter, since it adds little or nothing to the game? Following the line of thinking asserted, an Enchanter activating a Power against anyone of less than his Ability in Enchantment ought to receive bonuses, eh?*

*LA is rules-lite, certainly, but the system plays very well, and with much verisimilitude too in regards to the whole. When portions are tinkered with, the end result will likely be something not at all palatable for most persons interested in the game. It isn't a miniatures-based wargame seeking to recreate the imagined combat of a fantasy world as if it were reflecting reality. Frankly, such an exercise is worthless, as any game mechanics remain imaginary, having no real basis in fact. There are no factual bases from which to draw!*

*Still, if such complications are to your taste, put 'em your campaign and enjoy. I promise not to come with a squad of rules police to arrest "offenders."*

*Ciao,*
*Gary*

**Errata and Omissions?**

To The Editor:

In the first Lost Lore piece, as often happened in the *Author's Edition* of the LA™ Rules (duration of Sensory Acuity , for instance), many of the new powers are lacking some information needed to run them within the game. Here is a list of missing information and other observations:

*Aura of Awe* is lacking the range at which the power may be used. While one might assume that the range is "as far as one can be seen," both of the next two powers work at "visual" range; but one defines that as 300', and another as 100'. It is also lacking Activation time, unless it can be invoked "instantaneously" at will (one assumes). Intellect Arrow is likewise missing Activation time, unless one assumes that it, too, can be invoked instantaneously.

*Ra-tet's Brain Blast* isn't lacking any information, but the example at the end seems to total 6 Harm, not 7. "...a subject looking" (Using visual sense: 1) "and concentrating" (nothing listed for that) "or moving" (Moving relatively rapidly: 2"), "while at the same time using an Extraordinary Ability" (Using an Extraordinary Ability: 5), "or attacking with a weapon" (Using a Non-Extraordinary Ability: 3)", would inescapably suffer 7 points of Harm per ABC in the process." I come up with 6 for looking and using magic, or six for looking, moving rapidly, and using Weapons Ability. Perhaps it is a typo, or was something left out for concentrating? *[Ed. Note: this was indeed a typographic error, and the offending key has been suitably admonished.]*

Vitality Gain lists neither range nor Activation time (not even an "instantaneously").

Perhaps these points could be addressed in a later Errata column?

Steve C.

*[Ed. Note: A reprint of the Activations in question, with Gary's emendations in bold italics, appears on page 26.]*

# FROM THE FORGE

**August 2001**

By Chris Clark

A scene of carnage covers the area for as far as the eye can see. Chaos abounds, so egregious that not even the crows will alight for a quick meal. Bodies lay draped haphazardly over the furniture in contorted postures wherever they collapsed. Rubble and debris choke the walkways as the sun slowly rises. And yet, no aftermath of war or heroic strife is this. It is merely the typical aftermath of GenCon.

Those who survived the carnage waken slowly, swimming through a haze induced by too much coffee, too many cigarettes smoked too quickly, and a sleep deficit that would put the parents of a newborn to shame. Each proceeds to his task, oiling gears, realigning wheels, and performing small Activations…and, shuddering, the Forge groans once more into activity. Onward...

**The Hammer**

What an incredible con GenCon was this year! Tom Harrison, Dan Cross and I had a few spare moments to put our heads together, and you may see more work authored by these fine gentlemen in the very near future. Tom is also an active member of our "map crew," and has continued his habit of sleep deprivation in the aftermath of the show. I have seen the maps they are in the process of completing, and I do believe that all will be impressed. Our utmost thanks to Kelly Doherty (SpaceGnome), Tom, Brian Moseley, and Chris (Gambit) Smith for their continued fine work.

We made some new friends (players) at GenCon, although turnout for the events was moderate except for *Castle Wolfmoon* (which everyone wanted to see). Gary saw about 100 players at his booth demonstrations throughout the show; of course, a good time was had by all. About 200 folks participated in our "lejendary" events – here's hoping that most continue to play.

In the interest of bringing to those of you who were unable to attend, a taste of the "GenCon experience," I'd like to share a few anecdotes.

*Castle Wolfmoon* had a variety of players, but perhaps the most amusing moments came from groups composed of 3rd Edition players trying out the LA™ system. Most had been used to basically killing monsters and taking their treasure, and were, as a result, somewhat less prepared for the terror that is *Castle Wolfmoon*. The first group to make the attempt discovered a row of bushes growing about 100 yards from the castle, that would produce a keening noise if disturbed. Realizing that this was likely an early warning device for the castle, they prepared an ambush and disturbed the bushes. Things went according to plan for the first several ABCs, with several patrols of wolf-weres that approached to investigate being readily dispatched. Then the cult's ringleader appeared with several arcane artifacts, and roasted the party in no more than three additional ABCs. As this activity comprised barely half an hour of their allotted gaming time for the event, LM Michael Leeke invited them to make a second attempt. Suffice it to say that their second approach involved less steel and more intellect. They did much better, according to Mike, and several of the players even discovered that Abilities could be quite a boon when role-playing.

*The Rock* also produced a result that was, I believe, unexpected for the Avatars involved. In *The Rock*, you have been taken prisoner by Trolls and must do your best to recover your belongings, free the other prisoners, and escape with your hide intact. The group I ran managed to conceal a garrote with which they dispatched the cell guard. They then purloined his keys and began to open the cell doors of the other prisoners. So much for the happy part of the adventure.

The players were amazed that the prisoners, with few exceptions, refused to leave their cells. Several ABCs later, when the Trolls arrived to investigate the commotion caused by the death of the guard, they knew why. Foolishly, they decided to attack the six guards as they approached. It was a slaughter. Armed only with makeshift weapons and the cudgel borne by the dead guard, the Trolls soon took the upper hand. After two (of six) Avatars died, the prisoners decided to change tactics and run, hoping by luck (and with a bit of intuition) to discover the way out. By the time the group opened the final trapdoor, their numbers had dropped to only two survivors. Those two decided to make for the woods and hide until they could come up with a better plan.

The players were amazed to learn that escaping into the woods earned 350 Merit Points. Unused to acceptable solutions not involving the total annihilation of opponents, I would guess. Their story continues, although the rest is a tale of making some friends and then returning in force for revenge and the freeing of the surviving prisoners. All in all, they did quite well.

Remember, gang, if you'd like a copy of *The Rock*, you only need run it as an event at your local store or game con…

**The Anvil**

GenCon and the preparations for it pushed back production on a few fronts, but construction on *Castle Wolfmoon* IS proceeding apace. We are targeting it for release on November 17th. I cannot leak much at this juncture, but it is a monster. Some details might be gleaned from Mortale on the MSN list and at the boards available on his site (http://users.anytimenow.com/mortale). He is one of our official play testers for this module.

We are on the final lap with the *Lejendary Earth Gazetteer*, and the maps are coming in, as mentioned above. The latest that this should make it to press would cause this to be a November release. It is, bar none, the first priority here at the Forge.

Beyond that, and this fine publication (through which we intend to keep you supplied with material), we're all just catching our breath after a blockbuster GenCon. I did manage to put together a rather killer little mini-module for LA™ just before the show…watch for it in the next issue. Stay tuned, gang…

*Just as the nations of Lejendary Earth each have their own distinct set of laws and customs, so too does each Lejend Master bring their own viewpoint and customs to the table. In this continuing series, we will look at different styles of customizing play, and the reasons they arose.*

# Laws of the Realms

**Defense and Defensibility** (Installment #1)
By Hassan M. Ahmed

Pop quiz for LA™ fans:

Avatar 1 with Weapons at 50 attacks Avatar 2 with Weapons at 50, and has a 50% chance for success. Avatar 1 then attacks Avatar 3 with Weapons at 10 and has the same chance for success. True or false? Take your time. Believe it or not, within the LA™ Rules, this is true.

For the purposes of this example, we will preclude Weapon Precision Bonus, Defender's Situational Adjustments and the like, because we will presume that they are equal for both defenders.

I was shocked and amazed until I began to understand that the LA™ game system was never meant to be a combat simulator—it is meant as a vehicle to facilitate role-playing, story-telling and pure fun. This in no way indicates that the "rules light" LA™ game system is lacking in any way. As you have heard over and over, from creators, contributors, LMs and players, the Lejendary Adventure™ rules are complete and are intentionally meant to allow for personal taste. This is done by not inundating the LM or player with volume upon volume of "rules minutia" intended only to help them part with their well earned dollar, shilling, franc or other preferred coin of the realm.

So, in the effort to facilitate ease of play, the creators intentionally left certain aspects of reality out. Not for lack of awareness or deficiency in knowledge, but for the purpose of maintaining ease of play; an intentional choice to not go down a road that leads to quibbling and endless definition.

This segment is here to offer you some spice, if you feel the need to exercise your freedom to enhance, flavor, and season your campaign to taste.

Now, to the matter at hand…

The defender's right and ability to defend:

Would a slow Oaf with Speed of 8, wielding a great flail, and a swift unarmed Wylf with Speed of 16, not move perceptibly differently?

Would an Avatar with Weapons of 70 not be trained to avoid attack to a greater degree than one with Weapons of 20?

Would a Zomboid with Precision of 35 and Speed of 8 not avoid physical attack differently than a Loup Garou with Precision of 75 and Speed of 15?

The following are offered for your use as a set of House Rules.

In the case of defenders who are not surprised, the following defensive adjustments may apply:

- +1 for every 5 points of Precision, Weapons or Unarmed Combat, whichever is the greatest (divide the appropriate score by 5).
- +1 for every 2 points of adjusted Speed (divide by 2). Defender must be free to move about and able to utilize Speed (a mounted defender cannot).
- -1 x weapon's Speed Class/Penalty per Attack/Parry. Defenders using natural weapons and defenders who are unarmed (and have no intent to attack) are not affected by this penalty. Natural weapons includes individuals possessing Unarmed Combat and using hand and foot attacks.
- -10 penalty for any ABC in which Extraordinary Activation casting time was spent. This penalty applies for the entire ABC, even if the casting time only consumed one or two seconds of the ABC in question.

Defensive adjustment is the only factor that should be considered when avoiding "touch-required" Activations. Such "touches" will not need to cause Harm by penetrating armor protection of any sort to be successful.

This defensive adjustment is applicable to a limit of 3 attacks per ABC, in that it may be split to partially defend against 3 attacks. Defensive adjustment as a whole may never be exceeded per ABC.

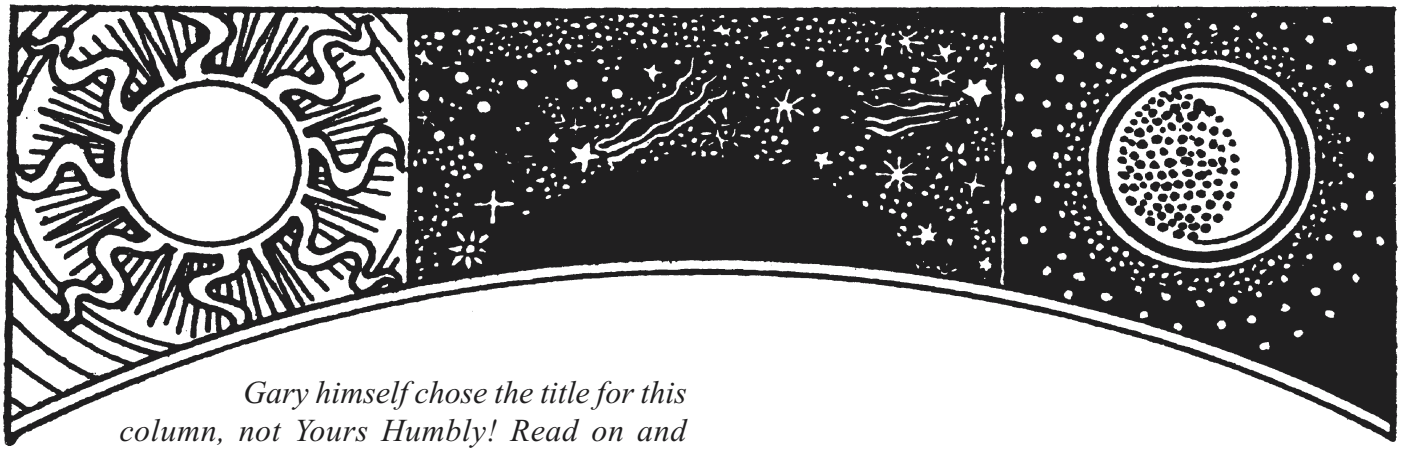
In all such calculations the result should be rounded down. Example: 45/5 = 9 (9), 79/5 = 15.8 (15), 13/2 = 6.5 (6).

Players should note the total Avatar defensive adjustment on their Avatar Record Sheet for quick reference.

Please note that Avatars with the nominal Weapons of 10 or a similar Weapons Ability score may find themselves with a minimal 1% chance for a successful attack. In such cases, an Ability that augments Weapons Ability, a good thrusting sword, and a good situational modifier are recommended if physical combat is a must. In the spirit of role-playing, those who are not warriors should not make war.

Also be warned that, although this House Rule helps an Avatar in avoiding Harm, it also makes it harder to inflict Harm. The Lejendary Earth is as

*(Continued on page 29)*



*Gary himself chose the title for this column, not Yours Humbly! Read on and decide for yourself whether 'tis deserved…*

## Wild Rants From The Awful Gygax; a/k/a

# The Star Chamber

**BIONIC RPGs**

By Gary Gygax

So once every so often I get to unload here, okay? Every time I hear that this or than new RPG is "state of the art" I am torn between mirth and annoyance. *Does the book have some electronic implants?* I wonder. What a truly asinine claim. Not only is it pretentious and pompous, but it is clearly just plain wrong.

Humans remain basically unchanged—at least for a few millennia. A paper RPG product contains nothing but words, rules and mechanics for playing the game. So one must assume that the creator of the work written has devised some new words and technology for the rules, that are an advance over what has been heretofore written and presented. In regards to the actual words, their meaning and import are scientifically measurable as being more effective. Similarly, the rules and mechanics are not merely different from older RPGs, they are superior in an undeniably proven way.

Science and technology clearly evolve due to human endeavor. Is there science involved in the presentation of a game conveyed to the audience by the written word? Not of the technological sort. We are looking at writing here, folks, not microprocessors and electronics! Is there some super-science to be found in a new table, game mechanic, or rule for the game master to use? Hardly, seeing that the human brain, and the words and numbers used to convey information to it, are pretty much unchanged.

What contains the technological can be claimed as the most advanced work in a product, but when dealing with the human mind, using language and mathematics that have existed for centuries, then any recombination is at best an innovation. A chest-thumping game designer and or publisher might well assert many things about their new RPG, using "innovative," "realistic," "intuitive," "compelling," and the like. Whether it is puffery or pure truth will be determined by the marketplace. One thing such a product ain't, and that's "state of the art"—unless it's a computer game that's using new technology, of course.

Quite frankly, I am pretty much put off by those designers who claim games are an "art form." Making games is still a craft, as far as I can tell. Michelangelo or Shakespeare or Vandyke we are not, none of us. The medium just ain't artsy. What I suspect in regards to such claims, as with "state of the art," is that because the games aren't particularly popular, the hype is proffered as an excuse for the lack of enthusiasm for such products on the part of the gaming public. The work must be too advanced, beyond the scope of lesser intellects, and thus its lack of recognition as a masterpiece.

As for those who assert that *playing* a RPG is an art form, the hubris thus expressed surpasses that of "state of the art." Likely that pretentious little clique is involved in playing one of those "special" new games that are so different from the other, inferior ones…you know, the RPGs about 99% of other gamers enjoy.

Get back here next issue! I have plenty more incredibly important things that you can't live without reading.

*The Master LejendWeaver shares his thoughts on matters diverse and occasionally arcane. Draw 'round and listen to…*

# XAGIG'S FABLES

**Human AD&D PC to LA Avatar—Quick & Dirty Conversion**

By Gary Gygax

*Illustrated by Martin Siesto*

Of course there's a very carefully thought out and well-designed system that allows one to duplicate as nearly as possible the AD&D character as an *LA*™ game Avatar. Peter Kirby did this splendid system, a piece of work indeed, for which we thank him. Me? Well, you know what kind of a guy I am. If uncertain, look at the title of this essay…

Without further ado, let us launch into the quick and dirty conversion system as mentally communicated to me by the Mad Archmage.

**Converting an AD&D Human Player Character to an LA Game Avatar**

Follow these steps to convert your 5th level or higher PC into an Avatar. (If you have a lower level PC, why bother?)

**1.** Take an Avatar Record Sheet and begin as if you were creating a new Avatar. Choose an Order according to the class of PC you are converting:

***Cleric***: Use the Ecclesiastic Order. For each four levels, or fractions thereof, of the PC, add one Memory Tablet to the inventory of the Avatar, and for each level add one Activation to the inventory. The Fifth Ability must be Weapons.

***Druid***: Use the new Shaman Order (when it is published). For each four levels, or fractions thereof, of the PC, add one Memory Tablet to the inventory of the Avatar, and for each level add one Activation to the inventory.

***Fighter***: Use the Soldier Order. The Fifth Ability must be Archery.

***Illusionist***: Use the Mage Order. For each four levels, or fractions thereof, of the PC, add one Memory Tablet to the inventory of the Avatar, and for each level add one Activation to the inventory. The Fifth Ability must be Weapons.

***Magic-User:*** Use the Mage Order. For each four levels, or fractions thereof, of the PC, add one Memory Tablet to the inventory of the Avatar, and for each level add one Activation to the inventory. The Fifth Ability must be Weapons.

***Paladin:*** Use the Noble Order. The Fifth Ability must be Theurgy.

***Ranger***: Use the Forester Order. The Fifth Ability must be Ranging and the Sixth Ability gained by Merit expenditure must be Savagery.

***Thief***: Use the Desperado Order. The Fifth Ability must be Weapons, of course. The Sixth Ability gained by Merit expenditure for such an Avatar must be Stealth, and the Seventh must be Tricks.

**2.** The Base Ratings random die roll additions are not made as usual. Instead use the following conversions from the PC stats:

***Health***: Use the PC's Constitution score as the addition to the initial BR number.

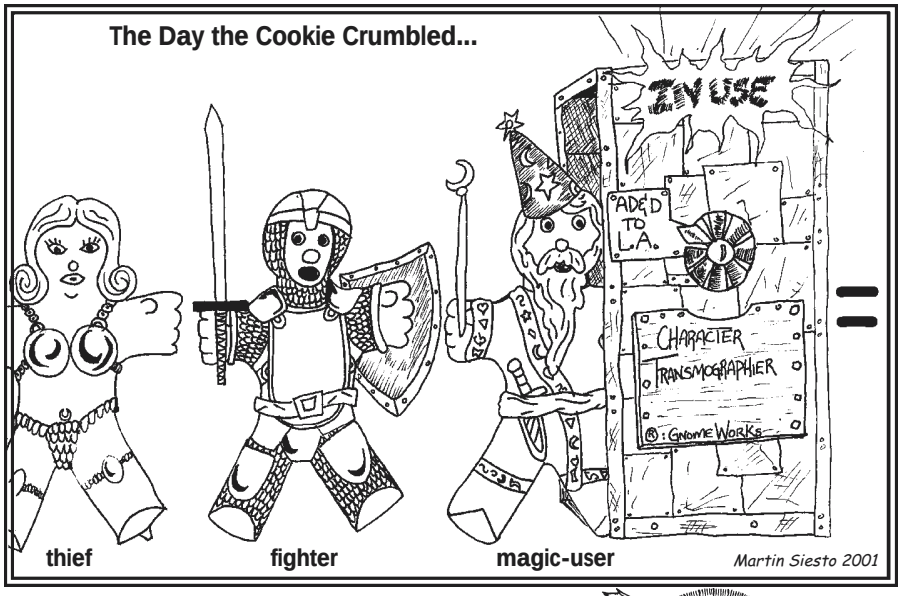
***Precision***: Use one half of the PC's Dexterity score (rounded up) as the addition to the initial BR number.

***Speed***: In addition to the initial BR score, use the PC's Intelligence score, converting it as follows:

18 or 17 = 3
16 or 15 = 2.5
14 to 12 = 2
11 to 9 = 1.5
8 or 7 = 1
6 or less = 0.5.

***In addition, note the following bonuses from the PC's stats:***

*Charisma* over 14 gains the Avatar Pretense Ability equal to the stat score plus 5 points for each point over 15. This Ability will *not* increase due to the level of the PC.



*Strength* over 14 gains the Avatar Physique Ability equal to the stat score, plus 10 points for each point over 16. This Ability will *not* increase due to the level of the PC.

*Wisdom* over 14 gains the Avatar Divination Ability equal to the stat score plus 5 points for each point over 15. This Ability will *not* increase due to the level of the PC.

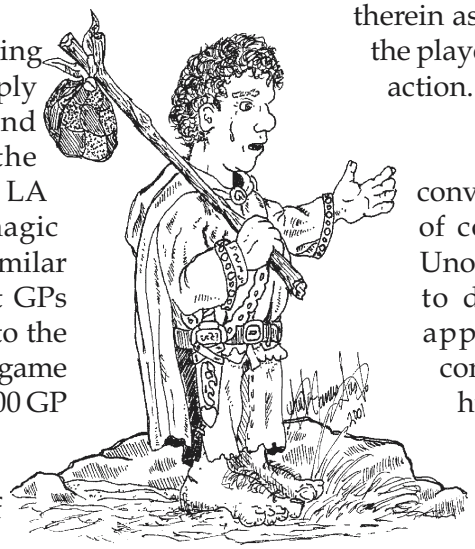
**3.** You now have the total Base Ratings for the Avatar, and from these numbers you can establish the *initial* Scores for the five principal Abilities of the Avatar. To these you will add the following points for each level of the PC over 5th:

***First Ability***: 3 points of score per level.

***All Other Abilities***: 2 points per level. Note that this applies to the Avatar's Fifth Ability at the base score of 10. (Again, remember that stat-awarded Abilities are not increased because of the level of the former PC.)

**4.** The player and LM in concert should select appropriate such Knacks and Quirks as suit the PC converted to an Avatar. More than one Knack is suggested, allowing an extra for each five levels, or fraction thereof, above five that the PC possesses.

**5.** Equipment, including arms and armor, is now simply transferred to the Avatar and noted on the ARS, using the closest equivalent from the LA game lists. This includes magic items, which convert to a similar Extraordinary Item. Convert GPs and wealth in such measure to the base coinage used in the *LA*™ game on a one-for-one basis, i.e. 1,000 GP equals $1,000.



*Sure, I know when I'm not wanted...*
*Hmmph...(snif)... Ilf, indeed...*

**6.** PC information of personal nature is likewise transcribed to the ARS.

**7.** The converted Avatar begins with a base of 1,000 General Merits to use in any manner desired. To this is added a cumulative 100 General Merits per former PC level. A 5th level PC would thus gain 100 + 200 + 300 + 400 + 500 = 1,500 additional General Merits. Thus, even a 5th level PC begins play with 2,500 General Merits.

For ease of figuring General Merits, here is a short table of totals per PC level:

| PC Level | General Merits Total |
|---|---|
| 5th | 2,500 |
| 6th | 3,100 |
| 7th | 3,800 |
| 8th | 4,600 |
| 9th | 5,500 |
| 10th | 6,500 |
| 11th | 7,600 |
| 12th | 8,800 |
| 13th | 10,100 |
| 14th | 11,500 |
| 15th | 13,000 |
| 16th | 14,600 |
| 17th | 16,300 |
| 18th | 18,100 |
| 19th | 20,000 |
| 20th | 22,000 |

These Merits may be used only to add new Abilities to the Avatar's roster and to increase their scores. Existing Base Ratings and Abilities can be increased only through subsequent gain of Merits in active adventuring.

That's the whole of the process. After acquiring (without "training") such other Abilities and scores therein as Merit purchase allows and is desired by the player, the newly converted Avatar is ready for action.

**Demi-human PCs to Alfar Avatars:**

The above system can be used to convert demi-human PCs to Alfar race Avatars, of course. In most cases these PCs will be Unordered, and the LM and player will have to determine which chosen Abilities are appropriate for the former PC's Avatar conversion based on the class of the demi-human PC.

Dwarves and gnomes convert to the equivalent Alfar Avatar races in the LA system.

Elves convert to wylfs.

Half-elves convert to ilfs.

Halflings do not have an exact counterpart race in the LA™ milieu. If the player wishes, the LM can agree to one becoming a kobold or a trollkin at the player's option. Otherwise, the conversion must be to an ilf Avatar—a cut above the PCs former stature!

Half-orcs convert to either lesser orc race Avatars, or veshoges, at the player's option.

# LOST LORE

## New Powers of Geourgy Ability

By Gary Gygax
*Illustrated by Justin Tindel*

**Geourgy Power Listing**

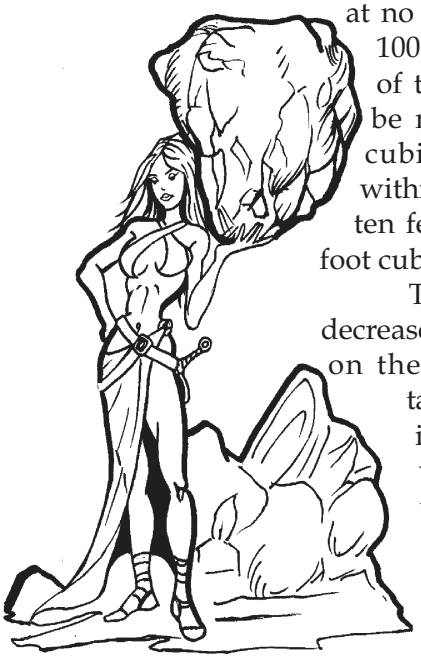
1. ***Grimm's Airy Enablement**: A Major Power of Air*
2. ***Slumber In Stone:** A Major Power of Earth*
3. ***Spark-fly:** A Moderate Power of Fire*
4. ***Wavecrest:** A Good Power of Water*

**General Powers of Geourgy**

1. ***Rank Might**: Moderate*
2. ***Barrier to the Invisible**: Good*
3. ***Discover Unnatural Element:** Good*

**New Power Descriptions**

**Grimm's Airy Enablement (Major Power of Air):** By means of this Supernatural Power (also known as ***Grimm's Featherweight Force***), the Geourge is able to cause the gravitational force to become less effective in regards to the target subject, thereby making the object lighter. The target subject(s) can be at no greater distance than 100 feet, must be in sight of the activator, and can be no larger than 1,000 cubic feet in volume or within an area of 10 feet by ten feet by ten feet—a 10-foot cube.

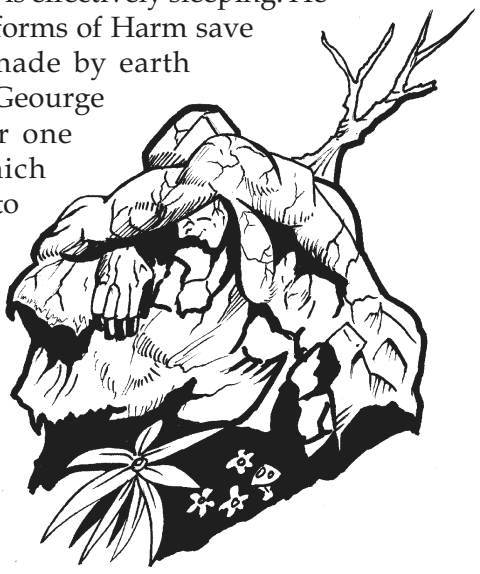


This Power's effect is to decrease the effective gravity on the target subject. The target's effective weight is 10% less than normal when it is impacted by this Power, and its normal movement is thus increased by the same 10% (unless the subject is moving because of the effect of gravity, in which case movement is not affected unless and until the subject is effectively of less than one pound weight.) When at minus 100% of normal weight (actually about one ounce weight) the subject is virtually free of gravity in regards to its effect on falling.

For each additional AEP expended at the time of activation, an additional 10% of base weight is removed from the target subject(s). At 50% of normal weight, the subject is capable of a movement rate of 150% normal, but beyond that potential movement rate is reduced sharply. Note that when weight is reduced below 50% of normal, movement is then slowed commensurately, e.g., at 40% normal weight movement is slowed by 40% so as to be at 60% normal rate, while at 30% of normal weight movement is at 50%. But at a minus 80% the subject moves at 40% normal rate, at minus 90% movement rate is only 30% normal, and at 100% (virtually weightless), movement is slowed to a mere 20% of normal--some movement is always possible uder this Power, of course. Furthermore, wind affects the subject(s) when reduced in weight. The Lejend Master has information on what wind speeds affect what weights. Generally speaking, even light winds will move objects of large surface area that weigh less than 10 pounds.

If cast upon a non-living subject (excluding spirits and living dead), the Grimm's Airy Enablement Power remains active for as many weeks of time as there were AEPs invested in its activation, i.e. at least 12. Otherwise, the energy lasts only as many minutes of time as the AEPs used to bring its effect into being. In either case, the Power can be dismissed at will by the activator, or otherwise negated normally through the use of Powers that accomplish such. (JFM)

**Slumber in Stone (Major Power of Earth):** This Power is also one that is attributed to the Adept Geourge Gon Khra-f-eld. Upon completion of this activation the Geourge sinks into, or otherwise melds with, a large expanse of natural rock, clay, or earth. While in this state the activator is unaware of his surroundings and is effectively sleeping. He is immune to all forms of Harm save certain attacks made by earth elementals. The Geourge remains thus for one hour during which time AEPs equal to twice the Speed Base Rating of the Geourge are recovered due to close contact with the seams of elemental energy contained within the earth.



**Spark-fly (Moderate Power of Fire):** By means of this Power the Geourge changes his or her form instantly upon activation. The activator and all normally worn and carried become a great blazing spark of fire the size of a man's hand. Thus altered, the Geourge will ignite inflammable things, and is able to leap up to 80 feet in an arc with an apex height that is one-half the distance covered in the leap, i.e. 40 feet at 80-foot distance. This Power persists for 4 ABCs. Note that virtually no normal or Preternatural attacks, and no fire/heat attacks of any sort, cause Harm to the Geourge when the *Spark-fly* Power's energy is active. However, water is very dangerous, and each pint volume of water coming into contact with the Geourge while thus changed inflicts d20 Harm to his or her Health.



**Wavecrest (Good Power of Water):** At the moment of successful activation of this Preternatural Power, the Geourge is empowered to command a wave of water. He or she, along with up to five others in line with the activator and no more distant than 15 feet, need merely step into water to be buoyed up by a wave. If the Geourge (and such others as accompany him or her) is (or are) already immersed, the water will lift them to a standing position upon the crest of the wave the Power forms. This wave of 10 feet in height will keep all concerned upright atop its crest as it travels at a speed equal to up to one-half the activator's Geourgy Ability score in feet per second, in the direction the activator wills. Actual speed up to maximum is at the will of the Geourge. Changes in direction can be no more than a curve of one degree per AB—a five degree arc over one minute. The wave persists for up to five minutes, and for each 1 additional AEP invested at the time of activation, its energy will last another minute. The Geourge can will the wave to subside whenever he or she chooses, and it will diminish by one foot in height, slowing its speed by 10%, per second of time after the activator has willed cessation. Thus, 10 seconds after being willed to cease, or in the last 10 seconds of its normal duration, the wave drops by one-foot per second, slowing 10% of its speed, to become calm, motionless water on the 11th second. Immediately at that time it no longer supports weight as it did previously.

**Rank Might (Moderate General Power):** By means of this Preternatural Power the activator increases the range of any Power or like Activation by a distance of one foot for every five points of Ability score used for the activation of this Power. Thus, for example, a Geourge with a score of 67 activating a Geourgy Power will, if applicable and desired, add 13 feet to its maximum range. The energy for this Power lasts for four hours time.

**Barrier to the Invisible (Good General Power):** By means of this Preternatural Power the activator englobes his or her person with an energy that prevents any creature of any sort that is invisible by any Extraordinary means, including a natural Power or one gained through an Extraordinary Ability, from coming closer than three feet to his or her person. The energy of this Power lasts one full hour, and it can be extended by an additional hour for each 2 AEPs invested in it before activation.

**Discover Unnatural Element (Good General Power):** By means of successful activation of this Preternatural Power, the Geourge is able to discover any Extraordinary emanation, that is not of mundane or Elemental origination, active in an area. The activator must be able to see the subject to be examined for such emanation, and the target of his examination must be within 150 feet. As the energy lasts for 5 ABs, the Geourge can make a hurried sweep of 360 degrees or a careful one of 180 degrees around his or her person. For each AEP invested at time of activation, the range of the Power is extended by 30 feet.





# THE JONGLEUR

## A New Avatar Record Sheet

By Nita Glazewski

In recent months the topic of a new Avatar Record Sheet (ARS) occupied quite some time and bandwidth on the Lejendary.com site. Discussion centered on the spaces allowed for differing types of information as well as on the organization of it. "Mortale," an active supporter and player of the LA™ system, was one of the first to offer for general perusal his own version of the ARS. Others on the message board offered comments and suggestions, resulting in the version printed here.

I downloaded the latest version of Mortale's ARS with the full intention of game-testing it for this review; however, due to press of responsibilities, I have not actually played LA™ in some time (gasp!). Nonetheless, here are my first impressions of the usability and organization of this new game-playing aid, gained in the process of creating a new Avatar for my next game session and also by comparison with my current Avatar's record.

Upon first glance, the sheet seems confusingly crowded—there are columns and rows of boxes upon boxes. On further examination, however, the scheme of organization became apparent. It begins with some of those personal details necessary to role-play: name, race and gender, religious adherence, and repute, then an exceedingly brief description of the Avatar's physical characteristics. What's missing, though, is a place to detail the "back-story"—the history and details that bring an Avatar to life. Without these details, an Avatar might well have simply sprung upon the world full-grown and –trained. (All right, so perhaps one could say that such IS the case…but I'm sure you grasp my point.) And without a place to note such details upon the ARS, they are easy to forget.

To continue…The remaining boxes on the front of the sheet are for those items important in action or combat: Abilities, arms, and armor, as well as movement rates and disaster-avoidance critical rolls. This will undoubtedly prove handy, since it's all in one convenient place on one side of the sheet. My only quibble here is that the weapons listing doesn't provide a "quantities" space for such items as arrows, quarrels, and the like—a minor point, to be sure.

The reverse of the sheet has a large area for recording such Extraordinary Activations as the Avatar possesses. Those players whose Avatars don't use Activations might find this space more useful for recording the Extraordinary items they are carrying, the more so since the sheet doesn't have a designated space for such items. (I must assume they are intended to be listed as "Treasure," or perhaps "Equipment.") There is space allotted for recording capabilities and handicaps, in addition to up to four Quirks and four Knacks. I'm not sure that an Avatar is ever likely to possess so many of each—but I'm certain some Gentle Reader will undoubtedly set me right on that score, and including space to describe each was definitely a good idea. A relatively large area for recording Merits and Demerits occupies the upper right corner, and below it appears a small box for recording Treasure (although a space for Coin on Hand is on the front of the sheet, and as noted above there doesn't seem to be a specific place for Extraordinary items. If your campaign is like the one in which I play, your Avatar winds up with as many interesting items—if not more—than hard cash.) A large "Equipment" section finishes out the sheet; I must confess to not being quite sure what is meant by "Equipment Type"—normal/Preternatural/Supernatural, perhaps?

On the whole, I find the sheet to be well-organized and easy to read. It perhaps lacks a bit of the "illuminated" or medieval flavor of the Hekaforge sheet, being entirely devoid of art or decoration; that is an aesthetic judgement best left up to the individual player. On a scale of 1 to 5 I would rate the overall effort at a solid 4 to 4-1/2, with the majority of that score earned by its obvious utility.

This version of the ARS is available for free PDF download at Mortale's Web site, http://users.anytimenow.com/mortale.

# LEJENDARY ADVENTURE™ AVATAR RECORD SHEET

Player:

Name:
Race:
Gender:

Order:
Rank:
1st Ability:

Pantheon:
Deity:

Repute:
Dark Repute:
Disrepute:

| Age | Height | Weight | Hair | Eye |
|---|---|---|---|---|
| | | | | |

**Disaster Avoidance**

2x Speed:
3x Speed:
4x Speed:
5x Speed:

**Movement Per Second**

Walking:
Trotting*:
Running:

* Normal movement per ABC.

**Coin on hand**

**Base Ratings**

| | Health | Precision | Speed | AEPs | Intellect |
|---|---|---|---|---|---|
| Base: | | | | | |
| Current: | | | | | |

**Abilities / Ability Scores**

| Rank | Ability | Score | Rank | Ability | Score |
|---|---|---|---|---|---|
| 1st: | | | 5th: | | |
| 2nd: | | | 6th: | | |
| 3rd: | | | 7th: | | |
| 4th: | | | 8th: | | |

**Arms Carried:**

| Weapon | Base Harm | Class | Range/Radius | Speed | INIT | P. Bonus | H. Bonus |
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**Armor & Shield / Other Protection**

| Armor | Protection | Speed Penalty | Base Health | Damage Taken |
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## Extraordinary Activations

| Activation | Time | AEPs |
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## Capacities & Handicaps

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## Merits & Demerits

General: 

| Ability | Merits |
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## Treasure

## Knacks

| Knacks | Description |
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## Quirks

| Quirks | Description |
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## Equipment

| Equipment | Type | Equipment | Type |
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# Quick Adventure Ideas

**By Steve C.**

*Illustrated by Martin Siesto*

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As promised, here is the conclusion of last month's "Quick Adventure Ideas." I'll begin with several more ideas, and then provide an example of how they can be combined into a campaign.

**Race:** Get from point A to B faster than the competition. **Other Development Required:** A path through some territory, with several obstacles requiring athletics or vehicular skill rolls. **Notes:** This can be a sponsored race for a prize, an obstacle course set up by a potential employer, or just an athletic event. It could also be a race against time (such as finding the antidote before a plague kills all the party members, etc.).

**Recovery:** Something is in need of retrieval. **Other Development Required:** The nature of the items, their locations, the history of how they came to be there, an employer or another means of learning about them, maps of the area, and floor plans (if required). Since someone else would have already gotten them if it were that easy, some tasks for getting to or retrieving the goods are also needed. **Notes:** This could be an ancient treasure lost down a well, a small fortune left in a bank's safety deposit box, stolen property, or the remnants of an ancient civilization. "Recovery" usually implies that someone once had the whatsit, and wants it back.

**Rescuing Prisoners:** Someone's holding someone whom somebody else wants back! **Other Development Required:** Hostage(s) and either captor(s) or rescuers, maps or floor plans, equipment, personalities, and plans for all involved. **Notes:** This can be a single hostage held by a lone kidnapper, a group of missionaries held by the local natives, a boatload of tourists held by terrorists, or an entire town surrounded by an enemy force.

**Rescuing Disaster Victims:** Something has gone terribly wrong, and courageous men and women are needed to help those less fortunate. **Other Development Required:** An accident, blizzard, chemical mess, disease, earthquake, fire, flood, meteor, plague, wreck, ad nauseum. What happened, what the party members know. The location of the disaster, someone (or something) that needs rescuing, what needs to be done, and the obstacles. **Notes:** Less altruistic party members may want to "rescue" the goodies from the vault, while everyone else is occupied (which is more of a Robbery). Party members might be part of the national guard or local militia pressed into emergency duty, part of a medevac unit or private firm, firemen, police officers, or medical personnel, etc. Even a hardy colonist with a rope, torches and tinderbox, and first aid kit may be better off than the general populace! Party members being the paranoids that they are, they'll almost always be better prepared than your typical citizens.

**Revenge:** Someone's been wronged, and demands satisfaction. **Other Development Required:** The wrongers of the party members, or those they have "wronged." Plans for revenge, where and when to spring them. Any items, skills, spells, and/or sidekicks required to carry it out. **Notes:** Every successful party has enemies, and evil ones have many more. The victims of every pickpocket and the "involuntary amputees" the fighting men leave behind will all want a piece of the action. The smarter ones may choose more clever methods, such as framing them for a murder, leading to a Whodunit adventure.

**Robbery:** A building contains something that someone wants--badly enough to steal it. **Other Development Required:** A building (bank, jewelry store, used carriage lot) and its general environs, including a detailed floor plan (did the party members scout before entering?). The building's defenses and goodies. Plans for attack, or the reactions of any guards. **Notes:** The party members may want to steal what they can't afford to buy, or cannot legally obtain. They may be working security for some place when the big hit happens. Maybe the target is their base of operations.

**Rumble:** A "team" duel. **Other Development Required:** A "home team" and the map of the turf upon which the rumble will occur. The weapons, equipment, and tactics to be used in the fight. Any "rules of engagement" (sometimes gang fights are limited as to types of weapons, etc). If archery is involved, it's more of a Skirmish than a Rumble. **Notes:** This is sort of a Brawl or a Skirmish out in the open, but generally involves two gangs, of some sort, and is generally limited to cheap melee weapons, such as bottles, rocks, chains, knives, and clubs. It also has some sort of "rules" or "code" on many occasions, and is rarely to the death.

**Sabotage:** Something either needs messing up, or has already suffered it. **Other Development Required:** What gets targeted where. Deck or

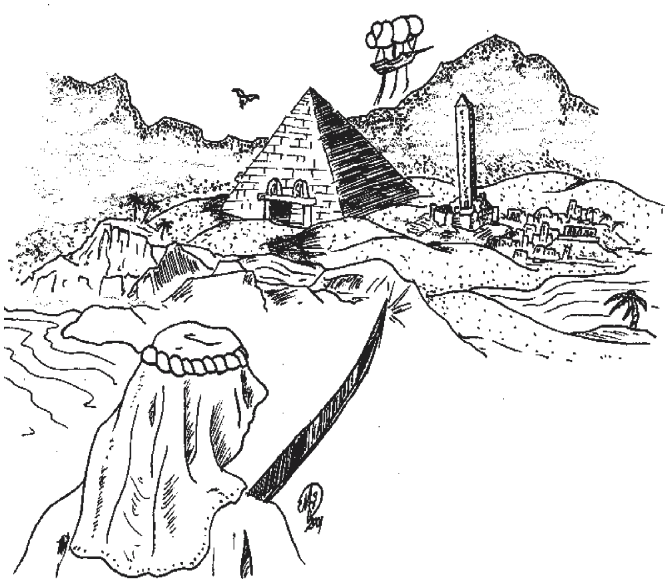
floor plans for the ship or building, showing the locations of the target, any guards or security systems, etc. Tasks for entering, performing the nastiness, and getting out alive. Map of the surrounding area (for escapes), etc. **Notes:** The party members may suddenly get the desire to perform a little sabotage, or have it done to them, or to a ship or building they are guarding. The miscreants will have to avoid any obstacles, the law, and the effects of their own perfidy.

**Salvage:** What once was lost, now is found... recovery is another matter! **Other Development Required:** An item (vessel, vehicle) lost in the wilds, and some means for the characters to locate and possibly retrieve it. **Notes:** Lost ships are a good one, but sunken treasure ships are a staple! Downed aircraft (especially spy ships) are another good choice. If there once was a valuable cargo, it may still be there, but it may also now be worthless (ruined by sea water, for instance, or once-priceless materials so long out of date as to be almost worthless, by today's standards—the tin needed to make bronze in an iron-age culture, for example). In any case, salvage is a high-risk endeavor, both financially and physically. Don't forget the difficulties of international law, which may be tougher to overcome than the salvage operations themselves (who owns that German ship that crashed in British terrain after the French shot it down, anyway?)

**Scam/Sting:** A crooked plot, or a plot to catch crooks. **Other Development Required:** Sucker(s) and a clever plan. Tasks required to pull it off. **Notes:** The party members may be the scammers, or the ones conducting the sting. Some simple scams include: Bait and Switch (show the "mark" a product, then make an excuse to rush them out. Switch the goods for junk, then sell 'em the junk in a hurry, then disappear with their money and the product, before they catch on), selling forged autographs of someone whose real autograph the mark has never seen, creating cheap knock-offs of scarce and expensive items, or putting all your money in one bag, then giving the other guy a look-alike bag, etc.

**Search and Destroy:** Something somewhere needs to be sought out and obliterated. Somebody has called in the heavy weapons. **Other Development Required:** An employer, an objective, and the reason(s) for its destruction. Intel on it for the party members, to include sources of info on its current location and maps or floor plans of the final confrontation area. Any defenses and/or security measures in place. Plan of attack/defense. **Notes:** Unless your party members are in military careers, they should never be the subject of a Search and Destroy mission more than once in their lives (unless you're just trying to end your campaign). Inhuman creatures, etc. can be the targets.

**Skirmish:** A classic firefight with a small, generally (para)military force of some sort. **Other Development Required:** A terrain map for the encounter area, a listing of the force and its weapons, armor, and equipment, as well as some basic plans on how they'll respond to various situations. **Notes:** Crossing someone's borders without the proper forms? You're likely to run into a border patrol. Doing something illegal? You may run into the local constabulary, or even the equivalent of a SWAT Team! Doing anything in some non-humans' home territory? Enemies are everywhere. There are even pellet-firing lifeforms on some worlds that might make good skirmishers.



**Smuggling:** Less-than-legal importation of some form of goods. **Other Development Required:** A source for the goods, a means of acquiring and transporting them, a route from source to market, someone to buy them, a good plan for doing all of the above under the authorities' noses. **Notes:** Smuggling is one thing, making a profit is another. The longer a smuggling ring is in operation, the greater the chance that someone will catch on, sell them out, or other underworld competitors will object. The party members may be the smugglers, or try to stop them. The contraband may be ammo, animals, drugs, magic items, insects, plants, religious icons, or almost anything else.

**Special Forces:** The party members become part of some special force for handling a certain type of problem. **Other Development Required:** A purpose for the team (SWAT, special investigations unit, elite troubleshooters, rapid response unit, or something similar). Team leader (may be a party member). Some scenario(s) to start off with. Base of operations, equipment (including any transport available), resources (including aides), someone to answer to, availability of repair services and replacements, etc. **Notes:** One campaign that I played in was based around this theme, with our VERY diverse group being a troubleshooter team working for a Lt. Colonel in the French Space Military. We handled problems where French military involvement was undesirable, and performed many different types of tasks. Other possibilities include a scientific unit, "Black Ops" military and intelligence forces, a multinational Task Force, or (for the more academically oriented), some secret research project. Any good excuse to lump together a relatively diverse bunch of party members will do, but be sure to choose something that allows for several career types to work together, instead of limiting party members to one career path!

**Spying:** Going someplace you're not allowed, getting the information someone else doesn't want you to have, and living to tell about it. **Other Development Required:** A mission, means of infiltration, and escape. Floor plans and maps are generally required. A spy, or target. **Notes:** This may be a military mission to spy on the enemy, corporate cloak and dagger, PI or undercover police work, or just a party member surreptitiously scouting a site, for some reason of his/her own. Party members may also be spied upon, if the Referee likes (give them a task to detect the spy).

**Tax:** Someone is levying a new tax upon the party. **Other Development Required:** Who is taxing, why, how much, how it is computed. **Notes:** The Prince may be getting married (for the 34th time) and taxing the inhabitants yet again. The local powers may be taxing all spellcasters in order to fund a new Wizards' Guild to regulate their craft. The local Nobility may be trying to disarm the citizenry by taxing all swords mercilessly! Some kingdoms may declare that 50% of all ancient treasures recovered belong to the crown! The reasons for a tax are innumerable. You can use this, occasionally, to deprive party members of "too much" wealth. The adventure may center around collecting/avoiding the taxes or changing the taxers' minds.

**Tax Refund:** Someone is giving money back? **Other Development Required:** Who is giving, why, how much, how it is computed, who is eligible to receive it (resident who have lived there six months, or more, etc). **Notes:** The Prince's father may be refunding the monies his brat son just extorted from his subjects, the local equivalent of the Infernal Revenue Service may have been legislated out of existence, the ill-gotten gains of the enemy army may be being distributed to the war-ravaged peasants, etc. There are as many reasons for a tax refund as a new tax! You can use this, once in a while, to aid a penurious party. The adventure may center around getting the most wealth, or discovering why someone is giving away wealth.

**Tournament:** Events of all kinds, for an afternoon of light competition! **Other Development Required:** A variety of events to engage in (foot races, horseback riding, fencing, jousting, archery, shooting matches, sailing, swimming, log-splitting, pole climbing, etc), and rules for determining a winner. Possibly a map of the fairgrounds or town, etc. Some characters to compete against may be needed. **Notes:** This is a good way to have party members meet other characters outside of a "normal" adventure. Races may be handled as above. Fencing and jousting can be handled via the melee combat rules. Archery and shooting matches can be handled via the ranged combat rules. Axe-hurling could be handled via the thrown weapons rules. Sailing, swimming, and pole climbing can have new rules developed, or be treated as races. The Referee will have to create rules for log-splitting, underwater basket-weaving, and what-not...

**Trailblazing:** Finding a way from here to there, and leaving a trail for others to follow. **Other Development Required:** A previously unexplored (or impenetrable) area, a need for getting through it, an employer willing to hire the party members to find a way, terms, and a map of the terrain for the Referee (with the path and any pitfalls clearly marked). **Notes:** Finding a way through shouldn't be all that easy (or someone would already have done it). Making a trail (maybe even building a road) should be even harder, and more dangerous. Even marking a trail could be weary, dangerous work!

**UFO:** What is that thing, anyway? **Other Development Required:** What it is. How the party members find out. Possibly deck plans, if required. **Notes:** UFOs could be unknown alien craft, an unknown airship, smugglers or pirates, hoaxes, a magician's latest project, or just someone out where they're not expected.

**Vandals:** Slashers and smashers. **Other Development Required:** One or more perpetrators, equipped with whatever they need. If they smash the party members' gear, the party members will want to rumble with them later. Have some tasks to find them handy! **Notes:** The evil party members can be vandals, too, but is that an adventure? Save it for when they're parked on the bad side of town, have ticked off the local street urchins, etc.

**War:** Somebody big, with lots of resources to waste (a nation, corporation, etc), decides that they want to waste them—and some other group—in the process. **Other Development Required:** Who's fighting. Why. Brief history of the impetus, and war. Forces on both sides. Important characters. Ways and means of getting the party members involved. Events that'll happen along the way. A list of the comparative strengths and weaknesses of both sides in the conflict, including their assets and plans. What the party members can do to affect the balance of power. **Notes:** You can also start a local corporate war, gang war, or have a couple of greedy crimelords warring over something, if you like.

**Whodunit:** The infamous murder-mystery. **Other Development Required:** Who died, who killed them and why, what clues point where, and how to find them. Suspects. The murder weapon, etc. **Notes:** Another cliched classic, with about a buzillion variations.

**Xenomorphs:** A new creature is encountered. **Other Development Required:** Varmints which are not sentient (if they are, see Natives, above). The physical structure and appearance, senses, habits and habitat, breeding and feeding habits, etc. Notes on how they'll react to the party members. Statistics for combat, if needed. **Notes:** You can generate a quick random critter in five minutes or less, but developing a good one can take hours. If a xenomorph is the basis of an adventure, it should be more interesting than most Terran lifeforms. An adventure based around a zebra, platypus, or kangaroo isn't too interesting. One based around a man-eating tiger or an at least semi-intelligent Dragon-Bat would be. Think something more than a tiger, but less than Aliens.

**Yank**: Some force is used to make someone do something. **Other Development Required:** The yank, the yanker(s), the effects, ways out of it (if any), tasks for the same, what happens if you can't get out. **Notes:** Being drafted or deputized is a yank, as is being arrested, kidnapped, shanghaied, abducted by pirates, etc., ad nauseum.

**Zoogeographical Survey:** Find where a creature lives, whether a given creature lives in an area, what creatures inhabit a terrain type, or if a species is extinct. **Other Development Required:** Maps, varmint(s), tasks for answering the question, an employer, terms, equipment (including transport). **Notes:** Great for biologists, civil inspectors, nature-mages, etc.

Now, the promised example:

Looking for a quick adventure, the Referee quickly determines that the Ambush, Brawl, "Cattle" Drive, Chase, Courier, Duel, Exploration, Hijacking, Holiday, Lawsuit, Madman and/or Madmen, Mob, Mugging, Murder, Narcotics, Operation, Personal Escort, Quest, Salvage, Scam/Sting, Trailblazing and UFO adventures look good to him. His players have never done most of these.

He could put most of these together into one giant adventure campaign by having the party members be hired to explore an area, searching for a path through it in preparation for a cattle drive, when they are ambushed by a group of madmen, who chase them off after a brawl. After the fight, one of the characters in the party needs an operation to save their life. Meanwhile, one of the madmen has made it into town on Christmas Eve, where he poisons the water supply, driving all the drinkers mad! The crazed victims go on a rampage, beating and murdering whomever they can catch. They hijack a coach and head for the next town, preparing to dump more poison. The party members join with the unaffected townsfolk (acting as bodyguards) and salvage a wrecked conveyance of some sort so that they may act as couriers of the bad news to the nearby towns. They set up a scam on the madmen, fighting off the mob (thus opening themselves up to several wrongful-death lawsuits by family members, at a later date), and are challenged to a duel aboard his strange flying craft by the remaining leader. After that, they can try to find a cure for the poison!

The plot elements used above, in order, are: Exploration, Trailblazing, "Cattle" Drive, Ambush, Madmen, Brawl, Chase, Operation, Madman, Holiday, Narcotics, Mob, Mugging, Murder, Lawsuit, Hijacking, Personnel Escort, Salvage, Courier, Scam/Sting, Mob (and probably Rumble), Lawsuit, Duel, and UFO. After that, if they don't already know all about the poison used, they can Quest for the cause of the mess, and then for an antidote. This, too, could have been incorporated into the campaign.

The required development includes:

*Exploration:* A commission to explore, a region to explore (large-scale map), an employer and terms, any characters and equipment provided.

*Trailblazing:* Area (already done!), need to blaze the trail (see Cattle Drive, below), employer (done!), terms (done!), map with paths and pitfalls (mostly already done).

*Cattle Drive:* Buyer, Seller (done!), route with hazards and problems (done!), deadline and/or bonus for early completion, predators (see Madmen, below).

*Ambush:* Attackers (see Madmen, below), their transport, weapons, armor, and equipment. Small-scale map of the ambush area, and some surprise tasks.

*Madmen:* A group of mad alchemists and their plan.

*Brawl*: Opponents (done!), brawl terrain map (done! See Ambush).

*Chase:* Pursuers (done! See Madmen), area with obstacles and tasks (the map's done, just add some tasks, and obstacles as needed).

*Operation:* Type (stitches?), tasks, and a list of required equipment.

*Madman* The plan's basically done, just design the head mad alchemist for later use.

*Holiday* Date (done!, it's Christmas Eve), what's done for the occasion (describe the decorations, maybe have a parade in progress, shoppers, perhaps have a Santa getting a mugging or fighting off the mob?).

*Narcotics:* Nature of the poison, who's buying it (done! No one is, the madmen are dumping it in the water supply!), who's selling it (done!), why the party members are involved (done! They stumbled onto the madmen).

*Mob*: A generalized mob with weapons (table listing a 1d6 roll for items such as dagger, club, hand axe, etc?), and the reason why they're rioting (done! No leader required).

*Mugging:* The attackers (done! See Mob), defenders (with stuff), small-scale maps, surprise tasks (done! See Ambush, above).

*Lawsuit:* Plaintiff(s), lawyers for both sides, reasons for and history of the suit, possible evidence, what the plaintiffs and party members know, tasks for discovering more, means for determining who wins. Maybe a judge.

*Murder:* Victim(s), location(s), stats.

*Hijacking:* Coach stats, reason for the hijacking (done!), rules for vehicular combat and/or floor plans for the coach, if the party members want to assault it, plan of defense (if the coach is attacked), the defenders and their equipment (done! See Madmen, above), their locations in the coach, and how they'll respond.

*Personnel Escort:* Person(s) to be escorted, purpose of the journey (See Courier, below), reason (done!).

*Salvage:* Stats of the wreck to be fixed (done, assuming they're the same as the hijacked coach), and some repair tasks.

*Courier:* Message to be delivered (done! The warning about the madmen and the poisoned water plot!), who, where, and when to deliver it to (surrounding towns, ASAP!), opponents (done! See Madmen, above).

*Scam/Sting:* Suckers (see Madmen), a plot, and some tasks.

*Duel:* Imagined slight on the head madman by the party members (done, if they foiled his/her plan!), the challenge, the mad alchemist's second, a judge, rules (if any), and what happens, afterwards.

*UFO:* What is it, how the party members find out (see Duel, above), deck plans for the climactic encounter.

*Quest:* The info sought on the poison, where and how to get it, and what it takes.

Naturally, any one adventure would have been enough for a brief role-playing session, so let's pick just one idea and develop it in more depth. Suppose you want to have a mugging. Choose a character from a previous adventure who has a reason to hold a grudge against one or more party member(s). Use him or her (it saves time generating a character), and figure out what they're after (simple revenge, money, an item, or some combination?). Then plot where the attack will occur and develop some tasks for the surprise attack on the poor party member. If it succeeds, the party member will certainly want to attempt to find the perpetrator. If it doesn't, then a chase is likely. In either case, an adventure is underway! Since the party member is the victim, and a previously-generated character is the attacker, all the Referee needs is a list of the character's equipment (which may already exist), a map of the area where the mugging will occur (including the surroundings, in case a chase occurs after a failed mugging attempt), and a few tasks.

Here's yet another example, using a party member's "Love Interest" (which, for brevity's sake, we'll refer to as "LI") in several ways... The party member's LI comes to him with the diary of the great-

granddaddy of an old friend of hers. It seems that her friend is going to lose the old family home that they just inherited, because of the unpaid back taxes. While having coffee together one day, her friend happened to mention that great-grandpa's old diary was found in the attic, and showed it to her. She recognized the ancient tongue it was written in, and her friend loaned it to her so that she could translate it. While doing so, she discovered that dear old great-grandpappy made a fair fortune, and never seems to have spent any of it, except for some notes on buying land. Her friend knows nothing about any other land, and so the LI comes to the party member, asking if he can help her track down any land transactions (hopefully finding the missing cash, or land bought with it—enough to pay off the back taxes, and save the old homestead before the fast-approaching deadline).

A few checks with the appropriate land office (information-gathering tasks) reveal that there are no records of land in great-granddad's (or his wife's) name, but a fire destroyed some records roughly ten years after his death... The diary gives few clues, except to mention that the old man bought the land he could see from "my cabin in the hills". No one seems to know anything about that, though! The only option is to journey to the area, and wander through the hills, looking for a 100-year-old cabin somewhere in the hills near the house.

If the party member doesn't want to help, his LI will be miffed, but not enough to break up with him. Instead, she may decide to go off and spend the week with her old friend, and try to find clues herself. If he does agree to help, both she and her old friend will be grateful, and will probably accompany him on the trip. The old homestead is so far off the beaten path that the path stops several days' travel short of the place. Access by sea is much easier, and a boat will get everyone there.

A search of the old homestead turns up nothing more, except for an old painting of the house in its early days, with one of the mountains as the backdrop. Any paths from "the old days" are long overgrown and require a tracking task to find. Only a careful search of the area will (days later) turn up an old ruin of a cabin, half-covered by trees, in some hills halfway up the lower slopes of the mountain in the picture. The place is now a roofless ruin, but a careful search will reveal a formerly boarded-up rock passage (beside the chimney) going back into the mountain, where a large crack was used as a storage chamber. Among the many items of stored hunting gear are worthless, rotted pelts and rope, old candles, a lantern, oil, rusted tools, an old cedar chest with hunting clothes, papers wrapped in an old skin, and some crumbling bars of lye soap, an ancient broken-down vehicle (still in fair condition, but non-operable), rotted food stores and food drying equipment, butchering tools, a few old, rotten trophies that only an expert biologist could guess the species of, and several bundles of oilskin, tied with twine that falls apart when touched. The players may investigate, as they like.

The crack goes back maybe 20 meters, getting smaller as it goes, and eventually ends (way too small for party members to fit into, by that point). It is 10 meters at the widest, narrowing as it goes back, and roughly leveled. The pelts, ropes, food, and trophies are all worthless. The candles are crumbly, but will still work, if treated with care. The oil is mostly evaporated, but enough remains for about an hour's light. The lantern's wick wheel is rusted stuck, but can be loosened with some oil (and elbow grease). The tools are well-rusted, but anything without a blade is still usable (if you don't mind risking tetanus, or wearing gloves). The cedar chest's hinges are rusted closed, but either they or the lid may be broken to gain access. Inside are hunting clothes long out of fashion, many illegible papers of no historical interest, the skin of dead animals native to the area, etc. The soap is worthless and unusable. The vehicle is not operable, after a century of neglect. Despite that, a few hours of hammering, success in a routine Mechanics task, and some oil will leave the party members with a working antique that many would pay a good deal to possess (the friend will not want such a rusty old thing, unless (s)he learns of its value before giving it away). The butchering and food drying equipment is also rusty and generally useless. The oilskins contain 1d10 150-year-old big-game crossbows, almost perfectly preserved (1d6 will be missing some parts, awaiting repairs when stored). The LI and her friend will both be very excited by this, as they know such antiques will be worth a pretty copper at some auction house (these won't be given away)!

Still, the deadline is only a few days away, and there's not enough time to organize an auction and get the money to save the homestead. Only a careful examination of the pelts will reveal any clue. One of the "skins" that Great-grandpappy stored papers in is actually a scrawled land grant (which is nearly illegible). Once the party members find this (IF they

do!), they can have someone attempt a difficult bureaucracy task, and if successful, will be able to determine that such land grants were given to the earliest explorers of the area (those who stayed, once the surveys were done) as a reward for their work. Since such land grants were supposed to be tax-free in perpetuity, this will, in effect, totally wipe out the back taxes, and save the old homestead!

That would satisfy the party member's LI and her old friend, but it still doesn't answer the question of the family fortune and the missing land. The truth of the matter is that the old skin that the papers were wrapped in IS the old land grant, but it now is so brown as to be utterly unreadable. The Referee may allow anyone who inspects it to attempt the same task as used on the other skin, and if they succeed, tell them that it looks like the same type of skin as the first. No writing will be visible, but an alchemical analysis of the skin (in a professional laboratory) would allow the skin to be returned to readability. If that happens, the original land grant number would be revealed.

Once that number has been found, not only will the old friend's great-granddad be revealed as one of the area's original colonists, but anyone with a background in exploration will know that the granters should have records of land transactions. A check of dusty old records not used in decades will reveal that not only did Great-granddad never sell his place, but that he later purchased almost every square inch of land visible from his old hunting cabin, and the party member's LI's old friend is entitled to a lot more land (once back taxes on it are paid), and will soon be VERY wealthy! The granting authority will forward copies of their records to the land office (replacing the ones lost in the fire).

News of all of this will quickly spread (once the group arrives back in civilization), and the land grant will be a hot item. Everyone will want to interview "the Heiress" (who will happily comply, telling all about just how helpful her friends were), her friend who translated the diary, the party members who found such amazing clues, etc. If the skin was recognized, the granting authority and a local museum will all want to buy it. Lots of antique dealers and collectors will be interested in the crossbows, and some in the vehicle (if the party members brought it back). When all are sold, the friend will have enough to pay off all the back taxes on the non-granted land that her great granddad bought, and still pay her new friends for all their expenses.

One thing still bothers her, though... Great-granddad's fortune still doesn't seem to be accounted for. What happened to the rest of the money? (Not that the new land baroness needs it now, but maybe a 10% finder's fee would interest her new friends?) Also, might someone else be looking for the old man's money now? Were all those guys he hunted with other old explorers, too? What if one of the great-grandkids of another old explorer recognizes one of those rifles as his ancestor's? Might (s)he try to steal it? Might they file a lawsuit to get it back? Has anyone been wanting that land that great-grandpappy bought? Might they kidnap the new heiress in order to get it? What if some evil type KNOWS where the old man hid his missing fortune, and his family burned the records so that they could lay claim to the land after the old explorer died? What if they arranged for that, too?

This idea is basically a Recovery, based around a Love Interest. The old vehicle could be a Salvage, and complications might include a Body-snatch (someone wants to know where great-granddad's gold is), Kidnapping or Lawsuit (someone wants back the land/one of the rifles, or else!), or even a Murder (how did great-granddad die, anyway?).

As you can see, one simple scenario can become the basis for an entire campaign, if you wish. Perhaps another painting shows a hidden drawer open, or some such. When the party members go back to investigate, perhaps they find a hidden "safe" with a keyhole, for instance. Only an exhaustive search uncovers the key, hidden in the once-soft wax of a crumbling candle. Inside the panel are the missing paper deeds to the purchased land, a paper copy of the land grant (with the number on it), and a map to some type of storage chamber on the then-newly-purchased land. What's stored there, and why was the old explorer such a secretive old hunter, anyway? Only the Referee even has a clue...





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**Issue 5, available September 15**

*Total Reality Studios*

# Out of the Wilderness

**New Lejendary Earth™ World Setting Creatures**

By Gary Gygax and Dan Lewis (with additional contributors as noted)

*Illustrated by Nita Glazewski*

| Creature | Appearing | Health | Precision | Speed | Attack | Defense |
|---|---|---|---|---|---|---|
| Drillipede | | | | | | |
| Adult | 1 | 45-90 | 41-60 | 12 | 21-30 + 11-20 sp./26-35 sp. | 11-20 |
| Immature | 1-8 | 21-40 | 20 | 18 | 11-20 | 10 |
| Rogue | 1 | 91-190 | 61-80 | 6 | 31-50 + 21-40 sp./36-55 sp. | 21-40 sp. |
| Stone Mantis | 1 | 161-180 | 10-15 | 15 sp. | 2 x 9-30 +13-16 & sp. | 10 |
| Immature | | 21-120 | 3-8 | 9 | 2 x 1-20 +3-5 | 4 |
| Th'Ashlar | 3-12 | 25-30 | 30-35 | 6 | 3-20 +2-8 | 20 |
| Th'Ore | 2-8 | 65 | 20 | 5/15 sp. | special | 18 & sp. |
| Uliginor | 1 | 36-55 | 41-50 | 3l/12w | 13-30/3-5 VT & sp. | 70 |

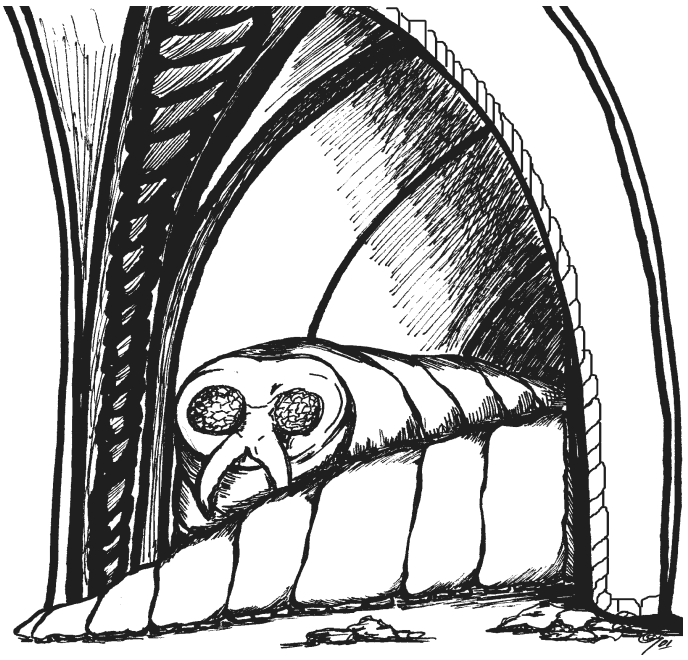
*Aryen the Watcher speaks:*

*At one time whilst avoiding a particularly dangerous whiteout situation in southwestern Huybraz, I was able to locate and secure protection and safety within a wondrously carved tunnel complex. Having plenty of time on my hands and nothing to do but wait the storm out, I explored. The halls and various chambers enticed my search deeper and deeper into the heart of the mountain. A full fortnight I spent examining the passages, always heading deeper within the stone. As I passed well beyond ten miles into the mountain range, a strange thing occurred. The style of architectural detail became subtly more intricate and involved, terminating in a chamber worthy of any king I have ever known. The pillars holding the massive roof aloft were far beyond the circumference of ten men to span, fluted in such fine straight lines that at first I believed myself to be within the realm of our Progenitor race, long since gone from this world. Only after my return to the high citadels of Varan and some careful questioning of my former Mentor did I realize that I had found one of the drillipede masterworks. To my chagrin I realized later that I had missed the leavings of the young as they grew to adolescence, as the trip had cost much of my savings that many a year was spent building…such is life.*

**Drillipedes in General**

Drillipedes are large creatures that eat their way through rock in the depths of the Earth. They avoid soil. Millennia ago, intelligent subterranean races bred (and magically altered) their progenitors to enhance their instinctive behavior and increase their usefulness. These creatures are now rarely seen, either because they are few in number or because they are kept secret by races using them (both their actions and byproducts are of value). Drillipedes create patterns of passages and chambers in solid rock, much as bees build honeycombs or spiders spin webs. Their structures may look like symmetric natural caves and caverns (and no doubt did originally), but they usually imitate humanoid architectural patterns. Their passage and room styles might seem like those of dockalfar or dwarves of any era, or the strange and eldritch styles of races lost to knowledge, or even some sort of mix. They can learn new styles if they encounter them, and pass on the repertoire genetically to their offspring. They can make pillared halls, tunnels with arched ceilings, stairways, archways, and so on, all eminently suitable for humanoid use. The work is structurally sound and precisely crafted but does not possess an artistic touch. Humanoids often move into these constructions and add detailing, doors, and decoration.

Drillipedes look like enormous millipedes, colored a dark, mottled red overall, with pale rose legs and underside. Their powerful mandibles have many overlapping shearing and grinding plates. Their small eyes see in complete darkness as a human does at dusk, and see in dim light (glowlichen to torchlight) as a human does in twilight. In brighter light they can barely see at all; it causes them pain, and they will retreat from it unless defending themselves or their young. They communicate with others of their kind using subsonic vibrations, which travel many miles through rock. These vibrations also let them map out



cavities, water, and magma, to avoid flooding or immolating themselves, get safe access to water, skirt heavily populated areas, and join their passages neatly to existing ones. It is thought that they have a perfect mental map of everywhere they have ever been. While they are semi-intelligent at best in most respects, their architectural work and ability to deal with the problems of underground excavation is little short of brilliant.

The shearing and grinding plates in their jaws are of a very hard abrasive material (we would recognize it as mostly silicon carbide and tungsten carbide studded with industrial diamonds of no gem value). This, and a highly acidic saliva, let them chew through hard rock at about 1500 cubic feet (15 x 10 x 10) per day, double that for soft rock. They digest most of it, but eventually excrete very rich ore—about 1 cubic foot of excreta per 1000 of rock, depending on the content of the rock. This is rolled into balls and stored as food for the young, although other races take much of it. This process also produces oxygen as a byproduct. Glowlichen often grows in quantity on their exoskeletons. This seems to cause no harm, but they scrape it off from time to time, thus spreading it about the subterranean realms. Their chitin and mandibles constantly grow and thicken from the inside, repairing any damage suffered.

Both sexes of the species create passages to move from place to place, to seek out water, and to join up spaces underground to allow free travel. While progress may be slow, they live for centuries. Every decade or so, a male creates a nesting complex near a water source, generally a central chamber with 5d6 side chambers and a few passageways. He will often (75%) imitate any constructed areas nearby. A subsonic mating call is then sent out. A female (who otherwise generally concentrates on networking rather than nestmaking) arrives using existing passages to inspect the work, and if the chamber is well constructed, with perfectly level floors, a satisfying number of pillars and arches, pleasing symmetry, and so on, mating takes place. The pair stays together during the weeks of gestation, perhaps creating another chamber jointly in that time. The young are born live, and start to feed on the ore (stored excreta) stockpiled in the side chambers. The parents leave shortly after their young exceed 20' in length. The young grow quickly on the rich ore, leaving only pure precious metals and gems undigested (indigestibles are deposited in one place). They may instinctively detail the rooms and halls, fluting pillars, incising geometric decorations in floors, walls, and ceilings, carving small aumbries or niches into the walls, and so on. After a few months, or if the ore has been finished or removed by others for its precious content, they leave the nest. They become adults after a few years, at which stage their growth rate slows.

Adults and juveniles may work together on large passages connecting areas important to the species (cysts in the underdeeps, and so on). Several adult males may work on more elaborate complexes, in case several females become interested, and complexes may build up over the decades into intricate mazes of rooms and halls. If some light-using race comes along, though, and occupies the complex, it is abandoned and work is started on a new one elsewhere. The young are prey to wyrms and similar creatures, but nothing much bothers the older drillipedes, and intelligent races may well protect them. The few drillipedes that live to be more than three centuries old become infertile, and grow into solitary rogues, delving ever deeper into the Earth. This state probably approaches the ancestral existence of the species. Their burrowing usually reverts to plainer and more primitive forms, most often natural-looking, and they create ever larger tunnels and caverns (of necessity, since they are now huge themselves). They may live as long as a millennium, growing slowly all the time. As far as one can judge these things, they seem to get more grouchy and snappish with age. It is probably just as well that rogues are almost never encountered.

**Drillipede, immature**
***Appearing: 1-8***
***H: 21-40 P: 20 S: 18***

The immature drillipede is 1' in diameter and 10' long when born, growing quickly on the food left by its parents to reach 21-40' long, as indicated by its Health, and a tenth of that in diameter. At this stage, it can climb walls and ceilings. Its jaws are not as well developed as those of its parents. It will flee light brighter than torchlight, and will rarely attack unless attacked. There is a chance (10%), though, that one will mistake a metal-armored person for a piece of tasty ore and attempt to eat him or her. It will usually retreat quickly if its meal bites back.

***Attack:*** The immature drillipede attacks with a bite that chomps through normal armor for 11-20 Harm to both the victim and his armor (Preternatural or better armor will protect the victim, but still suffers damage).

***Defense:*** The immature drillipede has tough chitinous plates providing 10 points of armor against all normal attack forms. It takes half damage from toxins and acids of any sort.

**Drillipede**
***Appearing: 1 (10% chance of 2; if so, 20% chance of 1-8 young)***
***H: 45-90 P: 41-60 S: 12***

The drillipede is 45-90' long, as indicated by its Health, and a tenth of that in diameter. Roll 1d20 to establish its Health (40 + d20 x 5) and Precision (40 + d20). It cannot climb on walls and ceilings, but can rear to half its height. If excavating very large chambers or passageways, it starts at the top and works down. It will flee light brighter than torchlight unless defending itself or its young, and will rarely attack unless attacked. A mated pair may, if pickings have been very lean (10%), attempt to eat metal-armored persons to provide more nutritious ore for their imminent offspring, though.

***Attack:*** The drillipede attacks with a shearing bite that chomps through normal or preternatural armor for 21-30 Harm plus 11-20 acid Harm to both the victim and his armor (Supernatural or better armor will protect the victim, but still suffers damage). If it is mortally wounded, it will function for one more ABC, and during that time expel its remaining powerfully acidic saliva in a great gout over its attackers. This attack affects an area of 10' radius, up to 40' from the drillipede, and does 26-35 acid Harm to all those in the area, as well as their armor and exposed gear (shields, drawn weapons, and so on). Supernatural or better armor will protect the victims, but still suffers damage.

***Defense:*** The drillipede has tough chitinous plates providing 11-20 points of armor against all normal and preternatural attack forms (10 points + 1 point per 5' increment over 40' of the beast's length). It is immune to toxins and acids of any sort.

**Drillipede, Rogue**
***Appearing: 1***
***H: 91-190 P: 61-80 S: 6***

The rogue drillipede is 91-190' long, as indicated by its Health, and a tenth of that in diameter. Roll d% to establish its Health (90 + d%) and a d20 for its Precision (60 + d20). It cannot climb on walls and ceilings, but can rear to a quarter of its height. If excavating very large chambers or passageways, it starts at the top and works down. It will attack bearers of light brighter than torchlight if they don't remove themselves from its presence, and sometimes may attack out of bad temper anyway—5% chance of this occurring per 10 points of Health over 90 (5% at 91-100, 10% at 101-110, and so on). This chance is doubled if potential victims are buzzing around making a lot of noise, using Activations, and the like.

***Attack:*** The rogue drillipede attacks every other ABC with a powerful shearing bite that chomps through any armor for 31-50 Harm plus 21-40 acid Harm to both the victim and his armor (normal, Preternatural, or Supernatural). If it is mortally wounded, it will function for one more ABC, and during that time expel its remaining powerfully acidic saliva in a great gout over its attackers. This attack affects an area of 20' radius, up to 100' from the drillipede, and does 36-55 acid Harm to all those in the area, as well as their armor and exposed gear (shields, drawn weapons, and so on), whether normal, Preternatural, or Supernatural.

***Defense:*** The rogue drillipede has tough chitinous plates providing 21-40 points of armor against all normal, Preternatural, or Supernatural attack forms (20 points + 1 point per 5' increment over 90' of the beast's length). It is immune to natural heat less than that of molten lava, to toxins and acids of any sort, and to any form of mind control or paralysis. *(Thanks to Malcolm Bowers)*

**Stone Mantis**
***Appearing: 1***
***H: 161-180 P: 10-15***
***S:3 attacking or moving backwards/15 moving ahead***

*At one time, huge stone mantises were used for mining to develop tunnel systems and escape routes for the more delving peoples of our Earth. Eventually the mantises were mistreated by a particularly self- serving despot, and like any dog that has been kicked too many times, the mantises bit back.*

*The once great empire of Kalutheen (now become the Djarenn Septarchy in western Apphir) produced many wonderful items for the world's use and enjoyment, and commanded relatively high prices for them, being respected as craftsmen far beyond the skill of most in stone and steel. After the questionable death of King Akatheen, his cousin, Ekthalin, usurped the throne and rode hard upon his subjects, working deviously to fill the coffers of the palace far beyond the limit any of his predecessors had ever reached. Beyond all prudence in his search for wealth, he forced the miners within the bordering mountains to go beyond safe limits and require certain amounts to be produced per day. The Wranglers (as those who controlled the mantises were called) at last directed the beasts to the under halls of the king. After a number of days crossing tunnels and caverns into an intricate pattern, the hall fell into itself, killing a number of Wranglers and their charges, but also the king himself, freeing the country to become what it is now.*

***Attack:*** The stone mantis's gaseous discharge paralyzes those air-breathing creatures within 20 feet who fail a Disaster Avoidance check each AB. They also have two claws that are capable of inflicting 9-30 Harm each, plus incidental acid secretion adding 13-16 points additional Harm when a claw hit succeeds.

***Defense:*** It has 10 points of armor protection due to its chitinous skin.

See Table above for the immature Stone Mantis.

The stone mantis is a thing that is neither a creature of mineral nor a giant insect. This species is responsible for creating what their occupants often consider to be natural caverns within a mountain or beneath the surface of the land. Indeed, many creatures live within these caverns and many races often times develop them further into fine domiciles and communities.

The typical stone mantis is from 61 to 80 feet in length and can range from 10 to 15 feet in diameter. The stone mantis employs an acid compound that is excreted from a bulbous gland located on the opposite end of their mighty claws. This acid partially dissolves rock, softening it. The mantis then employs its claws to tear into the rock, feeding on it. The skin pods on its worm-like body serve to expel the byproduct gas from digestion, and this gas also serves as protection against possible danger. The gas will paralyze any air-breathing creature within a radius of 20 feet. Each stone mantis has 12 tentacles, and these serve as feelers for cracks in the rock, thus providing a more efficient routing beneath the surface.

Very rarely, if ever, will a creature of this sort venture above ground. The presence of a stone mantis is easily noted, for the powerful gaseous discharge it emits creates a stench noticeable within 200 feet of its location.

When feeding, the stone mantis moves at about a foot and a half to two feet per hour. Its passage thus leaves behind a smoothed, shiny passageway of circular form. The tunnel created by this feeding is amazingly strong, nearly completely proof against cave-ins and even seismic shocks.

These creatures have a life span of about 200 years, reaching maturity at around 50 years with a breeding life of some 100 years. After a male and female mate, the female will gestate eggs for two years, then deposit from 11 to 20 in a cul-de-sac. Only about one-half of the eggs will hatch about six months thereafter. For a year and a half after hatching, the stone mantis young are vulnerable to predators, for they have neither strong claws nor acid, and lack a strong armor protection. Mortality is high, and only about one in 100 stone mantis larva ever survives to adulthood.



*Th'Ashlar Stone Mantis*

An immature stone mantis will have in its digestive organs from 10-100 crystals and/or gems of from 11-40 carats size with a value per carat of from $1 to $1,000. Mature ones will have a like number of gems and crystals, with a like value, but of larger size—21-50 carats. (SW)

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**Th'Ashlar**
***Appearing:*** ***3-12***
***H: 25-30*** ***P: 30-35*** ***S: 6***

*Very little is known of this subterranean race. They do not by choice come into contact with sunlight-dwelling folk and have a social structure that compares closely with the ancient priests of the northern islands by the ice flows of Anatis and Hazgar. Quite plainly, from what I have read, avoid these folk at any opportunity and always consider yourself lucky when they allow you to pass once more into the sun carrying a satchel of fine gemstones!*

***Attack:*** The th'ashlar's clubbing blow inflicts 3-20+2-8 points of damage, the latter Harm always bypassing non-Extraordinary armor protection.

***Defense:*** It has 20 points of armor protection against all normal attacks—including cold, fire/heat and electrical-based attacks.

Th'ashlar are subterranean life forms of bipedal, humanoid shape. They move through solid rock at the rate of one foot per AB of time, seeking metal ores and crystals to feed upon. When partially melded with natural rock, one is 90% undetectable from normal stone, and the individual thus in transition can move into the rock completely in an ABC of time, or step forth and move at full rate. These creatures do not have visual organs, but in the open they sense vibrations within 100 feet of their location.

They are the natural foes of the stone mantis, preying upon the immature of this species while themselves being preyed upon by the adult stone mantis. (SW )

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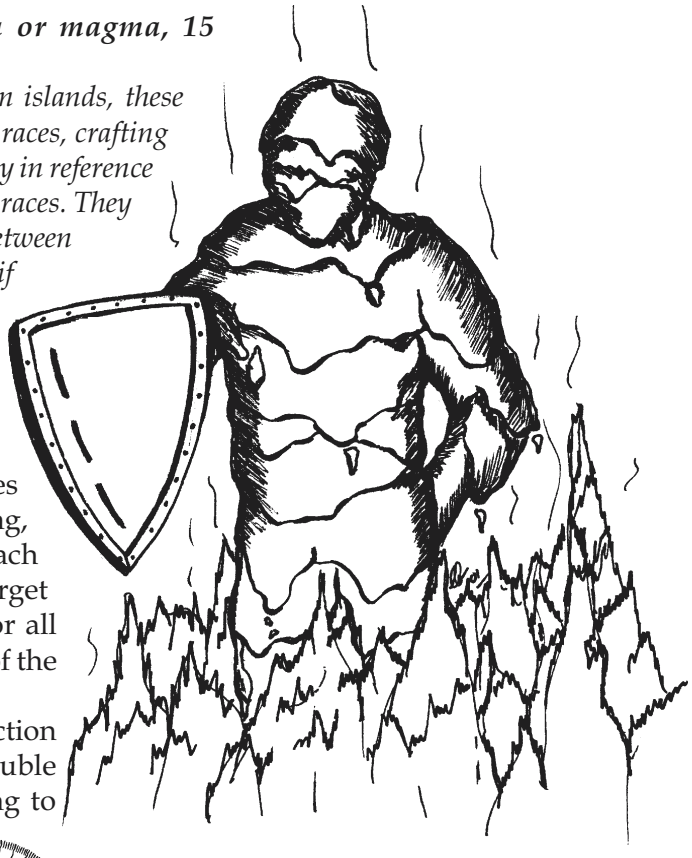
**Th'Ore**
***Appearing:*** ***2-8***
***H: 65 P: 20 S: 5 attacking/moving outside lava or magma, 15 attacking/moving within lava or magma.***



*More prevalent in the regions of the Magnific Rim islands, these creatures sometimes work with certain members of the local races, crafting items of incredible value for gems and stones. Although touchy in reference to their works, the th'ore are fair and considerate to the other races. They will, however, not deal with persons without the use of a go-between whom they have known and dealt with for many years. And if ever you get the opportunity to meet with one, never EVER drink in front of them! This is considered the highest of insults, which may cause them to rage at their go-between and break down any dealings they will have with the surface races altogether.*

***Attack:*** Coming within 10 feet of a th'ore causes the unwary traveler 1-10 heat Harm. If actively attacking, the creature can hurl 10-pound globs of molten rock each ABC of time, inflicting 26-35 points of damage on a target struck, with "splash" Harm of 9-12 points possible for all subjects within a six-foot radius of the point of impact of the missile.

***Defense:*** The th'ore has 18 points of armor protection against all normal attacks save cold; cold inflicts double normal Harm. Such exposure sends a th'ore hastening to safety almost instantly.

The Health of a th'ore is regenerated at 1 point per ABC when in its natural lava environment. When outside (not touching) the lava, they recover lost Health at the same rate as does a Human—1 point per day of rest.

These vaguely humanoid, bipedal creatures average 7 to 10 feet in height and dwell within molten lava. They submerge into the earth to where the magma is expelled and live within obsidian walls that they have created beneath the surface right in the center of the magma's hottest point. They are very strong, having the capacity to lift ten times the weight a normal man can (Physique 500). Due to their need for high temperatures and constant heat, th'ore are very rarely seen anywhere far distant from lava or magma, and will not dwell far from volcanic regions.

These creatures are not hostile and can be communicated with only by means of telepathy. They possess the capacity to construct weapons, shields, or anything else that can be made of metal within just a few hours time, depending on the density or strength of the metal desired, and the complexity of the construction. General times required are:

Iron: one-half hour to separate
Steel: one hour to alloy
Steel alloyed with tilferium: four hours to alloy
Mace, iron: one-half hour to fashion
Buckler, steel: one-half hour to fashion
Axe head, steel: one-half hour to fashion
Dagger, steel: two hours to fashion
Sword, steel: four hours to fashion
Steel plate armor, half: six hours to fashion
Steel plate armor, full: 10 hours to fashion

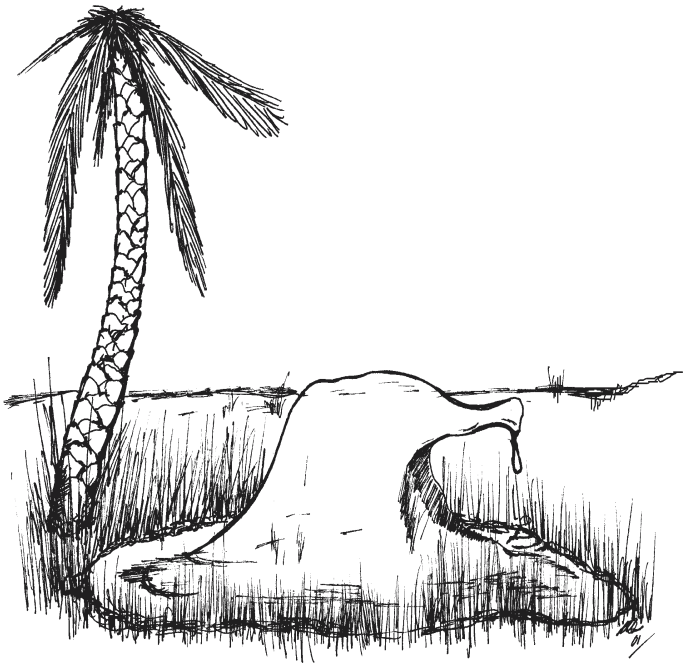
Objects created by th'ore must be paid for in crystals and/or gemstones at a rate equal to the cost of a like item. The objects so crafted are not magical in any way but will be of highest quality, made with the bare hands of the worker. The item will have an obsidian-black finish with a fine polish and bearing razor- sharp edges if such are present in the object. The weight of these items will be equivalent to that of the same type of item normally created by a smith. Any item will have a symbol marking the identity of its th'ore maker.

Treasure within the dwelling of a th'ore group will be in crystals and gems, each possessing 10-100 of such objects. Each crystal or gem's worth varies from $200 to $2,000 per carat, with a carat-weight variable of 1-30 (re-rolling all 30s), a score above 10 indicating 1-30 additional carats weight. (SW )

**Uliginor**
**Appearing*: 1***
***H: 36-55 P: 41-50 S: 3 moving/attacking on land, 12 moving/attacking in water***

*Most records of these creatures are relatively sedentary in ambulatory respects, preferring to lay in wait for prey or be placed as guard dogs for tombs or rich treasure troves by pirates around the world. In all likelihood, the uliginor protects something of value when found. However, because of its incredibly dangerous nature, they should be avoided all the same.*

*At one point in my youth, I was tasked to retrieve an artifact that my master had located from ancient tomes. He deduced the item was located within a temple in the jungle interior of the island of Scimitar just south of the Anatean coastline. He also forewarned me of the possibility of an uliginor being present and as I was told, I avoided the creature, watching it warily from some distance. A truly strange beast, this aberration could not have possibly been bred by normal means. Surely, it must have come from a time before…*



***Attack:*** A single crushing blow inflicts 13-30 points of shock-type Harm plus slime envelopment delivering 3-5 contact VT Harm, with strangulation following unless target subject succeeds in a Disaster Avoidance roll.

***Defense:*** The uliginor has 10 points of armor protection against any form of attack except fire/heat. This creature is a combination of mobile plant and

sentient mineral substances—slime and mud. It is amorphous to a point in that it can shape its massive body into anything from a mound to a vaguely humanoid form. With a mass of some 800 pounds lending it terrible strength, it is most dangerous to anything that comes within six feet. In addition to a blow from its pseudopod, a lash from a slime tendril also threatens to enter the nose and mouth of the target. If this occurs, the slime fills air passages and suffocates the victim within 2-4 minutes' time.

The uliginor has only animal intelligence, but it is a dangerous predator in any event. They are found in semi-tropical and tropical wetlands—fortunately rarely, however, as there are few of these monsters and they do not propagate often.

It is certainly another of the horrible creatures made during the Age of Adepts, but for what purpose no one now can guess. Some speculate that it was a moat guard, others merely a thing created on an insane whim.

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*(Continued from page 2)*

**#6. Aura of Awe:** This Extraordinary Power gives the capacity to cause ***instantaneously*** a subject, or even several subjects, to view the Psychogenically active individual as mighty and intimidating unless the viewers succeed in avoiding the effect by rolling against individual Speed Base Rating times four, adding to the number result generated on the dice the number of AEPs invested in the Power by the activator, unless the subject also possesses Psychogenic Ability. ***Effect range is within sight of the activator and no more than 100 feet distant.***

Those who fail to avoid the effect, and who are able to recognize the individual as a foe or potential enemy will turn and flee from the vicinity, moving at fastest possible speed unless prevented from fleeing, in which case they will cower without moving attacking. Those who are neutral will immediately assist the individual to the utmost of their capacities. Those allied to or friendly with the individual will simply perform as normal, although deferring to the wishes of the individual, if so requested.

The cost per individual per minute (20 ABCs) of time of Awe is 1 Activation Energy Point (AEP). Thus, one hour of Awe in one individual costs 60 AEPs.

For example, six trollkin are confronting an Avatar with this Power. The Avatar activates Aura of Awe, investing 24 AEPs to affect all six for 4 minutes time. Each trollkin is checked as noted, the d% roll being +24 (unless one or more are "special" and have Psychogenic Ability). Depending on their original intent, the trollkin not avoiding the effect will flee or else beg to assist the Avatar.

**#23. Ra-tet's Brain Blast:** This Power enables the Psychourge to send forth instantaneously a psychic blast, an energy blot that will strike any selected target that is within sight or perception of the individual and within a range of 100 feet. The mentally-hurled missile causes the subject to have all of its senses reduced to one-half capacity, and likewise its Abilities, natural or learned, to be at 50% of normal due to the blinding headache brought on by the blast of mental force. This effect lasts for only 10 ABCs of time, but during that period the subject must remain quiet, unmoving, eyes closed, without using any Abilities or capacities. Otherwise, the subject suffers Harm to Health as follows:

Using visual sense: 1
Moving slowly,/at a slow walk: 1
Moving relatively rapidly: 2
Using a natural or learned non-Extraordinary Ability: 3
Concentrating in order to use an Extraordinary Ability: 5

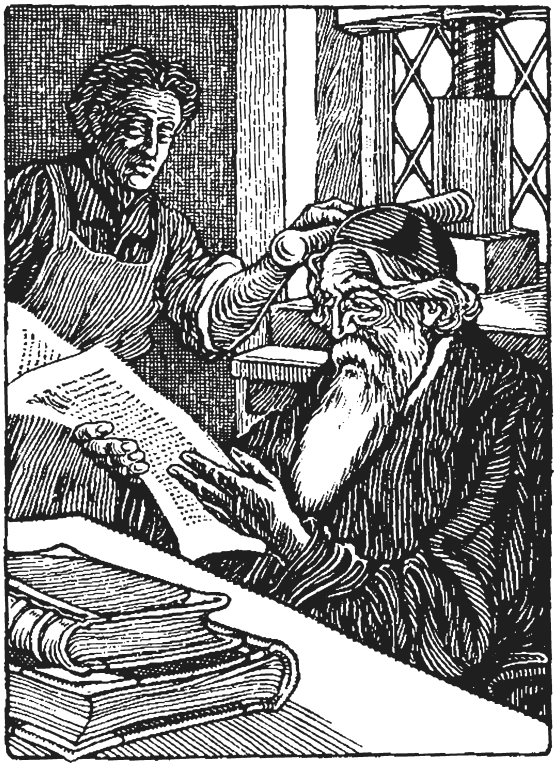
Harm is cumulative, so that a subject looking, concentrating (or moving), and using an Extraordinary Ability (or attacking with a weapon) would inescapably suffer ***6*** points of Harm per ABC in the process.

Each such psychic blast requires the expenditure of 10 AEPs.

**#34. Vitality Gain:** By means of this Extraordinary Power, the Psychourge is able to establish ***instantaneously*** an ethereal link to a human or humanoid creature and through this link draw off vital energy from such subject. ***The subject must be within sight or perception of the activator and no more distant than 30 feet.*** The subject can resist this if it is conscious and if it succeeds in an avoidance roll as follows based on the Extraordinary capacities and Abilities of the subject:

No Extraordinary Capacity/Ability: avoid at 1 x Speed BR
One or more Extraordinary capacities: avoid at 2 x Speed BR
One or more Extraordinary Abilities (other than Psychogenic Ability): avoid at 3 x Speed BR
Psychogenic Ability: avoid at 4 x Speed BR
Psychogenic Ability, including this Power: avoid at 5 x Speed BR

For each 1 AEP expended in use of this Power, the subject not avoiding the link loses 1 point of Health, this loss accruing directly to the Health of the Psychogenic activator of the Power. If that individual is at full normal Health, this gain creates a supra-normal Health total of up to 10% of normal Health Base Rating. This added Health is lost first when loss is indicated, and it persists for only a relatively brief time in any case, draining away at the rate of 1 point per hour after accumulating.



*For the Lore Masters of Lejendary Earth, no scrap of knowledge – no matter how arcane – is too little or too obscure to preserve. From time to time some small piece of their research is revealed to us for our enjoyment and edification. Enter these words into your own tomes of lore for your use and that of your Avatars!*

# SHADOWEAVINGS

By Gary Gygax

## *Lejend Master's Lore*™ Book Errata

On page 30, column 2, "Emerald, beryllium" is shown with a value of $2,000/carat. This is erroneous, and the correct value is $5,000/carat.

## *Lejend Master's Lore*™ Book Additions

### A Potpourri of New Information

**Monetary Values of Precious Substances and Extraordinary Items**

Add the following to the list contained in the core book:

**Oracalcum:** $10,000/ounce. This rare metal is called "golden copper" although it is neither gold nor copper. It is a non-tarnishing, non-corroding, non-conductive metal. It has a weight of about double that of aluminum (half that of steel), and can be forged to be flexible yet resilient, or unyielding as an iron bar. As it is exceptionally difficult to work, oracalcum objects of any sort cost twice the base price for a normal object, plus the value by weight of the oracalcum metal. A coin of this metal the size of a silver ounce weighs approximately one-half ounce. Were it accepted as legal tender, its value would be ten times that of gold, $5,000, perhaps more because of its rarity.

**Extraordinary Objects**

**Procedure for Detailing Possible Item Sentience:**

The table on page 33 is changed as follows in regards to type of Power:

*To find which type of Power, roll on the following sub-table below:

| | |
|---|---|
| 01-05 | Divination |
| 06-25 | Enchantment |
| 26-40 | Geourgy |
| 41-50 | Necrourgy |
| 51-60 | Psychogenic |
| 61-70 | Sorcery |
| 71-80 | Shamanism |
| 81-95 | Theurgy |
| 96-00 | Witchery |

**Avatar Ability-Related Activities**

**Climbing (addition/clarification):**

Base movement rate for climbing a relatively sheer surface or a rope, pole, or other difficult object is the same as a silent crawl, 1 foot per second, 3 feet in an ABC.

For easier surfaces or objects such as a ladder, double the rate to 2 feet per second, 6 feet per ABC. Remember that both Oaf and Orc Avatars receive a 25% bonus to their climbing movement rate. Thus the base for an Oaf or Orc is 1.25 per second, 3.75 per ABC, or double that at 2.5 feet per second, 7.5 feet per ABC.

If the Avatar has one of the following Abilities, add its score as percentage increase to the above base rates: Minstrelsy, Physique, Ranging, Rustic, Savagery, Stealing, Stealth, Waterfaring. Example: The Avatar has Minstrelsy Ability of 50, so the base rate for climbing is multiplied by 150%. If the optional addition for possession of multiple Abilities enabling greater climbing movement rate is used, then each such adds 10% of its score to the multiplier. Example: Minstrelsy Ability of 50, Physique of 40, Rustic of 30, Stealing of 20, Stealth of 10 brings an addition of 50 + 4 + 3 + 2 +1 = 160% addition to the normal climbing movement rate.

**Gambling (addition):**

*Bluffing in Card Games*: Where applicable, the Pretense Ability of the Avatar can be used to cause opponents in the hand to make a morale

check at 50, with any hand better than one pair adding to the base as follows: two pair +5 to +10, three of a kind +15 to +20, straight, +25, flush +30; full house +35, four of a kind +40, and straight flush +49. The check for successful bluff can be made on the last two betting rounds only.

*Cheating*: The Avatar can cheat if Stealing Ability is possessed. Assume a minor cheating attempt to give the Avatar an edge, and a major one where the outcome of the game is foregone if there is successful Stealing Ability use. Minor cheating requires a successful Ability check. If it is a failure, a Disaster Avoidance check at 4 x Speed BR enables the Avatar to not be detected in their failed attempt to cheat. Success means that the Avatar gets two extra cards, a dice roll adjustment of +/- a 1 or 2, and the like. The LM must use discretion. A complete success (01) means an automatic win.

*Luck*: An Avatar with this Ability must check it before the particular game episode (hand of cards, dice roll, etc.). If Luck Ability check succeeds, then the player gets one extra card, a +/- 1 in dice rolls, etc. Again, the LM must use discretion. Here also a complete success (01) means an automatic win.

Games of pure skill can also be affected by the named Abilities. A *bluff* there affects the opponent's concentration, so an error might be made. *Cheating* success requires direct LM adjudication. *Luck* can be managed in a manner similar to the bluff activity.

**Literacy (addition):**

An Avatar is assumed to be able to read and write if any one of the following Abilities is possessed: Any Extraordinary Ability except Divination, Arcana, Chivalry above 50 score, Commerce above 40 score, Learning, Panprobability, Planning, Urbane above 60 score.

**Numeracy:**

An Avatar is assumed to be able to employ counting, numbers, and simple mathematics if any one of the following Abilities is possessed: Any Extraordinary Ability, Chivalry above 30 score, Commerce, Divination, Evaluation, Learning, Pantology above 50 score, Panprobability Planning, Ranging above 40 score.

## Avatar-Related Conditions

**Boating:**

An Avatar is assumed to be able to manage small watercraft (canoes, punts, rowboats, skiffs, etc.) if any one of the following Abilities is possessed: Hunting, Pantology, Ranging, Rustic, Savagery, Waterfaring.

**Breath Holding:**

An Avatar that is *not* winded is assumed to be able in an emergency to hold his or her breath for as many seconds of time as he or she has points of Health Base Rating plus *four* times Speed Base Rating points. Cut this by 50% for an Avatar who has been exerting him or herself and is winded.

Additionally, the Avatar adds 10% of score in seconds of time for each of the following Abilities: Minstrelsy, Physique, Ranging, Savagery, Stealth, Tricks, and Unarmed Combat. These additions are whether or not the Avatar is winded.

**Fishing**:

An Avatar is assumed to be able to catch fish (hook and line, netting, spearing, trapping) if any one of the following Abilities is possessed: Hunting, Ranging, Rustic, Savagery, Waterfaring.

**Hunting & Trapping**:

An Avatar is assumed to be able to hunt, and trap, too, with any one of the following Abilities: Chivalry, Nomadic, Ranging, Rustic, Savagery, but at only 50% of the Ability applied if it is not Hunt Ability per se.

## "Expert Player" Optional Rule

This is unlikely to be popular with the players, but what follows makes perfect sense. It is applied easily in terms of game mechanics. The rule is absolutely logical in regards the game system. It is "realistic" even in fantasy terms, and it is very close to actuality in regards to human performance in real terms:

**Health Loss Equals Ability Score Loss.**

For each point of Health Base Rating lost by an Avatar, each and every Ability score is reduced by one point. Additions to Health Base Rating do not affect the Ability Scores; only loss from whatever the Avatar's Health BR is at the time of such loss is meaningful. When Health is lost, Ability scores all drop on a one-point-for-one-point basis. This drop reflects the physical damage suffered—the effects of the Harm suffered on the body, mind, and spirit of the individual.

When Health is recovered, then Ability Score rises likewise, so that when full Health BR total has been reached, all Abilities will be functioning at 100% of their respective scores.

**General Rules (Optional): Movement & Exploration**

***Speed Base Rating Table for Movement in Feet per Second:***

| Speed | Walking | Trotting* | Running | (MPH Running) |
|---|---|---|---|---|
| 5 | 1.5 | 4.5 | 9 | (6+) |
| 5.5 | 1.65 | 4.95 | 9.9 | (7-) |
| 6 | 1.8 | 5.4 | 10.8 | (7+) |
| 6.5 | 1.95 | 5.85 | 11.7 | (8-) |
| 7 | 2.1 | 6.3 | 12.6 | (8+) |
| 7.5 | 2.25 | 6.75 | 13.5 | (9) |
| 8 | 2.4 | 7.2 | 14.4 | (9+) |
| 8.5 | 2.55 | 7.65 | 15.3 | (10) |
| 9 | 2.7 | 8.1 | 16.2 | (11-) |
| 9.5 | 2.85 | 8.75 | 17.1 | (11+) |
| 10 | 3 | 9 | 18 | (12) |
| 10.5 | 3.15 | 9.45 | 18.9 | (13) |
| 11 | 3.3 | 9.9 | 19.8 | (13+) |
| 11.5 | 3.45 | 10.35 | 20.7 | (14) |
| 12 | 3.6 | 10.8 | 21.6 | (15-) |
| 12.5 | 3.75 | 11.25 | 22.5 | (15) |
| 13 | 3.9 | 11.7 | 23.4 | (15+) |
| 13.5 | 4.05 | 12.15 | 24.3 | (16) |
| 14 | 4.2 | 12.6 | 25.2 | (17-) |
| 14.5 | 4.35 | 13.05 | 26.1 | (17+) |
| 15 | 4.5 | 13.5 | 27 | (18) |
| 15.5 | 4.65 | 13.95 | 27.9 | (18+) |
| 16 | 4.8 | 14.4 | 28.8 | (19) |
| 16.5 | 4.95 | 14.85 | 29.7 | (20) |
| 17 | 5.1 | 15.3 | 30.6 | (21-) |
| 17.5 | 5.25 | 15.75 | 31.5 | (21+) |
| 18 | 5.4 | 16.2 | 32.4 | (22) |
| 18.5 | 5.55 | 16.65 | 33.2 | (22+) |
| 19 | 5.7 | 17.1 | 34.2 | (23-) |
| 19.5 | 5.85 | 17.55 | 35.1 | (24) |
| 20 | 6 | 18 | 36 | (24+) |
| 20.5 | 6,15 | 18.45 | 36.9 | (25) |
| 21 | 6.3 | 18.9 | 37.8 | (25+) |

****Also normal movement in one ABC***

*(Continued from page 4)*

dangerous as it is wondrous. A creature's Precision and Speed can make it a worthy opponent indeed. The dread Loup Garou, mentioned above, will now have a defensive adjustment of –22, and the Zomboid receives one of –11. In addition, as before, some creatures' reflexes and agility are so high as to lessen the amount of Harm they suffer as though by way of armor protection. This in no way detracts from or lessens their Speed-based defensive adjustment.

Additionally, one might want to consider the reduction of an individual's defensive adjustments, as any given Avatar or creature suffers Harm. The wear and tear of battle should not go unfelt:

For every 5 points of Harm suffered (Health reduced), the individual's defensive adjustment is decreased by 1.

Lastly, it is important to realize that the use of these rules will lengthen the time it takes to resolve combat situations. It will be simply harder for one individual to successfully hit another. Some gaming groups will be affected more than others by this. Preparation is the key to faster combat resolution. The above mentioned considerations are by no way meant to be an attempt at realism or a complete treatment for combat—other very important factors need to be attended to. However, due to space constraints, they will be covered in future installments. If anything, this may be but the tip of the proverbial iceberg.

Although not a great fan of combat, I find these House Rules useful in reinforcing role-playing, character development and strategy. I hope that you find them useful in your campaigns and that they bring enjoyment to your gaming group.

*Is there gold jingling in the pockets of your Avatars, just crying out to be spent? Do you have a dangerous mission ahead that needs special equipment? Here we list new items available to you, and where they can be purchased. This list might also serve as a resource for valuation of treasures found, and places where an Avatar is likely to be able to sell such items.*

## LA Game *Lejend Master's Lore*™ Book Additions

### Buying Things—List of New Retail Items

By Gary Gygax

*Note*: Luxury items in *italics*.

Brush, hair, ordinary, various materials: $5 to $50. General Merchant.
Chart, harbor: $50 to $150. Book shop.
Chart, river: $100 to $300. Book shop.
Chart, sea/ocean: $1,500 to $10,000. Book shop.
*Cigar case, gold and gems*: $7,750 to $19,250. Jeweler.
*Cigar case, gold engraved*: $2,950. Goldsmith.
*Cigar case, gold relief work*: $4,000. Goldsmith.
*Cigar case, gold, enameled*: $3,225. Jeweler.
*Cigar case, gold*: $2,250. Goldsmith.
*Cigar case, ivory and gems*: $2,500 to $8,500. Jeweler.
*Cigar case, ivory*: $750. Jeweler.
Cigar case, leather: $50. Tobacconist.
*Cigar case, silver and gems*: $3,250 to $10,000. Jeweler.
*Cigar case, silver engraved*: $825. Silversmith.
*Cigar case, silver relief work*: $975. Silversmith.
*Cigar case, silver, enameled*: $800. Jeweler.
*Cigar case, silver*: $600. Silversmith.
*Cigar case, tortoise shell*: $1,000. Jeweler.
*Corkscrew, fancy silver*: $75. Cutler.
Corkscrew: $15. Cutler.
Crossbow, small, repeating (nine-shot): $3,500. Weaponsmith.
Crossbow, small, pellet, repeating (14-shot): $4,500. Weaponsmith.
*Fan, folding, amber handle*: $4,000. Dressmaker.
*Fan, folding, coral handle*: $2,250. Dressmaker.
*Fan, folding, gold with ornate gem handle*: $25,000. Dressmaker.
*Fan, folding, gold handle*: $5,000. Dressmaker.
*Fan, folding, ivory with ornate gem handle*: $15,000. Dressmaker.
*Fan, folding, ivory handle*: $2,000. Dressmaker.
*Fan, folding, jade handle*: $5,000. Dressmaker.
*Fan, folding, with ornate mother-of-pearl handle*: $1,000. Dressmaker.
Fan, folding, ordinary: $50 to $100. Dressmaker.
*Fan, folding, platinum and gem handle*: $35,000. Dressmaker.
*Fan, folding, platinum handle*: $7,500. Dressmaker.
*Fan, folding, with silver and gem handle*: $10,000. Dressmaker.
*Fan, folding, silver handle*: $750. Dressmaker.
*Fan, folding, tortoise shell handle*: $1,500. Dressmaker.
*Gloves, calfskin, pair*: $175. Glover.
Gloves, fine cotton, pair: $30. Glover.
*Gloves, fine suede, pair*: $225. Glover.
*Gloves, linen, embroidered, lace trimmed, pair*: $325. Glover.
*Gloves, linen, embroidered, pair*: $125. Glover.
Gloves, linen, pair: $50. Glover.
*Gloves, silk, embroidered, pair*: $450. Glover.
*Gloves, silk, pair*: $250. Glover.
*Handkerchief, fine linen, embroidered, lace trimmed*: $150. Haberdashery.
*Handkerchief, fine linen, with ornate embroidery*: $50. Haberdashery.
*Handkerchief, fine linen, with fine lace trim*: $100. Haberdashery.
Handkerchief, fine linen: $15. Haberdashery.
Handkerchief, plain cotton: $10. Haberdashery.
*Handkerchief, silk, embroidered*: $200. Haberdashery.
*Handkerchief, silk*: $50. Haberdashery.
Jimmy, large (four-foot): $200. Blacksmith.
*Makeup Case, linen brocade*; ivory powder compact, rouge in silver box, silver mirror, crystal and silver containers with cologne, perfume, and rouge brush plus silver and mother of pearl comb and brush: $5,000. Apothecary.
*Makeup Case, silk brocade deluxe*; gold powder compact, rouge in gold box, silver mirror, crystal and gold containers with cologne, perfume, and rouge brush plus gold and mother of pearl comb and brush: $12,000. Apothecary.
*Music box, large, gold, enameled, inlaid gems*: $55,000 to $250,000. Jeweler/Watchmaker.
*Music box, large, gold, enameled*: $23,000. Jeweler/Watchmaker.
*Music box, large, gold, engraved*: $15,250. Jeweler/Watchmaker.
*Music box, large, gold, inlaid gems*: $51,500 to $300,000. Jeweler/Watchmaker.
*Music box, large, gold, plain*: $10,750. Jeweler/Watchmaker.
*Music box, large, gold, relief work*: $13,500. Jeweler/Watchmaker.
*Music box, large, ivory, carved relief*: $8,750. Jeweler/Watchmaker.

*Music box, large, ivory, engraved*: $8,000. Jeweler/Watchmaker.
*Music box, large, ivory, inlaid gems*: $25,000 to $100,000. Jeweler/Watchmaker.
*Music box, large, ivory, plain*: $7,000. Jeweler/Watchmaker.
*Music box, large, silver, enameled, inlaid gems*: $35,000 to $150,000. Jeweler/Watchmaker.
*Music box, large, silver, enameled*: $14,250. Jeweler/Watchmaker.
*Music box, large, silver, engraved*: $9,000. Jeweler/Watchmaker.
*Music box, large, silver, inlaid gems*: $25,000 to $100,000. Jeweler/Watchmaker.
*Music box, large, silver, plain*: $5,000. Jeweler/Watchmaker.
*Music box, large, silver, relief work*: $6,500. Jeweler/Watchmaker.
*Music box, small, gold, enameled, inlaid gems*: $7,500 to $60,000. Jeweler/Watchmaker.
*Music box, small, gold, enameled*: $3,500. Jeweler/Watchmaker.
*Music box, small, gold, engraved*: $2,750. Jeweler/Watchmaker.
*Music box, small, gold, plain*: $2,250. Jeweler/Watchmaker.
*Music box, small, gold, relief work*: $3,750. Jeweler/Watchmaker.
*Music box, small, ivory, carved relief*: $1,500. Jeweler/Watchmaker.
*Music box, small, ivory, engraved*: $1,250. Jeweler/Watchmaker.
*Music box, small, ivory, inlaid gems*: $5,250 to $45,000. Jeweler/Watchmaker.
*Music box, small, ivory, plain*: $1,000. Jeweler/Watchmaker.
*Music box, small, silver, enameled, inlaid gems*: $3,750 to $45,000. Jeweler/Watchmaker.
*Music box, small, silver, enameled*: $2,000. Jeweler/Watchmaker.
*Music box, small, silver, engraved*: $1,250. Jeweler/Watchmaker.
*Music box, small, silver, inlaid gems*: $2,750 to $35,000. Jeweler/Watchmaker.
*Music box, small, silver, plain*: $750. Jeweler/Watchmaker.
*Music box, small, silver, relief work*: $1,000. Jeweler/Watchmaker.
*Music box, small. gold, inlaid gems*: $7,000 to $55,000. Jeweler/Watchmaker.
Pipe cleaning tool: $10 to $25. Tobacconist.
Pipe, briar: $25 to $150. Tobacconist.
Pipe, clay: $10. Tobacconist.
Pipe, meerschaum: $50 to $500. Tobacconist.
*Ring, any metal, plain or jeweled, with secret compartment*: $2,500 to $50,000. Jeweler.
*Ring, signet (seal), gold*: $2,750. Goldsmith.
*Ring, signet (seal), platinum*: $4,000. Jeweler.
*Ring, signet (seal), silver*: $850. Silversmith.
*Scarf, cloth of gold*: $525. Dressmaker.
*Scarf, cloth of silver*: $325. Dressmaker.
*Scarf, lace*: $350. Dressmaker.
*Scarf, satin, embroidered*: $175. Dressmaker.
*Scarf, satin*: $100. Dressmaker.
*Scarf, silk, embroidered*: $425. Dressmaker.
*Scarf, silk*: $300. Dressmaker.
*Snuff box, gold, enameled, inlaid gems*: $2,250 to $12,250. Jeweler.
*Snuff box, gold, enameled*: $1,475. Jeweler.
*Snuff box, gold, engraved*: $1,350. Goldsmith.
*Snuff box, gold, inlaid gems*: $2,000 to $12,000. Jeweler.
*Snuff box, gold, plain*: $1,250. Goldsmith.
*Snuff box, gold, relief work*: $1,750. Goldsmith.
*Snuff box, ivory, carved relief*: $750. Jeweler.
*Snuff box, ivory, engraved*: $450. Jeweler.
*Snuff box, ivory, inlaid gems*: $1,500 to $6,500. Jeweler.
*Snuff box, ivory, plain*: $325. Jeweler.
Snuff box, metal (brass, copper, etc.): $20 to $65. Copper et al. Smith.
*Snuff box, platinum, enameled, inlaid gems*: $3,250 to $13,250. Jeweler.
*Snuff box, platinum, enameled*: $2,450. Jeweler.
*Snuff box, platinum, engraved*: $2,250. Jeweler.
*Snuff box, platinum, inlaid gems*: $3,000 to $13,000. Jeweler.
*Snuff box, platinum, plain*: $2,100. Jeweler.
*Snuff box, platinum, relief work*: $3,000. Jeweler.
*Snuff box, silver, enameled, inlaid gems*: $1,250 to $6,250. Jeweler.
*Snuff box, silver, enameled*: $400. Jeweler.
*Snuff box, silver, engraved*: $350. Silversmith.
*Snuff box, silver, inlaid gems*: $1,000 to $6,000. Jeweler.
*Snuff box, silver, plain*: $250. Silversmith.
*Snuff box, silver, relief work*: $500. Silversmith.
*Snuff box, tortoise shell, carved relief*: $875. Jeweler.
*Snuff box, tortoise shell, engraved*: $550. Jeweler.
*Snuff box, tortoise shell, inlaid gems*: $2,000 to $7,000. Watchmaker/Jeweler.
*Snuff box, tortoise shell, plain*: $375. Watchmaker/Jeweler.

## Welcome to the
# Gamesmyth's Faire

This is the place to find players, swap game materials, and find a retailer near you who carries the *Lejendary Adventures*™ FRPG line of products. There's a place here for passing messages to other players, as well as for listings of upcoming game conventions where you can play the Adventure. And best of all, a message of up to 35 words is free!

Do you have a notice you wish to post at the Faire? Send it to us here at:

Lejends Magazine
Attention: the Gamesmyth's Faire
7202 38th Ave.
Kenosha, WI 53142-1910

Or e-mail it to us at LoreCollege@aol.com. We'll print as many as we have room for. Please keep your messages within the bounds of legality and good taste; we reserve the right to edit or reject any message we deem unsuitable.

Retailer ads are welcome—please contact us for details.

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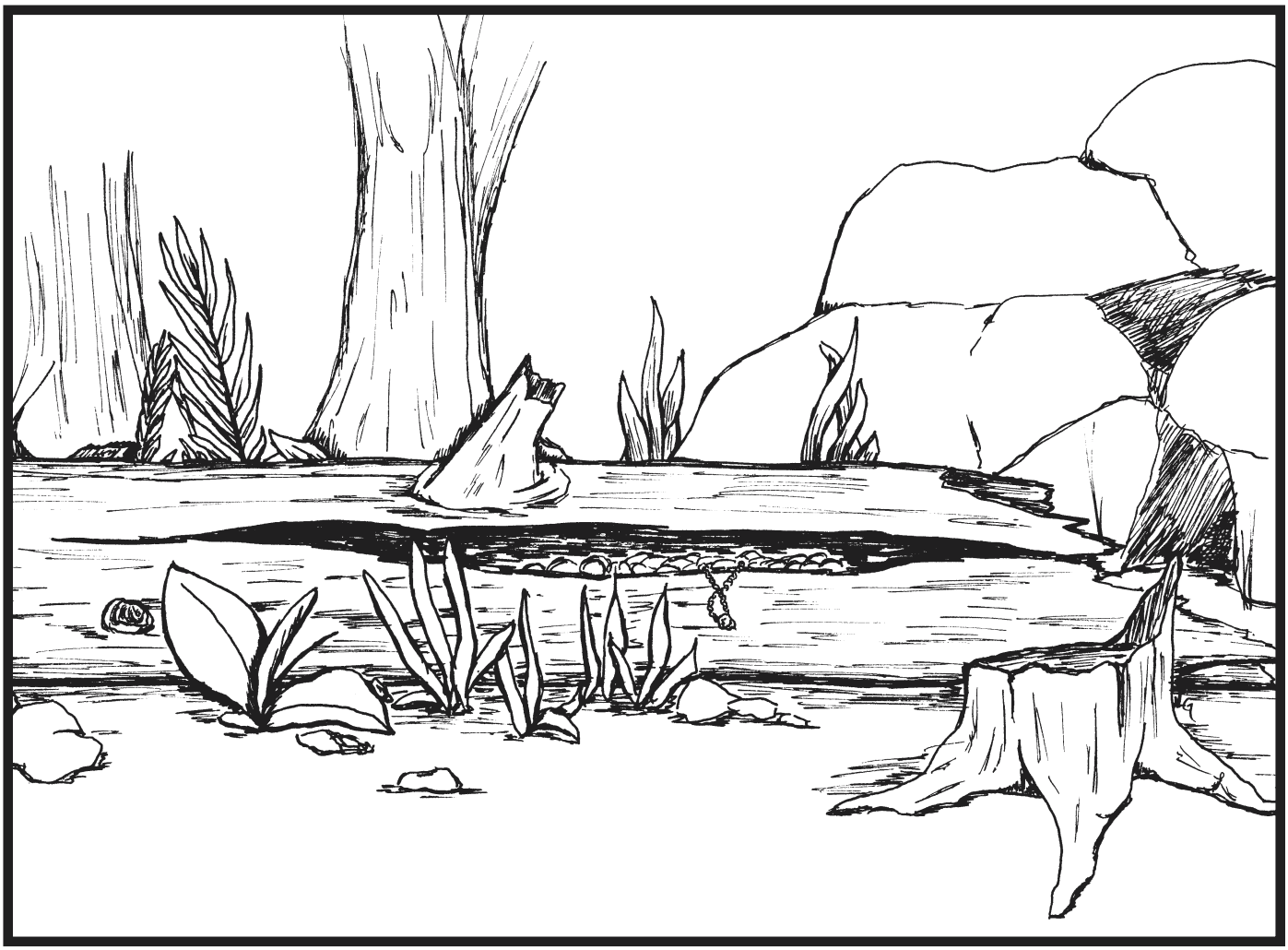
# Legends Magazine

*September 2001*
*Vol.I, Issue 5*



Dekaforge Productions

Total Reality Studios

*Within the Scroll:*

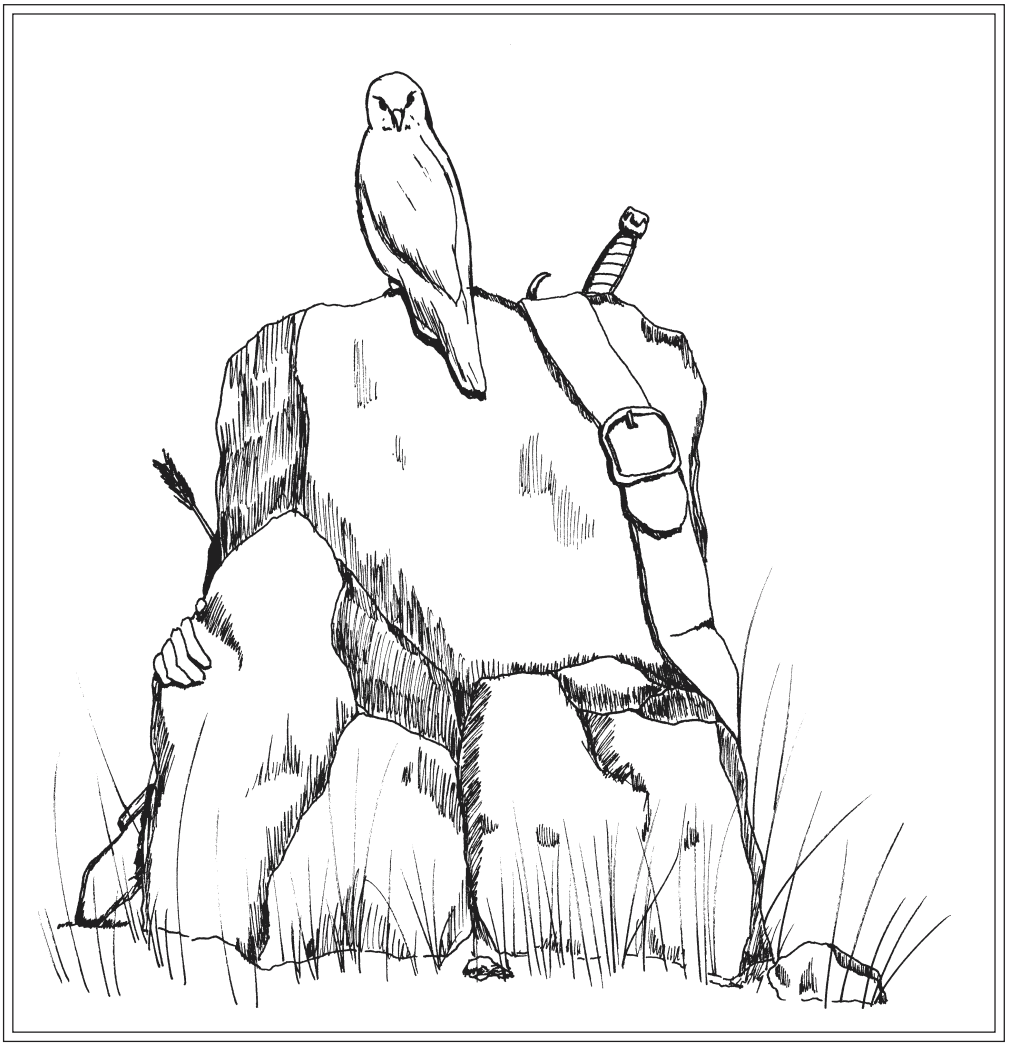
**Howdah Raiders!**
A Short Adventure Scenario

**Tips for RPG Players**

**Gygax on Magic**

**The Adept's Vault**

*Enchanters, like ordinary men, need time alone to unwind. Desmuriak's preferred means of relaxation was a solitary ramble across the countryside. On occasion his favorite hawk, Terice, would accompany him. Desmuriak once said that Terice had saved his life on at least one occasion by alerting him to an ambush set by a pack of thieves and cut-purses. Thanks to her warning, he was able to circle around and dispatch the ringleader with a well-placed arrow as the fellow hid behind a rock outcropping. Realizing they had been discovered, the rest of the ruffians fled.*



## SCENES FROM DESMURIAK'S CANVAS:
## Nita Glazewski Lewis

Better known for her editorial work for Hekaforge Productions and as editor of *Lejends*™ *Magazine*, Nita is also a contributing artist to the company. She collaborated with art director Dan Lewis on the continuous landscape border for *Lejends Master's Lore*™, as well as other work in the *LA*™ core book line. She received an associate's degree in graphic design at San Antonio College and has done freelance graphic design work for small businesses and military organizations as well as in the game industry.

Nita and Dan currently reside in south-eastern Wisconsin.

# Lejends

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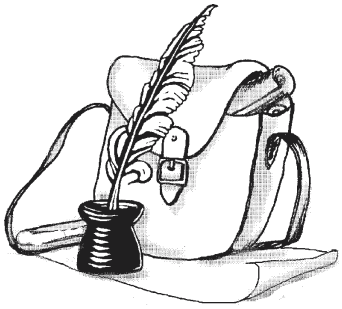


## THE COURIER'S POUCH

### A Letter from the Keep

Greetings, fellow Adventurers!

'Twas a busy, nay, tumultuous month here at Falconsflight. Visitors, the beginning of harvest (a time I love dearly of all the year, even with the additional tasks it brings), and preparations for travels of our own occupied us.

I'm pleased to be able to report that *Lejends Magazine* has had excellent showings at two recent events, GenCon in August and the Alliance Open House in September (of which Mr. Forge can speak better than I, and does so anon). We are receiving more columns and articles for consideration each month, even adventures for our loyal readers to enjoy. Circulation continues to make its slow way upward as well, not as quickly as we might have hoped, but decidedly improving.

Equally important to us are your comments, whether we receive them in person, via e-mail, or posted on the bulletin boards. Your opinions are what direct us as we try to bring you useful and enjoyable material.

On a personal note...I mentioned travels of our own. I am deeply honored and blessed to report that Master Aryen and I celebrated our nuptials early this month, on a schooner strangely similar to the one he mentions in his column this month. And if no "Old Fisherman" graced the event, well, there were seals and porpoises in the waters off the coast of Maine, eagles soaring across the morning sky, and the company of new friends to add their benison as a seal on our joy. We journeyed safely and are glad indeed to be home.

Where, of course, our duties await us...

Good adventuring!

*Lady Amanda*



## FROM THE FORGE

**September 2001**

By Chris Clark

Hammers rang and the embers of the forge glowed with a magical and white heat. Both Mr. Heka and Mr. Forge, having recently returned from a confluence of notaries that included both those who created magic and those who distributed it amongst the populace, were in high spirits. New plans were made, old ones adjusted and strengthened, and all were moving forward at a brisk pace. The very metal of the forge glowed with intense activity and promise.

A messenger arrived, harried and out of breath, grim of visage and bearing tidings of even grimmer import. He paused and knelt before the forge, offering his missive amid silent tears. The forge grew suddenly cold, its fires dying, all of its magic made suddenly silent by the news thus delivered.

Several days passed, with both Heka and Forge trying their best, in vain, to restart the cold and lifeless coals. Force had no effect, nor guile. Various incantations were tried, failed, and were discarded. Arcane magics proved of no avail. The magic seemed to be lost.

...And then, on a morning greeted with a gray and cloud-filled sky, a single ray parted the clouds, touching the forge. It was a shining ray of hope for a future that might never again see tidings as grim as those delivered. A shaft of light promising that no matter the travail, the spirit of a people would and could be neither defeated nor diminished; for this was nothing less than the spirit of hope renewed.

...The coals began to glow again. Tentatively, Mr. Heka drew forth some of his particular form of magic and laid it across the forge. Just as tentatively, Mr. Heka raised his hammer.

...And slowly, but most assuredly, the magic returned. It is, as yet, the yearling child of its former intensity, and yet it promises to outgrow its previous proportions. It carries with it now a zeal…a pride that it held before, but that lay sleeping. It is a pride that will bring whole new horizons and worlds into being before its spark might be banked even in the slightest.

We held our breath in disbelief. We grieve still, but we continue onwards in the finest traditions of those who have gone before. Our apologies for a temporary slowing of the work…but we ARE back.

**The Hammer**

We did have a slowdown last week due to the tragedy in New York, with our offices closing for four days, and no one truly excited about work on the first day back. That is not to say that progress has not been made in the meanwhile.

Two projects are currently center stage and are proceeding to press. Two of the maps (of the four major maps that are included in the *Lejendary Earth*™ *Gazetteer*) are in their final stages, and as the remaining two maps are derivative of the first two, I am confident that the Gazetteer will head to press within two weeks. This does mean approximately 6-7 weeks before it arrives at your local store, but that should be the extent of the remaining delay. In addition, although it is as yet NOT graven in stone, we plan to include a PDF format disk of the Gazetteer with the book, including a sound-bite gallery of appropriate noises for toss-in use during play, and a collection of maps in Campaign Cartographer 2 format so that LMs might more readily update maps for personal campaigns (should they be in possession of CC2).

*Castle Wolfmoon*™ is the second project receiving top priority, and a snippet of this titanic module might just appear in the next issue of Lejends. Level one is entirely complete at this point, levels 2-3 are in the edit stage, and the final levels are at the final creative stage. Currently sporting six castle levels and six extra-planar adventures, I can only say that this project grew far beyond its original proportions, and has, as a result, been a bit delayed. I do think that all who have been watching this project will believe the wait to be worthwhile.

*Lejends* went over VERY well at the recent Alliance Open House, with all copies taken being requested by retailers for store display. If you have a favored local hobby store, do not be surprised if *Lejends* begins to appear on its shelves. Support for the upcoming *Gazetteer* was also avid, although perhaps less widespread than we would hope for here. It would probably be a worthwhile use of time to request it at the earliest opportunity from your local retailer if that is your preferred method of procuring one.

**The Anvil**

It may seem to most as though the convention season is winding down, but such is truly not the case. Any who might be in the Bloomington-Normal, IL area on the weekend of 9/21-9/22 will find Hekaforge embroiled in multiple demo games, including the *Caves of Chaos* run by Gary, *Living the Lejend* as run by Alex Gygax, and *The Rock* as run by well known HFP supporter Carey (Mortale). There will be plenty for LA fans at the show, and we hope to see you there!

Several weeks later, on the weekend of 10/13-10/14 Hekaforge will be out in force at RockCon held in Rockford, Illinois. Lots of *LA*™ gaming is planned, including more events with Gary as GM, some with Alex, and even some with old Forgey himself as LM. Again, if you're in the area, we hope to see you. Hekaforge will also have a display booth at this show, so stop on in and see what HAS come back from the printer.

That should be our last show for the year, after which we generally do our best to catch up on any items overdue. So, in the next issue, watch for both "tales from the cons" as well as how we plan to spend our winter vacation.

**Wrap-Up**

We have a couple of items in the works that are as yet too indeterminate to announce officially, but I am persuaded to at least hint at them here. We are planning a series of modules priced at about the $10 level that will be interconnected yet still each standing on their own…something inexpensive that will enrich the campaign worlds of the mental inhabitants of the Lejendary Earth. Of course, modules smaller than those we propose are going to begin appearing regularly in this publication, so stay tuned.



*Just as the nations of Lejendary Earth each have their own distinct set of laws and customs, so too does each Lejend Master bring their own viewpoint and customs to the table. In this continuing series, we will look at different styles of customizing play, and the reasons they arose.*

# Laws of the Realms

## An Interpretation of Healthy Description

By Daniel Cross

Of all the aspects of role-playing games, I'd wager that it is the various combat systems that become the focus of the most debate. Often the battle lines are drawn between those Game Masters who claim to conduct realistic battles versus those who prefer an interpretative, abstract combat style. *Lejendary Adventure*™'s combat takes place in an interpretative, abstract combat system supporting fast and furious, cinematic-style battles, realistic insofar as it maintains consistency between the rules structure and the milieu that serves as its foundation.

A wargamer likely focuses on game mechanics in order to simulate the historical accuracy of many considerations: weapons versus armor types, the terrain, weather, weapon speeds, hit location considerations, etc. Very often such players have had training in swordplay or martial arts, or are well read in theories of ancient modes of combat. To them the role-playing game is a vehicle for wargaming and combat simulation, with usually the role-playing aspect secondary, and plot incidental, in relation to such combat. Ideally, the wargamer will choose a system that is wonderfully complex, memorize the voluminous combat rules and gather a group of likeminded enthusiasts. At worst, he will enter the game of a GM/LM who uses the latter style of combat, that of the abstract, interpretive/descriptive method, and complain that such a style is "unrealistic."

The LM adhering to an interpretative/descriptive combat system conducts battles in a way that is potentially exciting and colorful, but without requiring numerous modifications to the base system. Complaints about gameplay failing to resonate with the subjective sense of how a player believes things "ought to be" should be carefully evaluated by the GM in light of the game milieu.

First, Avatars should not be stripped of their heroic proportions due to minutiae of battle becoming paramount, nor should they be subjected to the realistic consequences of a successful attack with a blade or bludgeon. Considerations such as those tend to end adventuring careers in grisly and ignoble ways; losing an eyeball or hand, horrible wounds requiring weeks of bed rest from which to recover, etc. Normally it isn't fun to assume the role of a cripple in a heroic fantasy campaign! It is by no mistake that there is no emphasis on "hit location" for called shots, detailing specific damage to body parts as a logical extension of a successful attack. If combat were quite so realistic, life would be as Thomas Hobbes said, "nasty, brutish, and short."

Another factor concerns the basic assumptions of the *Lejendary Adventure*™ game combat system, some obvious, some perhaps less so. First, and obvious, is that an Avatar will necessarily succeed in inflicting Harm upon his opponent, given sufficient Weapons Ability and successful roll of the dice. If his score is 100, then barring some situational adjustment (or rolling 00), he cannot fail to inflict Harm. There is no core-rule "defensive" adjustment modifying the Avatar's *Attacker's Situational Precision* (ASP) based on the Abilities, Speed or Weapons skill of his opponent. Secondly, armor, magic, and some Abilities (such as Minstrelsy) can mitigate Harm, but these defenses are not directly "opposed" by any Abilities of the attacker. So it is only the most common considerations that affect the attacker's ASP: motion, relational height, basic positioning (prone, flanked, attacked from behind), degrees of cover, etc. These are given as guidelines, while other situational modifiers are easily extrapolated by means of common sense from the base list on an as-needed basis. Situational modifiers requiring a more detailed breakdown of an Avatar's or creature's capabilities are unnecessary, though some claim that the game system has been "intentionally stripped of certain aspects of reality."

The presumption begins with the notion that the defender's "right and ability to defend" is not already subsumed in the rules. Yet it is stated in the *Lejendary Rules for All Players*™ that the Health Base Rating is not only the measure of how capable an Avatar or creature is in sustaining the wounding of combat, but also the effort. It is an overarching statistic connecting mind and the body. This is a very important point to illustrate because it is absolutely at the heart of an abstract combat system. The human average for Health is a rating of 20 points, but Avatars typically begin with ratings of over twice that! Why? It can't be because each character would have the actual physical endurance of a dragon or several warhorses combined, as that would be absolutely

ludicrous! It is rather because this Base Rating represents the ability to avoid or to mitigate Harm, not just to endure actual physical abuse. Health is the vinculum, locating Speed and Precision relationally. In other words, Speed and Precision are not derivative of, but are synergistically dependent upon Health. It is within this abstract definition that you have your built-in defensive adjustments, mental and physical, and that idea is your descriptive key to easy combat resolution.

So what does this mean? After all, the impact from a good sword swing, scoring maximum Harm, should maim or kill any mortal being with average Health. If the game system were so gritty it would be important to break down the Avatar's defenses further, calculating modifiers based on statistics that could not then be so broadly based. Indeed, in games that are "combat simulators," we find a character's basic capacity to withstand actual physical damage without armor, supernatural aid or powers, or some other skill-based or extraordinary capacity to avoid such direct damage, is extremely limited. It becomes necessary to consider the particulars of hit location, armor on each part of the body, etc. And so the rules snowball, becoming increasingly complex.

Thus, layers of rules requiring modifications based on opponents' Speed, Weapons Score, or other non-situational modifiers are rendered quite arbitrary for the purpose of a descriptive/interpretive combat system. This is apparent once it's realized that a successful percentage roll to inflict Harm does not necessarily involve actual physical contact with the opponent!

This point is easy enough to imagine when, for example, a Psychogenic power is being used to attack the mind of an Avatar, threatening mental Health levels. However, many players overlook the basic idea that when engaged in melee, Health represents a mind-body fulcrum, balancing an Avatar's combined capabilities. So it may be asked, what is it exactly to be Harmed? Of course word meanings and connotations are not static, nor must they be; role-playing game authors have been historically fond of semantic manipulations for the sake of game play. A character who has been Harmed certainly has had more than his feelings hurt, but such Harm can be described not only as physical damage, but as becoming fatigued, whittled down, drained of confidence or morale, slower reactions, less effective parries; i.e. the capacity to avoid Harm is diminished.

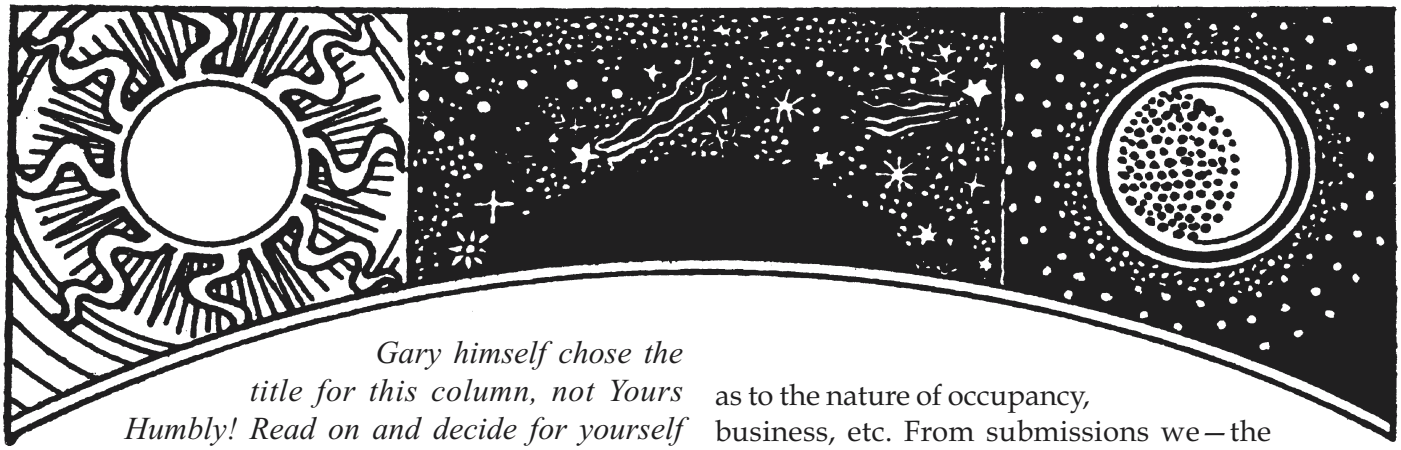
Typically, as Health is lowered by Harm of various sorts, the LM would describe resultant physical injury with greater frequency. Scratches and bruises become wounds, then critical injuries. Once a character is brought down in the range of 20 points or below, it's reasonable to describe things in terms of actual injury. The situation becomes dire and bloody for the defender in this range for those lacking armor protection!

During the course of a combat, a player might declare, "Rognath the Noble Fighter will swing his great sword to decapitate the orc shaman that challenges him! I shall take the penalty of 20 points to my ASP to choose the exact portion of my target…his neck!" The LM nods his approval and the player rolls the dice, scoring a critical success on the aimed attack, apparently resulting in a successful strike to the orc's neck (by a literal reading of the rules—see page 190, under Aimed Attack Ajdustments), and achieving maximum Harm. Let's say that, with all possible bonuses to Harm added, the resultant Harm is 33 points. Imagine now that the defender wore no armor but his Health remained robust even after such an attack. Is the LM going to look at the player with a straight face and inform him that the foe was struck fully in the neck, but is still standing and able to retaliate? Of course not, because outside of magic protection, that would be absurd!

It should be made clear that any Harm, mental, magical or physical, aimed or not, that does penetrate the armor and/or magical defenses of the foe may not always be described in terms of the desired effect (maiming, decapitation, incineration, electrocution, etc). Aiming an attack to decapitate the orc shaman should NOT mean that his head would fly from his shoulders upon a successful roll of the dice! This interpretive ruling does not reduce actual Harm inflicted in terms of game mechanics, of course, but does support plausibility, and aids in the "suspension the disbelief" necessary to enjoy an RPG.

That brings us to finer details. The mitigation or avoidance of Harm will vary descriptively and to a great degree from one creature to the next. Striking a dragon, a golem, an oaf or a fully armored knight can often be described in terms of actual contact because such creatures are very large and tough, natural and armor-based protection points absorbing deadly impact. A wylf enchanter wearing a robe or any quick, unarmored creature is likely dodging, weaving and rolling with most attacks, becoming progressively more fatigued, scratched and bruised, and his luck running out. Likewise, natural armor, or

*(Continued on page 31)*



*Gary himself chose the title for this column, not Yours Humbly! Read on and decide for yourself whether 'tis deserved...*

## Wild Rants From The Awful Gygax; a/k/a

# The Star Chamber

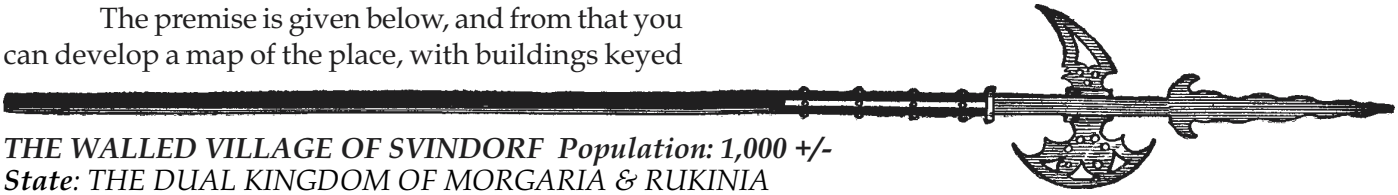
**ARE YOU A COLLABORATOR?**

By Gary Gygax

Back in the days of World War II, that was a question to be answered with a resounding, "NEIN!" Oops, I meant to use "no," of course. Today it is something to consider. What I am asking is for you to consider taking a hand at co-development of a small community, building that into an adventure module or....

The premise is given below, and from that you can develop a map of the place, with buildings keyed as to the nature of occupancy, business, etc. From submissions we—the "winner" and I—can possibly create an adventure piece, or Hekaforge might just be convinced to publish a book of villages for LM use. After all, what's in a name? We can collectively alter names and the like to make the many submissions sufficiently different to have many villages for campaign use.

So, have your name in lights. Become a big-time designer, and send in your village plan and encounter key right away, kids! Submissions in electronic format only, please. All such will become the property of Trigee Enterprises Company if selected for publication, but you'll get a contract and pocket change in return. Here is the base premise of the village. Get busy, Creative Readers.



***THE WALLED VILLAGE OF SVINDORF Population: 1,000 +/-***

***State**: THE DUAL KINGDOM OF MORGARIA & RUKINIA*

Ruler*: King Tzallov of Morgaria*

***District**: Vladsko March*

Ruler*: Pedor Morsek, Voyvod (marquis)*

***Village Location**: Southeastern border of Rukinia*

*Rukinia lies to the north. The Gymeer Sea lies to the east, for Svindorf is a coastal settlement. The woodlands and marshes of the Latpovish (kingdom) border lie to the south. A plain and then the hills of the march lie to the west. The village is on (just east of) the Fedrog-Latpovisk Road. Fedrog (pop. 25,000) is the nearest large city, 50 miles to the north.*

***Village Description**: A 10-foot-high wall of brick and stone connects its outer buildings. There are four main gates and several small ones for livestock and people. It is not a fortress community; the wall serves against raiders only. The village buildings are substantial – some three stories high – of mixed materials. The village area is a rectangle with the long sides along the road and seacoast. There are a few small buildings outside the village. There is a wharf on the south side of the small cove east of the village. Light ships can tie up on the wharf. Seahog Cove is marked by Stonespit Point to the north. There are small boats on the beach of the cove.*

***Village Industry:** Svindorf is principally an agricultural and fishing community. There is some small amount of trade carried on via and among land and sea. Some timber is harvested nearby or brought here for trade. There are some local industries, mainly brewing, handicrafts, and leatherwork. A small amount of amber is gathered along the shore of the area. Slaves are not usually sold in the village.*

***Pantheon**: The Otmansk deities are the main ones of the folk of Svindorf. The Tenoric Pantheon is also recognized generally. There are other pantheons represented in the village.*

***Foreigners**: As the village engages in sea commerce, there are foreigners dwelling there.*

*Alfar races make up about 10% of the local population. Those Alfar native to the area are not considered as actual foreigners, but others are.*

*The Master LejendWeaver shares his thoughts on matters diverse and occasionally arcane. Draw 'round and listen to…*

# XAGIG'S FABLES

**WHEN IN DOUBT USE SPEED BASE RATING**
**Checking for Things Not Covered In the Rules**
By Gary Gygax

Because the *LA*™ game system is "rules-lite," many actions and situations will arise during the course of play in an adventure session that aren't covered in a book. While this likely boggles the minds of a few folks, thinking gamers should have no trouble with the concept. Concept? Right, concept, the assumption that those participating in the game will have facility to think, reason, relate the imaginary to the actual, draw parallels, and manage for themselves without undue difficulty.

The Lejend Master is assumed to be a bright and innovative person from the proverbial get-go. Otherwise, how could that person present a milieu, narrate a tale that is both scripted and improvised, and manage all that happens in the course of play…including the diverse personalities of the players? Fortunately the burden of direction is shared in strong measure by the players. After all, the RPG is interactive. The tale told is discovered only after play concludes, and in the process of its telling many things evolve because of the characters in the game, these Avatars being the imagined extensions of the players of course.

So to the topic under consideration. Doubt is generally raised in the LM's mind because of what Avatars do or players say. For instance, the annoying fellow at the far side of the table insists that his Avatar, despite having weak eyesight and no applicable Ability, could have noticed the noosedrake lurking on the ledge above the party even from his position at the rear, *before* it attacked them by surprise. Is that reasonable? So you ask, "How?" After only a short pause, the fellow says, "My Avatar has a keen sense of smell, and one whiff of the breeze coming from where the drake is hiding would alert him." Even though no mention of sniffing for odors was made *prior* to the attack launched, the assertion made is sufficiently plausible to allow the Avatar party a chance.

As Speed Base Rating is a general amalgam of mind and nerves, including considerations for sensory operation, it is a likely basis for checking possibilities. Noticing the odor of the drake is one such possible thing that fits under Speed BR. A check based on unadjusted Speed BR might be used, a modification of +5 or +10 added to compensate for the Avatar's clear lack of concentration on odor detection prior to being ambushed by the drake. The LM that is scrupulous might further modify things by adjusting Speed BR by the percentage of olfactory capacity above human norm the Avatar possesses, then possibly modify the result downwards again for the other persons between the drake and the Avatar supposedly noticing the drake's scent. Whatever considerations are taken into account, the matter is one that a person qualified to direct a RPG adventure should be able to handle quickly and easily.

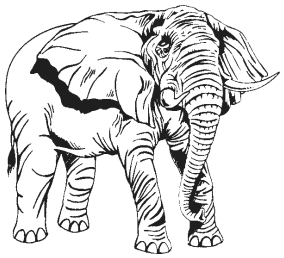
That's why I suggest that Speed Base Rating is the most frequent answer to most questions regarding what to check against when no Ability applies. It reasonably blankets reaction and sensory matters, as well as covering some action situations as well. Health BR is mainly the constitution and vigor of the Avatar, although it also considers the operation of the brain. A strong body facilitates a strong mind. Precision BR is a conglomerate of things including coordination.

So, if an Ability is lacking, why not use the Base Rating from which it stems? Assuming Stealth is desired, why not use Precision BR in place of that Ability? The reasons are obvious, of course, as such treatment would mean that every Avatar had around 50 or so score in every Health and Precision-based Ability. Defaulting to score of 10, or even a 10% score, arrives at the same unpalatable result. The LM might well assign a heroic probability—1% if the proposed action is not too unlikely, maybe 0.1% if almost impossible. Then, according to the player's creative explanation of how the action will be accomplished by the Avatar, as well as any applicable situation adjustments (including the player's actual attention to the game prior to the game event now in question, that deportment reflecting upon the Avatar), a range or probability can be decided upon and a check made. Sometimes, the explanation and situation will enable a call without a check—success or failure. As players usually expect to control the destiny of their Avatars, only absolutely impossible actions should be pronounced as certain to fail.

Now back to the Speed BR: Why use it as a sort of default score against which to check? First, it usually fits. Second, it's about 25% of the other two. Third, it works well as the starting point

*(continued on page 23)*

*Having survived this very event, I must admit that we were taken unawares by the beasts. Being a man of the environment, I understood the meaning of the thunder approaching and tried to encouraged my compatriots to the few trees available...One of my companions was trampled to death in the first charge and a second lost his life in the ensuing combat...(Such is the way of Chris' adventures!)* ~*Aryen*



# HOWDAH RAIDERS!

**An *LA*™ Scenario**
By Chris Clark

Random encounters are always a lot of fun for both the Lejend Master and the players, but *Lejendary Adventure*™ Avatars are often more than a match for the random encounters of the Lejendary Earth™. This offering is for all those LMs who have been looking for that unexpected encounter that has some real "teeth;" an encounter that I guarantee will get the attention of your players. As such, this encounter is designed for either a large party (more than 8) of Avatars of lesser experience, or between five and seven Avatars of moderate experience who have at least a few Extraordinary items. You might think this extravagant for a mere random encounter, but, as I will demonstrate below, this one is a dilly.

A quick check of *Beasts of Lejend*™ will show that many of the natural flora and fauna of the Lejendary Earth™, while formidable, have far less fire power than the average (albeit well-armed) party of Avatars. Of course, surprise, weather, and other extraneous conditions can do much to level this playing field, but truly unstoppable juggernauts are and were not part of the standard evolutionary process of Lejendary Earth™ creatures. The reason I mention this is because I believe I have found an exception to this apparent "lack of muscle"—the elephant. The following scenario illustrates just how effective this encounter can be when it seems that your party of Avatars is equal to anything you might decide to throw at them.

**Preamble for the Lejend Master**

Here is a great little toss-in that can be inserted in any campaign that occurs in less than arctic conditions (although mammoths could be substituted in those cases). I have designed it as a "party has camped for the night" raid, but other applications are possible with minor modifications on the part of the Lejend Master. The only condition that a Lejend Master will find less than malleable is that this scenario does occur in outdoor conditions. Adapting this to underground conditions is probably not feasible for any but the most imaginative LM.

This scenario details a raid on the Avatars' campsite by a band of roving cutthroats known as the Howdah Raiders. They are the discarded mercenaries of a number of petty border skirmishes and have decided that the life of a highwayman is less threatening than that of a mercenary. Only the four remaining raiders and their captain survived their last commission, and they now eke out a spartan but reasonably comfortable existence raiding traveling bands and merchantmen. All ride elephants with mounted howdahs (box-like armored carryalls mounted on the backs of the elephants) which provide them with a speedy—if not stealthy—means of raiding their hapless victims.

The secret of the Howdah Raiders lies with their Captain, Berngoth. His elephants always perform flawlessly in battle, a rarity even amongst those beasts trained for carnage. His secret is the Staff of Pachyderm Control that he ever keeps near, and in the amazing control it gives him over the elephants. Separated from his staff, Berngoth will rapidly lose control of the elephants should any threat be present to their existence. Take care to protect this secret from your players, unless through adroit game play they have earned the right to this information.

**Introduction**

Once the party has set up camp for the night, read them the following description.

*It was a hard day, and your party now looks for a likely campsite in which to rest and pass the dark hours of night. This area is not particularly known for its hazards, but there is no city watch, and a good campsite could mean the difference between a peaceful night and more excitement than you'd care to experience after a day such as you've just had.*

Spend some time forcing the players to describe the details of their campsite. Ask who is preparing food, what the layout of the camp is, and

the general juxtaposition of the party members. Most importantly, be sure that you know under what auspices they plan to post watches. Remind all of the players that no adventurer sleeps comfortably in his/her armor, or curled up with sharp pointy objects like weapons (although these may be left within easy reach). Describe the area surrounding the campsite as either lightly forested or open grassland. In either case, either the trees or the tall grass should reduce visibility to about 40 yards (one ABC at full charge for an elephant).

Now pretend to roll for random night-time encounters during the watches, but choose a time yourself to have the raiders attack. Should the Avatar on watch have particularly keen hearing, he/she will sense the approach of the leviathans three full ABCs before they are at the campsite…elephants, again, are not creatures given to stealth. Should the watchman (Avatar) not have particularly acute hearing he/she will still invariably sense the approach of the raiders two full ABCs before they reach the campsite, as it is at this time that Berngoth will order the elephants to charge. No Avatar ever created would fail to notice the approach of one charging elephant, let alone three…

Allow the watchman any single action each ABC, such as:

1) Attempt to physically awaken any Avatars within a 10′ X10′ area (kicking, slapping, etc.). Make your own judgment call, but this physical abuse should be at least 85% effective in awakening a sleeping Avatar.

2) Attempt to awaken the camp via loud noise of any kind. Again, modify this according to the prevailing conditions, but at a minimum, this method should be 50% effective (have each Avatar roll to see if they awaken).

3) Make any other preparations as deemed appropriate and/or possible by the LM.

Those Avatars who awaken should be able to accomplish one or more of the following actions before the raiders arrive:

1) Begin an Extraordinary Activation (this depends, of course, on the amount of time required)
2) Don their armor (2-3 ABCs, dependent on the Avatar and the armor)
3) Prepare a weapon that is close to hand (1 ABC)
4) Grab both their armor and weapons, but preparing neither (2-3 ABCs, dependent on the armor and weapons located and secured)
5) Any other action that the LM deems possible and appropriate (some examples are given on page 187 of the Lejendary Rules).

When the raiders do reach the campsite, make note of the readiness condition of the Avatars. The combat that follows the arrival of the raiders is, I can assure you, fast and furious.

**The Initial Charge of the Raid**

Berngoth is not a bloodthirsty highwayman, and his general preference is to chase the Avatars from the campsite, trampling as few as possible and scaring the rest off with a few well-placed javelins and crossbow shots. Each elephant will be instructed to charge a single Avatar, beginning with those nearest the center of the camp, on the first charge. The elephants and their passengers have the following statistics:

**Elephant A**

***H: 160 P: 50 S: 14***

***Attack:*** Tusk strike for 21-25 with a bonus of 1-20 Harm for the charge. Note that all Harm from a charge ignores armor protection of any kind. The charge also allows the elephant to trample foes underfoot for 36-50 Harm (a simultaneous attack that must be rolled using the 50% BR for Precision). The elephant may also pick up an Avatar (25%) and hurl them to the ground beneath their feet for 1-10 Harm, as well as a bonus to their trampling attack of 20%. The elephant may also hurl the Avatar from the campsite for 1-30 Harm. ***Defense:*** Elephants have 5 points of natural armor, and receive two points of additional armor protection from the howdahs they wear.

***Passengers: Raiders (2)***

***H: 55 P: 65 S: 13***

***Attack:*** These raiders are armed with light crossbows. They will do their best to injure rather than kill the Avatars (at least on the first pass) in hopes that the Avatars will flee the campsite. They will also do their best not to target the legs of their opponents, as this might interfere with their ability to flee.

***Defense:*** Their half-leather armor provides them with 5 points of armor protection, and the howdah in which they ride provides a further 5 points of protection. The howdah contains 48 quarrels for the crossbows.

**Elephant B**

***H: 160 P: 50 S: 14***

***Attack/Defense:*** see description above for elephant A.

***Passengers: Raiders (2)***

***H: 60 P: 60 S: 14***

***Attack/Defense:*** Slightly more nimble, these two raiders are Berngoth's javelineers. They also wear half-leather armor, and are protected by the howdah, for a total of ten points of armor protection. This howdah contains 16 javelins.

**Elephant C**

***H: 162 P: 52 S: 15***

***Attack/Defense:*** The largest of the three elephants, this elephant also carries the howdah that is in the best condition, providing him with a total of nine points of armor protection. His statistics are otherwise the same as elephants A and B.

***Passenger: Captain Berngoth***

***H: 87 P: 78 S: 17***

***Attack/Defense:*** Berngoth is an amateur Enchanter, knowing only the Turtle Shell and Personal Armor 1 activations, which he will have cast upon himself prior to the start of battle. He also wears a stout leather jerkin (treat as leather half-armor) and is well protected by his howdah. He receives a total of 14 points of armor protection against normal attacks, and the first 100 points of Harm are absorbed completely by the Turtle Shell activation. He carries only a short sword (just in case he is "boarded") and his Staff of Pachyderm Control. Berngoth has his hands full directing the elephants in their attacks, and will not attack personally as a result. **Note:** Should Berngoth become engaged with any Avatar boarding his howdah, there is a 25% chance per turn that one or more of the elephants will simply run away from the encounter in a random direction. Once Berngoth is killed, or his staff removed from his grasp, the elephants will either (40%) run away in a random direction, (40%) use their trunks to remove their masters from the howdahs and trample them, or (20%) continue to attack the Avatars in a random fashion. Once again, Berngoth's staff is the key. It allows the control of up to three pachyderms or related creatures for up to three hours per day, although the cessation of control is rather abrupt. Should any pachyderms be in combat under the control of the staff when this occurs, they will exhibit random behavior as described above. Use of the staff requires that the possessor merely concentrate his will upon it, although the level of concentration required makes other than simple physical activity (standing, sitting, etc.) impossible.

**The Second Pass**

Once the elephants have charged, their momentum will carry them 80 yards past the campsite (two full ABCs will pass). Bowshots and Extraordinary Activations are possible during this time. Berngoth will then have the creatures turn and charge again. It will take the elephants two more ABCs before they again reach the camp, again at a charge, but this time they plan to stop within the camp. Normally, the initial charge (especially in the case of merchants) will have the effect of driving away all opposition other than a few stalwarts. On the second pass, Berngoth is accustomed to providing these stalwarts with a quick and heroic death, before he dismounts to grab as many items from the camp as he can in three ABCs. Should the Avatars remain within 40 yards of the camp, Berngoth will consider them stalwarts and attack them. Otherwise, Berngoth will instruct his men in the other two elephants to loot the campsite while he remains in his howdah in control of the elephants.

Should the Avatars defeat the howdah raiders at this point, they will retrieve all of their belongings and will discover an easily followed path (elephants are not hard to track) back to the raiders' campsite, where they will find provisions for several days and $10,000-$60,000 in assorted booty. Should the elephants escape with both passengers and loot, the raiders are, again, easily tracked and a further combat could occur at the raiders' campsite. A truly savvy party, will, of course, scout the area and await the sleeping and watches of the raiders so that they might be attacked without aid from their elephantine steeds…

Finally, should the elephants survive the battle, and the staff fall into the hands of the Avatars, they will of course have acquired three rather powerful steeds! Trained war elephants are quite costly, and local nobles of rank will undoubtedly pay anywhere from $250,000 to $500,000 for each of these magnificent beasts, providing that the Avatars can prove that they are fully trained. If the party is in possession of the Staff of Pachyderm Control, however, this should provide little challenge.

Enjoy!

*We hope that this irregular column for "discovery" of new Extraordinary Items and Activations will be a regular one because of reader response. So send in your material, and we'll share it with all here.*

# THE ADEPT'S VAULT

*Illustrated by Nita Lewis*

This month's item submitted by U. N. Owen.

**Sylph Crystal** Major

Appearing to be a very delicate carving of a snowflake done from normal rock crystal (colorless quartz), the *Sylph Crystal* is altogether something else. This supernatural object is crafted from the purest of elemental Air, imbued with renewing energy that enables the following functions according to the will of the one possessing it.

1) In 1 second change physical form, *leaving behind* all normally worn and carried, from the mundane to elemental air; while in elemental air form return to the mundane in a like time period. The possessor must have 1 AEP available, this energy being used to make each transformation.

2) In a period of 1 AB change physical form, including all normally worn and carried, from the mundane to elemental air; while in elemental air form return to the mundane in a like time period. The possessor must have 1 AEP available, this energy being used to make each transformation.

3) While in elemental air form the possessor moves as if a wind, travelling along the ground at speeds up to 20 MPH, in the air at up to 60 MPH, tirelessly for as long as desired. The possessor must have 1 AEP available for each hour of such movement, the energy being drawn automatically from him or her while so moving.

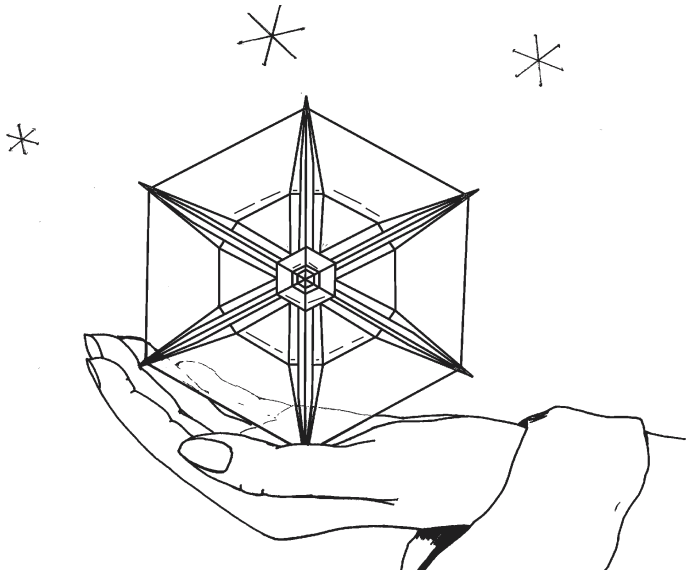
4) While in elemental air form the possessor is able to create and hurl to a distance of 7-70 feet a sphere of cold air. This ball is the size of a fist, striking at the probability of the possessor's Weapons Ability score (with all normal adjustments thereto). A successful hit inflicts 9-12 points of supernatural cold-based Harm on the target subject ignoring all but armor especially protecting against cold Harm. The possessor must have 3 AEPs available for each such attack, these being drawn automatically from him or her as each missile is formed.

5) While in mundane form the possessor need only concentrate in order to increase his or her physical performance in movement. All exertions made in the air such as climbing, jumping, running, etc. are at 150% of normal speed/distance achieved. The possessor must have 2 AEPs available for each single usage such as a single jump, or each minute of added performance in climbing, swinging, etc.

6) While in mundane form the possessor need only place the carved crystal in his or her mouth to obviate the necessity of breathing, the Extraordinary energy of the object serving to supply the possessor's body with all oxygen needed for any exertion. The possessor must have 2 AEPs available for each hour of such facilitation of non-breathing, the energy being drawn automatically from him or her while so existing.

While in mundane form the possessor of the crystal is less subject to Harm from cold and wind, such having only one-half normal effect on his or her person—including those things normally worn and carried by him or her.

While in elemental air form the possessor is not harmed by physical attacks not based on air. *Wind Lasso* and *Wind Whip* Powers will have normal effect upon the possessor in elemental air form, but unless the possessor is observed or his exact location known, such attacks are at least 50% likely to miss (d%). Extraordinary air-based attacks of wind directed at him or her inflict Harm only if the speed of the wind is greater than 30 MPH. Each mile per hour above 30 MPH wind speed inflicts 1 point of Harm to Health. Also, denizens of the elemental air, including devati and elementals, can see and are plainly visible to the person in this form; the possessor is subject to attack by and can attack such denizens of the element of air.



# A Terrible Weakness

A fictional story of A Game Gone Bad
By Daniel Cross

*Tonight we play*.

With that realization, I began to clear my large, round table of the stacks of paper and old convenience store receipts that had accumulated over the course of the last week. It was eight-thirty in the evening, and nobody had shown up yet, so I put on a pot of coffee; as always, my friends were fashionably late.

I was dialing the number of Domino's Pizza when I heard the door to my apartment open and the first of my players entered carrying his customary bag containing Mountain Dew. By reflex, I stepped out of the kitchen to greet him. He appeared hung over; not unusual for a man under thirty. In fact, I would have feared for his social life if he had appeared any different on a Sunday night. And the next of my friends to enter likewise matched my expectations, he being exhausted and craving the coffee I had brewed. Luckily, all of my friends arrived; sometimes it's the "arrive" part that I most hope for. Beyond that, all bets are off.

After dinner and not a little bit of socializing, we remained seated around the table and set about to enter into the realms of danger, magic and mayhem. I sat back in my proverbial throne and awaited their undivided attention…which never came.

So I raised my gavel—one of fine wood and symbolizing a sovereign rule over the gaming table—and threatened to bang it noisily on the surface. The miscreants got the hint. After clearing my throat, I said, "Okay…where in the legendary realms where we…"

"I dunno," said player 1, whom I shall call Mr. Loophole.

"Somewhere that we can kill something!" exclaimed Miss Killemall.

"In Cyberpunk land?" asked Mr. Killjoy.

"No!" I said. "We have to finish this!"

"Ok, shoot," said Killemall.

I smiled. "Okay, my goal this evening is to get through a single gaming session without a rules debate. Now, I believe you all were standing in the ruins, in front of the shell of the old despot's central keep…"

Mr. Loophole shook his head knowingly, and said, "No, we'd already gone *into* the central keep, at least my character had. We weren't just standing outside watching the clouds."

"Are you sure?" I asked, while paging through my notes.

Mr. Loophole crossed his arms smugly and said, "I don't need to be *sure*, as you consistently fail to ask me about my character's exact whereabouts. Such a grievous oversight thus allows me to place my character wherever I wish, at least within reason."

"Within your sense of reason," interrupted Killjoy irritably. "I wouldn't let that jerk's thief get past my watchfulness so easily! I would have stepped into the ruins as well, and then slipped into the shadows to watch what that backstabber is up to."

"Now wait just a minute here, time out!" I commanded, raising my gavel threateningly. "I didn't ask about your whereabouts because you were about to be attacked and you simply would not have had time to react!" I grinned evilly and reached for the *Kill them Avatars!* Handbook.

"Ho! Battle!" cried Killemall, her eyes blazing; I swear her hair suddenly resembled flames. "I stab Loophole's character to distract the beast away from me while I draw my second broadsword and—"

"What? No! Hold on there, killer…" I tried to interrupt. "You stab *who?*"

"You heard me, B.A."

"Don't call me that!" I grunted, turning red. "Tell me you're kidding, please!"

Killemall started giggling, her eyes twinkled mischievously.

"She can't," retorted Loophole, "I'm not even there!"

Unthinkingly, I snap, "Yeah, you don't even know where he…" *Oops!*

Killjoy slams his fist down on the table, causing his dice to jump. "You're playing favorites again, ol' GM buddy? If Loopy moved before initiative, then I'm long outta there!"

Exasperated, I nearly yell, "*Roll Initiative!*"

"You forgot to ding your ABC bell," remarked Killjoy dryly.

"Wait a minute," said Loophole, "you have to at least describe what it is that assails us! And as you kindly allowed my character to be *in* the entrance of the front keep, as opposed to outside where the monsters are attacking—"

"The monsters are attacking from inside the keep, not outside, and were invisible, which means that they target you *first,* Loophole."

Loophole blanched. "But you didn't describe the surroundings! I would have had time to prepare!"

Killemall sighed regretfully. "I guess this

means I can't stab his character; I'll just rush right in while drawing my blade…"

Turning my attention to my most bellicose player, Killemall, I said, "About that second blade! You can't draw a bastard sword in one hand while running, and as I've said before, you can't even carry those swords because you're only three feet tall!"

"So?" Killemall asked innocently, as if she didn't understand.

Turning red, I blurt out, "Loophole is attacked! Killjoy has stepped back from the fray and Killemall trips over her own sword!"

After a minute of collective complaining and shouting I stood up and raised my gavel, which was quickly removed from my grasp. Surprised, I stood up with my mouth open. "Wha?"

"No, dummy, this is how it is," growls Loophole, holding the gavel. "My character was standing in the keep, with his *Amulet of Cantseeme Antidetection* at the ready, as Killjoy and I had discussed while you were arguing with Killemall over stupid size vs. sword grasp rules. Then, when you shouted initiative while failing to ask about our positioning—as you always do—we decided that Killjoy would use his *Dust of Temporal and Spacial Disturbatude*, and make the invisible people's attacks harm themselves instead of us.

Flabbergasted I was, to say the least. "Give me my gavel!" I said, grabbing it back. "And you can't do that with the dust. It's clearly written in the rules."

Loophole chuckled and began to read from the notepad, which had words atop the page written in my handwriting: *Proprietary Items devised by Me:*

*This dust, when thrown at a foe, will puff into an area of 50x50 by 50' high, and anybody inside that said area will limitedly, irrevocably and in an unhesitant manner be made disturbed in a most temporally unpleasant way, having the following effect: he won't know where the heck he is and all his attacks will attack the wrong foe, probably and most likely attacking himself on a roll of 4 on a d4-1, but only if he fails his save versus enemy intention, and then he will forget what time it is.*

Whistling through my teeth, I said, "I'm not sure I follow that."

"Well you looked at it and approved it the other day!" complained Loophole.

"Yeah, well, I was drunk, and you're in the area of effect."

"No, it says the foe is affected when the dust is thrown at him, not that the thrower is affected."

"Actually, it says he gets a save versus intention, and that *anybody* in the area will be made disturbed in a most temporally unpleasant way."

"But I get a save versus my own intention, I automatically make it, as I intended it all along!" With that, Loophole began to laugh manically.

"Don't get too excited, as the spell says that it is irrevocably limited, and so the creature who successfully saved…" I said.

"Wait a damned minute!" cried Loophole. "You said that backwards! It's 'limitedly,' which merely means not forever; BUT 'irrevocable' in its effect, which obviously is not referring to its duration but to its effect within the given duration, which is—as it states plainly—quite limited."

"Ahem," broke in Killjoy. "How did the invisible creature saves versus enemy intention if it didn't know what his enemy intended?"

"It had a pretty good idea…" I mumbled.

"I rolled my initiative," said Killemall loudly, "and I *would* have beaten Loophole to the chase, and defeated his action by stabbing him in the back, which would also distract the invisible beings enough so that Killjoy could…"

"What the heck are you talking about?" said Loophole, turning angrily to face his companion. "I would have seen you…you are not a thief, you're a warrior! And why the heck would you backstab me anyway?"

Killemall fluttered her eyes and said in a petite southern accent, "well, ya know, Loopy, I awlways' had a thang for sneaking up on boys. Besides, Killjoy gave me his *Amulet of Cantseeme Antidetection,* and you wouldn't have known."

Loophole's eyes darted over to me, his look pleading. "The enemy intention detection ability; is it directionally based?"

"Uh, yuh...yuh...YES…umm...I think," I stammered. "But I'd really like to get through the first couple seconds of combat *soon*. So, who was first?"

Loophole whooped and stood up, shaking his fist at Killemall with triumphant fervor. "There! The GM said it, the save of the creatures is directionally based, which means as your intention was murderous and mine was merely defensive, they would have detected your intentions and *not* mine! Which can only mean that my dust goes off, affecting everybody in the room—except me because its my own intention—and even Killemall is *disturbed in a most temporally unpleasant way*."

*(continued on page 31)*

# 20 GENERIC TIPS FOR FANTASY ROLEPLAYERS

©2001 by Steve C

This article lists 20 general tips for use in any generic Fantasy Roleplaying Game. While it is "aimed" at all you FRPGers out there, even SF-RPGers might find a trick or two, especially when your ship crash-lands on some low-tech, backwater world. Many *D&D3ed*™-specific references will be made, although you can apply the same pointers to other FRPGs with a little modification.

**The 20 Tips:**

Slings: You gotta love'm!
Improvise, adapt, overcome!
Don't put all your eggs in one basket.
What can you (learn to) do that I can't?
Always leave when you're half dead (if not before)!
Who needs a 10' pole?
Know your enemy 101.
I can't carry it all!
Ask for it!
If it doesn't exist, invent it!
Help each other.
"I ain't never been lost, but I was once a might confused for three days!"
What good are you?
Who do you want to be?
Know your system/GM.
Know your enemy 102.
Party order.
Plan B.
The 'face man.
Try being nice, first!

**Slings: You Gotta Love'm!** Probably everyone is familiar with Fritz Lieber's Grey Mouser, and how he sharpened two half-coins and sewed them into the lining of his cloak so that he could free them and cut himself loose with them when he was tied up. He got out of a potentially sticky situation because he was prepared.

You all know it, you all hate it: the situation where the Bandit Leader and his horde of smelly troops (or some other, similar, group of vastly outnumbering NPCs) have captured your poor beginning adventurers, stripped them of all their weapons, armor, and few remaining coppers, beaten them half silly, and sent them off into the wilderness to lick their wounds... One cheap, common, and usually overlooked item that can aid a poor PC in such a situation is the sling.

For years, I have had my characters take a couple of these (and they are both free and weightless in many game systems), and squirrel them away for hard times. Even though they are listed on my equipment sheet, I have never yet had a robber take them. Why? Because you can replace your bootlaces with them. You can braid long hair with them. You can use them to lace up or tie your tunic or pants, tie your blanket and bedroll, make a strap for your canteen or water gourd out of them. Unless the robbers strip you naked, you can probably get away with at least a couple, and have a missile weapon at hand. If your game includes a *Leatherworking* or *Survival* skill, you can probably make one of these with a sharpened rock and dead animal, without too much trouble, too. For ammunition, scrounge a few rocks, and you're ready to go back for your gear.

Now while slings are the obvious choice (due to their ease of concealment), clubs and staves are obviously also readily available. (These, too, are free in many systems, and can be easily improvised, although they are not weightless.) Most tools can be used as one or the other (a few might even work as spears). Garottes are also easily made and concealed. In a tough situation, use whatever's at hand. A kind Game Master might even let you improvise such weapons as stone axes, bolas, knives, spears, and morningstars. (Making effective bows and arrows generally takes too long, and GMs seem prejudiced against allowing you to make one when you need it...but no-one seems to think you incapable of making a simple sling or club, though.)

**Improvise, Adapt, Overcome!** As can be seen from the above, you can take items intended for one purpose, and use them for another. For an adventurer to survive, (s)he will need to become adept at this. Try to see more than one use for any item you encounter. A candle? Sure it sheds light, but it's also a source of wax. Wax can be used to waterproof things, seal small holes, stick things together, preserve foods sealed inside it, etc. It is also much easier to light a candle than to start a fire by many other methods, and even a single candle can provide heat. While it is not generally useful, it can also deplete oxygen in enclosed spaces. A crowbar? Useful for opening crates, sure, but also an effective club, good for sticking into those dark holes (as opposed to an unarmored hand),

handy in setting off traps that you can't disarm, handy in stopping sliding walls from crushing you to death, useful in opening doors, chests... You get the idea. Using the old "What do we have and what do we need?" method will get you out of a lot of difficulties, even without magic or high-tech.

**Don't Put All Your Eggs in One Basket:** Ever have the Healer with all the Healing potions (not to mention the rope) disappear down a pit trap to the level two hundred feet down? Oops! No more healing...unless you want to jump down after them. The same applies to other important items. If the party has money, everyone should have a first aid kit, pack with food and water, some simple survival gear (rope and grapnel, knife, fire starter, bedroll and blankets, maybe even a handaxe/machete and tent if weight is no problem, torches (if needed), oil for burning undead, etc.).

Ever have a Thief break or lose his tools? If so, I bet no one had a replacement, eh? Even if no one else can use them, a well-off party should invest a few coins in "backups" of essential equipment. In games such as *RuneQuest*™, *Hero Quest*™, and *D&D3ed*™, anyone who wants to can learn to pick locks and disarm traps. In such games, especially, there is no excuse for the less-skilled party member not to have a set.

This process can be extended even further: If the party finds a Ring for Storing Spells, for instance, which is full of healing spells, perhaps someone other than the Healer should carry it. While a +5/25% Scimitar will most likely go to an AD&D™ Druid and a Mace of Disruption to a Cleric, the Mage might like the latter, since it fits into the Simple Weapons Proficiency that (s)he has. When fighting a tougher undead opponent, the Fighter might make better use of it, as well!

The trick here is to not put all the ability in one area into a single package, where the loss of one character can injure the whole party. If you find five Healing potions, let everybody carry one, even if it means the Healers have to do without. They have their own means! This rule can also be applied to supplies, wealth, etc. Carry a few coins and a little food on you, some more in your pack, another cache in your saddlebags, etc. When one gets lost or stolen, the rest may still be available.

**What Can You (Learn to) Do That I Can't?** In any FRPG, a typical character can do something that no one else in the party can. When creating a character, look at their unique abilities. If possible, get the party together ahead of time and work together on choosing skills. As a *D&D3ed*™ example, only a Rogue can learn to *Read Lips*, and only Druids and Rangers can develop *Animal Empathy*. Look at what your PC can (learn to) do that no one else can. Also, look at what your character's restrictions will be. There isn't much use in a *D&D3ed*™ Fighter developing the *Hide* and *Move Quietly* skills, or *Run* feat, for instance, since his heavy armor will make these pretty useless. Barbarians, Rangers, and Rogues are another matter.

In any case, look at the abilities available, and consider particularly carefully the ones that can only be done with training, and the ones few other characters have access to. (Note here that the method recommended in the *D&D3ed*™ Player's Handbook—maxing out two to eight skills—generally doesn't allow for this. You'll have to decide for yourself whether or not having a mere four skills at maximum (and being unable to use 15 others) is better than having a slight chance with 2-8 skills... If you decide to max out 2-8, maybe you could spend a few "bonus points" for high INT on skills that can't be used without a single Rank?)

Even in "class-free" skill-based games like *2300AD*™ or *LA*™, where anyone can eventually learn any skill, the above holds true. If the party already has three Fighters and no Healers or Spell-slingers in it, another Woodsman or Knight probably isn't the way to go. Someone who can do other things besides fight is called for.

**Always Leave When You're Half Dead (If Not Before):** Once a party (of any sort) starts getting low on health, supplies, ammo, etc., it is time to start heading back. If you stay in the adventuring area until your Healers and Mages have used their last spells, everyone is hurt, and you're all low on ammo, that party of bandits waiting to rob you on the way out may never get the chance...the wandering monsters may finish you off before you ever get back to the horses! Once you're at (or approaching) half strength, it's (past?) time to head back. If getting out is as tough as getting in, you might just make it!

**Who Needs a 10' Pole?** Why anyone would carry a 10' pole (being armed with a pole), when they could carry a polearm, has always escaped me... What can you do with a pole that you can't with a spear or pike, for example? If the GM rules that a polearm is too thin to be used as a pole, ask about putting a pike head on the end of the pole. The point (pardon the

pun) is, if all you use a pole for is poking things and opening chests at a distance, you might as well do all that with a pike that can also be used as a weapon. Beats carrying around a pole that has to be dropped so you can draw something else to fight with!

This opens up a whole new realm of possible "combination" items: A hammer-backed handaxe with a crowbar sticking out the top of the handle, a combination staff-blowpipe, a staff with a folding blade that can be opened and used as a scythe, etc. Many games now contain various *Craft* skills, and most GMs will accommodate your desires, once your PCs have some coins to be relieved of. Such goods can also help in surprising the smelly bandit leader the next time he tries to rob you! The trick here is to integrate items, thereby decreasing weight (but beware of putting all your eggs in one basket as well).

**Know Your Enemy 101:** Where are you going, and why? What are the obstacles, and who are the opponents? Do you have what you need? If you don't know what you're getting yourself into, you probably won't know how to get yourself out, either! The necessities of desert travel are very much different from arctic adventuring. Desert camouflage is useful in the first case, cold weather clothing much less so; and vice versa in the second case. Dungeon delving is not the same as cliff climbing (although climbing tools might be useful in both cases). Fighting giants and vampires are two entirely different things. So how do you know what you're up against? Many GMs ***love*** to misdirect you as to what their adventure is about!

First of all, as much as possible, prepare for the worst. Go loaded for bear (Hrm! In an FRPG, make that "Gargantuan, Ancient, Spellcasting Dragon!"). While it isn't necessary that everyone have a mirror, or a rope, or lockpicks, the party, as a group, should have several, among them.

Next, gather information. Many games like *Call of Cthuhlu*™ and *Traveller*™ have a professional or similar skill for this. The bookish sorts can find other kinds of info at the libraries, County Assessor's offices, newspaper morgues, etc.

Thirdly, send the stealthy, perceptive sorts in to scout the place. Tracks can tell tales, too. Magical scrying or sensors can prove very useful in such respects. Once you know what you're up against, you can go in better prepared, dump useless gear, or go back for still more research and/or equipment.

**I Can't Carry It All!** No, you can't, and you really don't need the kitchen sink, either. It doesn't work without the water pipes, anyway, and a waterskin will do the same job, is a lot lighter, and a lot easier to carry! Also, once you have a few adventures under your belt, you can afford a mount or vehicle. Some things, like a tent, you may really need in certain situations, but don't need to be lugging around everywhere you go. Many explorers and far-travellers string a pair of mounts and a pack horse behind them. While it's not a bad idea to have some backup equipment handy, it is a bad idea to load yourself down. A pack saddle is a much better plan. Even so, you will probably find carrying the gear you need... encumbering. That's what packs are for. Put things like food, water, torches, oil, and the bedroll and blankets in there, and when need be the whole pack can be dumped, lightening your load. If you survive the fight, you can pick it back up later. (Note here, though, that a dumped pack can get separated from its owner, so be sure to keep essential gear on your belt: see "Don't Put All Your Eggs in One Basket.")

**Ask For It!** I've already mentioned the combination handaxe, hammer, and prybar. A friend of mine once asked a GM for this, and he was turned down. Another First Edition *D&D*™ GM and I used to have an agreement that, any time I wanted a silvered iron weapon, all I had to do was pay the normal cost for a steel one. If there's a dingus you think you need (or maybe it would just come in handy), **go ahead and *ask* the GM for it!** What's the worst they can do—say no? Charge you double? Another item that falls into this category is the "bonus item." These are items of non-magical, but superior quality, such as the *D&D3ed*™ "Mighty" Composite Bows, or "Masterwork" items, or the list of bonus items I did for the *Lejendary Adventure*™ game. These items can give a bonus to combat, defense, skill use, or simply subtract from penalties a PC would ordinarily suffer. While the GM will rarely let your PC make these, they will sometimes let you find or buy them. Now wouldn't a set of +2/10% lockpicks be nice?

**If It Doesn't Exist, Invent It!** Okay, so your lower-ranked Rogue has run afoul of the local constabulary, and been "drafted" for the "Great Rattlesnake Round-Up." What you want is a ***really*** long pole, with a noose on the end...something you can grab Mr. Snake with, from ***outside*** his striking range. Naturally, such a device doesn't exist. So, you ask the GM if you can get some equipment (high, hard boots, for example), and pick up a pole (or a pike, if the Sheriff allows it), some screw eyes (or nails, if screw

eyes don't exist), and a leather thong (and maybe some string). You put one eye in the end of the pole (or bend a nail over), and tie one end of the thong to that. You put a few more along the side of the pole, passing the thong through them (and if you want to get fancy, can do both sides, using the other for the string). Now you have a pole with a loop on one end, which you can dangle over Mr. Snake's head, then pull the thong tight, capturing him from a safe(r) distance. Attaching a piece of string to the upper end of the thong and running it through the eyes (or bent nails) on the other side of the pike/pole will also allow you to pull on the string, releasing the angry snake (hopefully into a tough, fang-proof leather sack held by someone else).

Now while most GMs won't let you invent an item like the Bowkler or Compound (pulley) Bow, many will let you invent the "snake pole," and even give you a bonus in combat (and maybe even a few extra Experience Points) for having the idea! The point is, if you can think of a better solution to a problem, ask the GM if you can make it, or find a craftsman who can. You can sometimes get a non-magical version of the climbing pole in the Rod of Lordly Might, for instance. Many games now have a *Mechanics* or *Engineering* skill that your GM may insist you have before attempting such, too. Ask the GM about this, if you like to "McGyver-ize" your way out of problems.

**Help Each Other:** While most of these tips have been ones you can do solo, don't go it alone! Most RPGs are designed for team play, so be a team player. Be willing to sacrifice your beloved new snake-grabber pole if it means saving the party's Druid. You may end up needing reincarnating, later on, and you wouldn't want bad karma. Helping each other touches on a lot of the other hints here, such as not putting all your eggs in one basket, looking at what your character can do that no one else can, etc. It also has to do with division of treasure, equipping poorer PCs, working as a team when gathering info, choosing spells, carrying gear, etc. ***Few*** teams work this well together!

**"I Ain't Never Been Lost, But I Was Once a Might Confused for Three Days!"** So if you hit the *Teleport Circle* and you suddenly find yourself ELSEWHERE, it's time to set some new goals: survival and getting found. When going into a wilderness area, check the map (you did bring a map, didn't you?) and look for natural boundaries. If the River Gildorf bounds the Forest of Fear on the north, which ends at the Grey Hills on the east, and plains on the south and west, then you can wander through the forest, knowing about where you are. Dungeons are even easier, as they are generally smaller in extent. Caves are harder, because 3D mapping is rough. In any case, when you drop down to the third level of a cave or dungeon, start a new map and forget looking for the Sword of Cwlim for the moment. Find the way out first, and then you can come back to explore further.

**What Good Are You?** Every character in a party of adventurers should know the answer to this question. The better you do, the better off you and your party are. "My job is to tote the gear, wear the heavy armor, and take out the tough opponents in hand-to-hand combat." "My job is to scout ahead, bring back word, clear the path, and occasionally take out a bad guy by surprise." "My job is to serve and protect—especially by healing you more violent types, but also by carrying the heavy armor and acting as the second line of defense!" "My job is to move quick and light, ahead of the party, spotting trouble before we run into it, and warning the rest. Once combat starts, I'll hang back and pelt the enemy with missile fire, watching for newly-arriving reinforcements." Even in a Sci-Fi game your PC should have a purpose. If you can't think of one, maybe you should stop and take a few moments. What use is a character with no purpose in the party?

**Who Do You Want To Be?** Besides what you ***can*** do, what kind of character do you ***want*** to play? A sword-swinging Mage? A Ranger who can set and disarm traps? A Scout who can pilot a starship, but is also adept at survival? Keep your character's image in mind, as you advance. This will help you stay focused on your original goals, instead of getting off track and chasing butterflies. A stealthy, perceptive woodsman really doesn't have much need for that Alchemy skill, does he? Sure, it's interesting, but... Also look at the costs of development. How hard will it be for the Mage to learn sword-swinging? How much will it cost the woodsman to learn Alchemy, and what will they have to give up in order to do so? The type of character you want to play may or may not be possible as a beginning character, but could be developed over time, if you stick to it and pay the price.

**Know Your System/GM:** Not the same as "Know Your Enemy," but more along the lines of "Know what's possible, and permitted." First and Second Edition *AD&D*™ didn't allow Dwarven Mages, for example, but Third Edition does—what about your GM? If you want a well-armed, armored

fighting man, which race and class is best suited to you? How does your GM feel about that combination? If you play an evil character with a GM who hates them, the life expectancy of your PC may be short. If you want to play a Military Psionic in the *Universe*™ SF-RPG, you will find it at least difficult, if not impossible, due to the rules. In one GM's game, asking for special equipment or abilities might get you classified as a "whiner;" while in a different one, you might be rewarded for coming up with inventive ideas. Knowing both the game mechanics and your Game Master can make life a lot easier for both the characters and their players.

**Know Your Enemy 102:** So you want to get back at the local Bandit King and his smelly henchmen for the way they treated you, back when you were just starting out? Great! So what's the plan? (You *DO* have a plan, don't you?) How many smelly brigands are you going to have to deal with? Do they have allies, guardians, mounts, a lair...treasure? How tough is this job going to be, and do you have the manpower to handle it? Are they all low level, or will some of them be tougher? If you've gathered the proper intelligence (through *Information Gathering* skills, scrying, infiltration and spying, or whatever), your job could be much easier. Missing the fact that the bandit leader and his lieutenants are vampires could be your final mistake! Knowing that you're going up against a creature of flame, on the other hand, allows you to prepare ahead of time with items conferring Fire Resistance, a Wand of Cold/Frost, and other such helpful aids. Whatever your heroes are up to, having a set goal allows them to better prepare to meet the challenges. Against a petty Bandit Lord, hired men-at-arms may be useful. against vampires and fire elementals, however, they may be merely a late snack or just charcoal. Knowing what you're up against gives you the info to discern between the two.

**Party Order:** When in the woods, a Woodsman should probably lead the way. When in a cave, a Caver is a good bet. Down in a dungeon, a Rogue who can detect traps is the obvious choice. Generally speaking, the heavily armored Fighter-types should lead the majority of the group, as the front line. Archers, those with polearms, and heavily armored non-Fighters should form the second line of defense, and the lightly armored combatants or spellweavers should "guard the middle" with a second line of heavily armored types bringing up the rear.

If you have a large group, some like to have a stealthy, perceptive type following the party, as well as a couple of "outriders" flanking each side. Personally, I have found these to be more trouble than help, and prefer keeping the party together. Scouts, rearguards, and outriders should all be instructed that their job is merely to ***spot*** trouble, too, not get into it! Once they have noticed something, they should sneak back and warn the party, not initiate combat or "investigate further" and get themselves picked off. A live scout with less information is better than a dead one who knows all about the situation.

**Plan B:** So you've gathered info on the local Bandit Lord and his smelly troops. You know that he and his two Lieutenants are vampires, that they have an Orc Fighter who never misses as a sergeant, and a Mage with a pet fire elemental. The party's Woodsman and Rogue have infiltrated their citadel and mapped the layout, know where all the mounts and treasures are, know that there are only 15 beginning level Fighters/Rogues to be dealt with, and you're all prepared to go in... The Priest lends his Mace of Disruption to a Fighter who can hit better with it (so he can take out the vampires) and prepares his Undead Turning powers, the Mage stocks up on spells of Undead-smiting. *Resist Elements* spells and Potions and Rings of Fire Resistance are passed out, everyone knows the plan, has studied the map, and is all ready to go. The Fighter and Priest will wait in ambush while the Woodsman and Rogue walk in and draw out one of the lieutenants, leading it into the ambush. The Priest and Fighter will then attack, aided by roguish sneak attacks and the Woodsman's flaming sword. The Mage will scry the citadel, and be ready to add spell support, if need be. The Druid, Monk, Minstrel, and Sorcerer will act as the party's reserve. If all goes well, the party will then try to draw out the second lieutenant in the same manner, then the Woodsman and Rogue will go after the Orc sergeant while the rest of the party goes after the Mage and Bandit Lord.

Sounds like a plan, but is the party all ready to go? Nope! What's missing, here? Well, besides the lack of a plan to handle the underlings, there is no fallback contingency, no "Plan B" to be executed when bad goes to worse!

For instance: Suppose the Evil Mage has been scrying the new "bandits," too, and knows the Woodsman and Rogue are "good guys." He has informed the vampiric Bandit Lord, who then (unbeknownst to the party) called in 10 extra men from the surrounding area. He and his lieutenants have subjugated these men so that they are under their complete control. Using an Amulet of Non-detection,

the Mage has been scrying the party, and knows where the ambush has been set. The Bandit Lord has his ten men there, waiting. When the Woodsman and Rogue draw the first of the vampiric lieutenants off, they (and the Fighter and Priest) are the ones ambushed! With 12-to-4 odds, the party is lucky (thanks to rabid defense from the Mace-of-Disruption-wielding Fighter, Undead-Turning Priest, backstabbing Rogue, and flaming-sword-swinging Woodsman) to slay the vampire, whose loss of control of the 10 men allows the heroes to escape, badly injured.

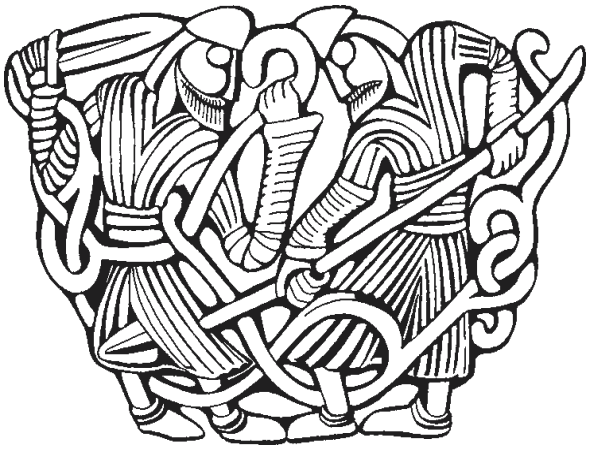
Seeing his lieutenant slain, the Bandit Lord sends out his 15 troops, led by the sergeant and his second lieutenant, to hunt the party down. Now the injured Fighter, Cleric, Woodsman, and Rogue must dodge through the woods, evading their pursuers, and seeking the rest of the party. If the party had ***had*** a "Plan B" now would be the time to use it!

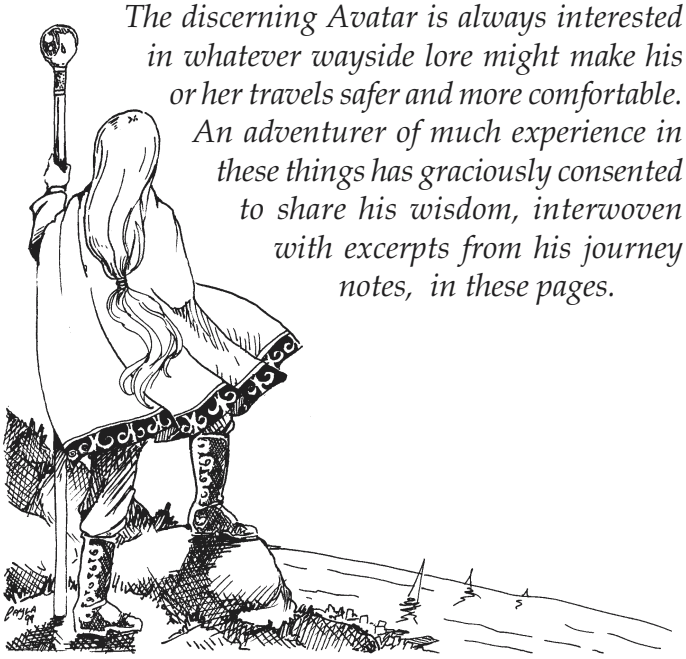
For instance: Suppose that the Mage, Druid, Monk, Minstrel, and Sorcerer were holed up in a cave nearby that the Druid had found, and covered with an illusion. When worse turned to worst, the remainder of the party could split up (dividing the enemy's forces, as well), and "beat feet" back towards this "safe haven." Maybe the Rogue has even had the time to prepare a few traps, and the Druid has some *Entangle*, *Snare*, *Spike Growth*, etc. spells in place! Maybe she and the Mage have a few water elementals waiting for the evil Mage's fire elemental, too...and where ***is*** that Paladin at, anyway? Surely he isn't sitting out this adventure? Are he and his mighty mount waiting in some third location, perhaps with some local militia or hired men-at-arms with silver-tipped crossbow bolts, waiting for the vampire lord to show itself? And where is that sneaky, smelly Barbarian? Has he also infiltrated the citadel, unbeknownst to the occupants? Might he even now be creeping up on that evil Mage? Hmmm! Did our heroes actually ***know*** that the evil Mage was watching them, and allow the ambush to appear as a rout, so that they could draw all the Fighters and Rogues away from the citadel, opening the door for the Paladin and his merry men? Might the "fleeing" quartet even now be doubling back to give the evil Bandit Lord his final come-uppance? Did they ***really*** have a Plan B, all along? (Such duplicity! Circles within circles! Oww, my head hurts!)

**The 'Face Man:** During an adventure, you're generally going to need someone to talk to the locals, gather information, deal with the magistrates, and do other forms of interfacing. This is the "'face man." Note that the 'face man isn't always a man, and isn't even necessarily the same character! The Paladin's warhorse is a better 'face "man" when dealing with horses than the Paladin would be. The Ranger or Druid will be better with most other animals. The Thief is a natural down at the Thieves' Guild (where the Paladin would be a liability), and the Paladin will be the natural with the local rulers, where the Rogue might be a liability. Obviously, who the 'face man is depends on who has a better Charisma or Negotiating skill, and where you are. If you need help at the Wizard's Guild, your party's Mage may be the only hope, even if she has the Charisma of an Orc. In general, pick the member of your party most acceptable to the group you're dealing with, with the best personality.

**Try Being Nice First!** Finally, whether you're adventuring, or just out wandering around town, when you meet an NPC who may seem to be an obstacle, try being nice first. "A soft answer turneth away wrath." It's worth a try...you can always rip out swords and spill blood later, if all else fails. If this seems a bit harder for you to swallow, let the face man try, while you prepare to execute "Plan B." You'd be surprised how often combat ***can*** be avoided.

Well, there you have it: 20 Generic Tips for Fantasy Roleplayers, which can be adapted to most other types of games, as well (Spies ***always*** need a "Plan B"). Look them over, and put them to work for your next party of adventurers. They may even live long enough to thank you for it!





*The discerning Avatar is always interested in whatever wayside lore might make his or her travels safer and more comfortable. An adventurer of much experience in these things has graciously consented to share his wisdom, interwoven with excerpts from his journey notes, in these pages.*

# The Watcher's Way

**To the Watchers' Encampment**
By Daniel Lewis

*As I prepare for my annual journey to the great councils of my kin, I find myself silent and wishing for a more peaceful theme in life. Such is my birth and life that I must do that which is necessary for the oaths I have sworn to the world around me.*

Shouldering my satchel and pack, I turned once more to the lovely Lady before me. *I hope my journey is quick that I may return to my charge and the hearth I call home here in Falconsflight Keep. The Lady Amanda steps to me, kissing me goodbye and wishing God's speed upon my journey before turning away and preparing to meet the day before her in the managing of her lands and preparing for a visit from the travelling mage, Xagig. It will be many a fortnight 'til I shall again return to her…*

Resolved to my duties, I climbed the short planking toward the vessel, my home for the next fortnight.

The vessel is a proud ship, the *Natathiel Brow-fist*, a schooner of a rather old heritage and proud defiant lines. Her keel was laid many a year ago and since then has only needed to be rebuilt once in her 250-odd years of service. At one time, the *Brow-fist* was a ship of the main for my country, a longtime merchant empire, bearing a complement of 14 cannons. Yet her main defense was the ability to turn and run against all winds, tack and jibe against the worst of her foes, and sail like the stars themselves across the waters. Bearing a main and foresail, she kept a number of sheets hidden away to catch the lightest of breezes in case of any emergency; which I would later find to be a very wise decision.

*The Captain, a burly old salt, is ever ready with a jest or a bit of information that is never really pertinent to anything in particular! But he does know facts of such obscurity that even the greatest of sages might have learned a bit or two from any amount of time spent with him aboard her beam*. Truly, I found myself amazed by the knowledge he possessed about the seas of the area as well as the strange and weird creatures that spend only short periods of time at the surface during the entire year (of which I shall digress later and tell one of his tales during this journal).

By the time my gear was stowed and I placed myself at the Captain's service, she had cast off and was slowly making her way from the port under the power of two smallish longboats. Though only three men manned the oars of each, the boats pulled the lean mass of the *Brow-fist* cleanly from the dock and moved her to the opening of the bay's reach where within a blink, the longboats were again winched to the deck and lashed. Sweet was the sound of canvas unfurling to snap in the brisk wind astern! Within fifteen minutes, the sheets were secured and the smoothly hypnotic rise and fall of the deck became as a second nature to me once more. I had spent many a month aboard such ships as this, but never on one so proud and quick to respond to her helm's command as she.

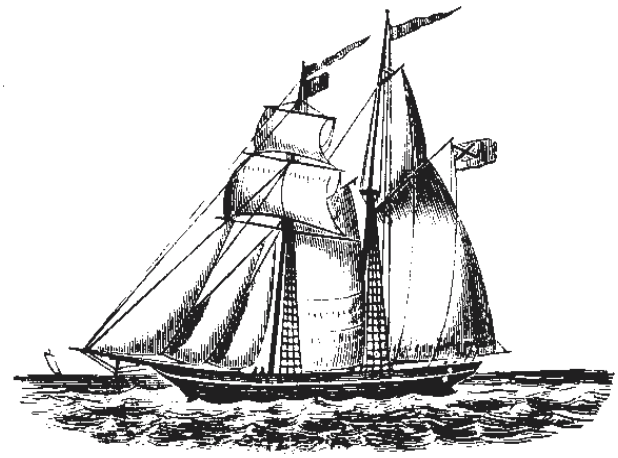
Riding the wind out of the harbor, the crew set about the day's work of keeping her fit, swabbing the deck, polishing the ample brasswork and setting the yards to keep the brisk air in her sails. As much as I do know of sailing, the crew were one and all masters here and the Captain above all else. Every now and again he would gently order a crewman to take in the main a reach (being, simply enough, an arm's reach on the halyard) or slack the jib to keep her from luffing the foresail. Quickly, they would respond with gusto and a crisp "Aye, Aye, Cap'n". *By the time we had reached out beyond land's end, the Captain was smiling more than I could stand.* Asking him about his jest, lest he keep his humor to himself for an eternity, he responded with a wink. "See how she runs, Master Aryen? Quick and smooth over the swelling ocean's breast, how fast d'y'think we travel?" he asked.

Never having much of a mind for speeds atop the water, I had no clue and answered as such. Jib Philbrook, answering his own query, said an amazing

20 knots! Even considering all the canvas at her service and having only about half of it out at the time, I was amazed by the nimble way in which she took every bit of the air's power and sent it thrumming through the keel. I settled in shortly for my trip aboard and spent many an hour in the following days being regaled by Captain Philbrook's tales as well as telling a few of my own.

The Captain informed me that our trip, which on most normal vessels would take no less than three months, would have us in sight of Maylus within half that time. I thought his boast was just that; but true to his word, the journey took just 48 days, most of which I spent languishing on deck, reading an ancient tome that I had brought or working alongside the crew when necessary. Only on two occasions was it necessary for the crew and myself be put under pressure.

Off the coast of the Bilkarbi islands south of Anatis, we were accosted by a large frigate lying in wait for a merchanter to come close enough to chase and take. The pirates of the area are oft very brash and aggressive. Captain Philbrook, a wily seaman, took it as his duty to play a close game of cat-and-mouse with her for a day and into the second night. I was quite surprised by his tactics of running just ahead of her and keeping the pirates just off the aft rail beam. Perhaps a mile away by the setting of the sun on the second day, the first mate, a youngish lanky lad by the name of Skhoght, and two others slipped away into the waters of the night, illuminated by nothing other than the stars ('twas no moon that night). I could not comprehend what Captain Philbrook had in mind but once the men were away, he ordered the lights lit for night and continued her on her path, albeit at a much slower rate to allow the frigate to close with us. Still could we see the deck lights of the frigate and slowly we sailed into the night away from our compatriots. Again, the Captain surprised me, ordering a night of singing as a cask of rum was broached. The cook, a pretty lassie named Juneau, had served up an variety of pies and pastries into which the crew (and myself with abandon) dove with glee. *The character of the crew, I must admit, seems unusual to me. I would think that the danger still exists with the pirate frigate, but over and over I am told "not to worry, this will be fun." We shall see…*



By the second watch, I was feeling the effects of the crew, their joviality, and the rum. Peaceful sleep was entering my eyes and I didn't think I could hold out much longer after the relaxing days before. To my surprise, a brilliant flash lit the water followed quickly thereafter with an explosion that swept across the surface. Instantly awake again, I heard the crew cheer! To my amazement, the frigate was no more than 100 yards astern of us and on fire! The explosion had gutted the port side rail to the waterline and the great timber mast of the mainsail lay over the starboard rail dragging in the ocean, slowing the ship down and causing it to list heavily to that side. She was wounded badly, perhaps even mortally so. I couldn't see any activity atop her decks and the rigging was so badly fouled that even if she did stay afloat, it would be days before she could catch the wind. The Captain explained for my benefit that Skhott and the other two, Perry and Whistle, had taken her.

We waited then for daylight, when orders were given to strike the sail and prepare grapples as we slowed. This allowed the frigate, a much larger ship, to come alongside and be boarded by our own complement. Within the hour, she was lashed with grapples, ready to be cut within a moment's notice, keeping her tight to us. I could only hear muffled sounds of anger from the fo'c'sl upon stepping to her deck, and still the three men who took her were nowhere in sight. The deck was awash with signs of blood but no bodies were to be found. I surmised correctly that they had already become food for the sharks prevalent in the area.

Skhoght strode from the main galley with a cup of kaffee steaming in his fist, smiling sadly, and reported to Philbrook. Whistle had been lost in the explosion. One of the bulkheads did not hold the force of the blast and he was crushed in the torrent of timbers, splinters and steel ejected. "Seaman's rates for her, then," the Captain said solemnly.

"Aye, Cap'n." So the widow of Whistle would be seen to, half of the take from the pirate's hold would

go to her and their children. The quartermaster, Perry, gave the accounting to the Captain. The frigate had been busy and Widow Whistle would be well off for the rest of her life.

Shortly, the pirate crew were allowed out of the fo'c'sl and gained the deck under the supervision of Philbrook's crew. Summarily, the Captain gave them the choice to continue our journey and (giving deference to me) stand trial for their crimes at the Watchers' gathering as criminals against their fellow men, or take their chances upon the sea with no food and only a week's rations of water. Surely they knew all would be dancing at the gallows should they stand trial amongst my peers, for all 19 of the men chose the boat. I must admit that I was surprised to find that the frigate bore only one boat that could safely carry 6 men. The Captain offered up one of our own longboats, yet that would leave room for only 14 total. "Such is life," he said and promptly set the boats afloat and pushed them off, overloaded as they were. Still the captain of the frigate had not been seen. Once the boats were away, Philbrook called for him and in short order he was marched from his stateroom in the stern to stand in front of Captain Jib. He seemed a proud man and expecting a certain amount of respect from all others he demanded his right to be put a-sea as well.

Captain Philbrook, seeming sad for the pirate, responded that he was sorry that he could not comply and called for a rope. *Within a minute, the pirate was trussed up after a short struggle and decorated our main mast for the remainder of the day before being sent the way of his victims in the early eve. The carcass of the frigate followed him, being emptied of her cargo and set ablaze as a beacon on the night. Such are the ways of the men plying their lives on the sea…*

Many days followed as we sailed smoothly around Huybraz and the Straits toward the Magnific Ocean, the weather turning colder as strange water creatures occasionally stopped to view our passage for a time before being about their business once more. During the brisk days close to the southern ends, many a day was spent learning much of the sailor's trade. *I have widely increased my store of knowledge of knots and rope use through these colder days and with great pleasure can I now, under the tutelage of almost any of the crew, wrap and weave beautiful – nay, artistic – knots. I shall surely divulge my learning in a later entry.*

Cooking aboard her, as well, I spent time studying as it is vastly different from that of normal land travel. Juneau was an able teacher and spoke of many dishes that can be prepared strictly from ingredients taken from the sea. On one occasion, we stopped at a heady point to gleam mussels and clams from the banks and beaches. There I, under the instruction of Juneau, cooked the evening stew comprised of rice, clams, mussels and a strange fish I had never seen before that was speared by Perry, knowing where to look in the foam and spray of the tide. To thicken the broth, we used a common seaweed beaten into pulp and rendered down to a thick, floury paste-like substance. *It came out very flavorful and rich for which I was complimented by the crew. High praise indeed!*

The remainder of the journey was peaceful and reflective until the waters of the Magnific ran deeper than any man knows. At that point, a hideous beast rose to the surface and trailed with us for a day and a night. It seemed beyond the ken of normal man, but the mate assured me they are a peaceful and gentle creature; he having seen these beasts before. It was a kraken of sorts, but the coatings of the tentacles and body were as if a giant plant had taken to animal life. Crusts of stone and shell covered the limbs, an intense blue-green in color with leaf-like trappings between the hardened areas. It easily matched our speed, and after a time, tentacles slithered aboard the *Brow-fist*, feeling around, as if playing with something new. They had a leathery feel to them and were animated in a way to make one think it a plant instead of beast. Its movements betrayed the fact of an intelligence I could not comprehend, a more ancient and wise way than that of man. *Eerie to feel such, knowing our worlds did not overlap in any normal sense. "Old Fisherman" is what the crew called it. I know not whether it be male or female. But there was a mind behind the creature, far beyond that of the fish of its own dwelling, many fathoms below the keel that moved us never-failing towards the coast of Maylus.* Small crustaceans of strange designs, colorful shells and such adorned the side of the beast. Gently, I pulled a small shell free of the hide, it leaving no trace of a wound. Later I was told that shells such as this bring a high price in the markets around the world for so brief and rare is the encountering of the beast. After a time, it grew restless and dove into the depths after outdistancing us easily at full sail. *I do not believe I would wish to sell such a thing, for it seems to hold some remnant or echo of its mysterious owner. I shall keep it safe for my Lady; she is fond of Nature's beauties, and the more so when so strange and wondrous a tale lies with them.*

Within the week of our encountering the "old fisherman," land was sighted and, as the Captain promised, in nearly half the usual time. Glad I was to see this for soon I would join with my brothers in the councils and stories of our travels…

On the last day, Captain Philbrook informed me of his intent to sail back in a month's time. This would allow his able crew to spend some time ashore, seeing to the sale of the goods he had the holds filled with prior to our departure as well as those taken from the pirate frigate. Arrangements were made for the Widow Whistle as well as a report of the pirate activities, the sinking of the frigate and the casting adrift of her crew.

I begged my leave of the Captain, glad to have land under my feet once more. If possible, I would return aboard her on my journey once more. Down the quay, I could see the placard of the "Compass Rose." It had been a long time since I drank from her tankards and I quickly made my way to the doors.

Before I could enter, I was broadsided by a huge beast of a man and laid off my feet to the planking of the wharf. Reacting almost immediately, a dagger flew to my hand and I lashed out a kick against the assailant's legs. In a trice, the legs were no longer there. Jumping to my feet, I was face to face with none other than my old friend, Bargel Ironskin!

"You have been a-sea too long, my friend!" he laughed. "I caught you easily." I had to admit it was true. Too much time away from the land had slowed my senses, I responded, as I dusted myself off and gathered my gear once more. We hugged as best friends, laughing and clapping each other's backs, then he stopped. Stepping away from me, he cast his glance down and sadly said, "Watch Captain Leighton is gone now." We both stood quietly for a moment, looking at each other.

The legendary Captain Zyrtech was gone, lost to the life we all follow. Surely I would hear his tale soon, for even in the thousand or so Watchers that there are around the world, he was legend. I looked up at my friend and smiled. "We knew him," was all I needed to say, for Bargel smiled, knowing as I did that Leighton would not be forgotten. We stand together as we must, bound by our oaths.

We watch…

*(continued from page 7)*

against which to apply adjustments found in the ***Lejendary Rules*** *for All Players*™, or not. Let's assume a situation where an Avatar lacking both Tricks Ability and Luck has discovered a trap and wants to disarm it. The Avatar's adjusted Speed BR is 9.5—he is wearing armor, but has set aside his shield.

This trap has been set by someone with Tricks Ability of 92. Applying 10% of that score reduces the chance from 9.5 to .3. However, drawing from Evaluation and Scrutiny Abilities possessed at a total of 77, adding 10% for their use brings the Avatar's chance back up to a reasonable 8%. Then adding for conditions—unstressed, plenty of time, decent illumination, another 20 can be tacked on. That gives 28%, a bit better than one in four. Fair, and quickly arrived at by the LM with input about Speed and actual Abilities to be used from the player whose Avatar is concerned. If that player explains well how the trap will be removed, that chance for disabling it might go up between 5 to 30 points if cleverly expressed; on the other hand, it may drop below 28 if the propounded means is impractical.

The Lejend Master comfortable with taking the BR underlying an Ability, adjusting it for situation, and using the result isn't in doubt, so the Speed BR suggestion doesn't need to be used. A 50 Precision BR, for example, less a –30 situational adjustment, less the level at which the trap was set (92, for a –9, say) brings a chance of 21%. Again, reasonable enough for disarming a trap that's been seen and can be looked at and studied, with plenty of time available to manage the task.

The same general thinking applies to a broad range of situations—sneaking past sentries, breaking into a place, or following someone without being noticed. It applies to Ability use that is "opposed" by another Ability—and in such case adding Speed BR to the initially used Ability is a fair bonus for initiative in this regard.

The important thing in all is to accomplish the whole with speed and assurance so that the *game* can proceed. This sort of on-the-spot adjudication can and should be less disruptive than looking up rules and tables, while at the same time being more palatable to thinking players than a mere mechanic.

# Out of the Wilderness

**New Lejendary Earth™ World Setting Creatures**

By Gary Gygax and Dan Lewis (with additional contributors as noted)
*Illustrated by Jim Mitchell*

| Creature | Appearing | Health | Precision | Speed | Attack | Defense |
|---|---|---|---|---|---|---|
| Brain Imp | 1-6 | 16-35 | 26-45 | 16-19 | 4-20 +8/sp. | 10 |
| Golem | 1 | | | | | |
| *Jack-o-Scarecrow* | | 39 | 52 | 15 | special | 19 sp. |
| *Living Doll* | | 13 | 65 | 26 | special | 19 sp. |
| *Feather* | | 40 | 80 | 20 | special | 20 sp. |
| *Pitch* | | 60 | 90 | 26 | special | 12 sp. |
| *Plank* | | 80 | 70 | 32 | special | 16 sp. |
| *Runic* | | 90 | 45 | 15 | special | 18 sp. |
| Netherlarva | 3-6 or more | 16-25 | 21-30 sp. | 19 | special | special |

*Aryen the Watcher speaks:*
*As I have just returned from our councils far off in the lands of Maylus, again I shall attempt to add whatever useful information that I may to aid in the safety and comfort of those who, like myself, enjoy the travelling life. As sure as my tasks are far greater than that of a wanderer, the information that I dispense as I may, should be taken as such. These are either first-hand accounts of my experience, that of a fellow Watcher, or even fables or tales out of history. Remember that even most fables are birthed in truth and to some degree are correct, so reader beware!*

**Brain Imp**

***Appearing:*** 1 (60%) or 1-6 (40%).

***H: 16-35. P: 26-45. S: 16-19 attacking, moving on the ground, or flying.***

*There is a tale of the Hazgarian Wizard Czakran of great power who was slighted by the royal court of Radakand. Vengeful as most are with such things when of great power (and self-righteous), he planned to regain face amongst the courts. Believing that he had within him the power to control such a creature as the brain imp, he found and captured one, bringing it with him to the palace. After a number of protective spells he was certain to keep him safe, Czarkan sent the creature to do its will against the house and the royalty there. His plan backfired as he awoke many days later with an uneasy feeling. Sure as his pride had set him upon this course, he had lost much of his knowledge and ability! The brain imp had taken his strength from him and snuck off for the moors once more, never fearing revenge because Czarkan could not effect any recompense after that day and never regained his own power. He had been humbled!*

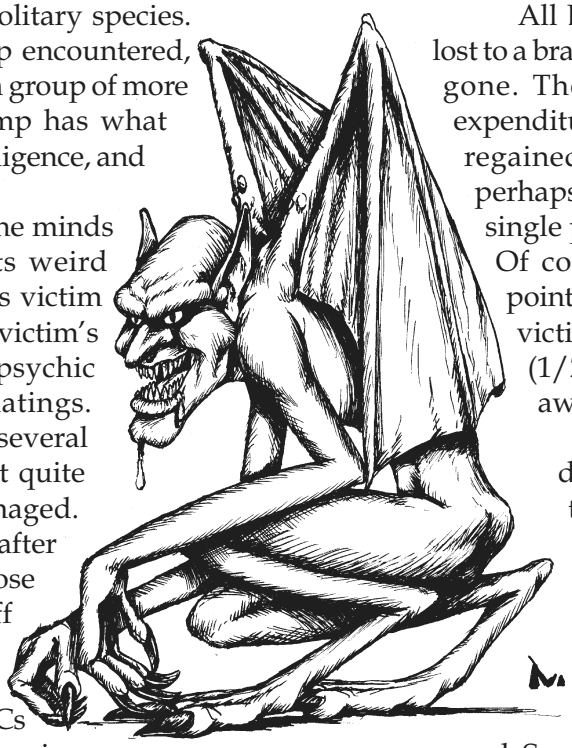
***Attack:*** Fangs and claws inflict 4-20 plus 8 points of Harm, or Psychogenic Ability induces sleep (see below).

***Defense:*** Size, speed, and scaled hide provide armor protection of 10.

All these creatures have Stealth Ability at 80%, Stealing Ability at 70%, and Waylaying Ability at 90%. They can see in total darkness as if there was bright moonlight illuminating the area.

The brain imp, not really a nether spirit at all but named thus because of its appearance and demonic habits, is a rare and solitary creature. A typical specimen is only about around three feet tall and thin to the point of emaciation. It has a greenish reptilian skin and sports a pair of green-purple wings akin to a bat's. It has a long and pointed face, with a huge mouth full of sharp teeth. Its long and pointed face, huge mouth full of sharp teeth, and rather pointy ears and nose all combine to give it an imp-like appearance. The imp's bright yellow eyes are disproportionately large, flat ovals, and the pupils are slitted like those of a cat. A brain imp's three fingers (and opposable thumb) are long and have black, razor-sharp claws, as do its three long toes.

This is a cowardly and solitary species. Rarely is more than a single imp encountered, and no report has ever indicated a group of more than six. However, the brain imp has what might be called genius-level intelligence, and a malignly mischievous nature.



The brain imp feeds off the minds of intelligent beings. It uses its weird Psychogenic Ability to induce its victim to sleep, then removes part of the victim's mind with something akin to psychic surgery—a draining of Base Ratings. When the victim awakens after several hours time, the individual is not quite "right"—being, well, brain damaged. This is because during each ABC after the victim has fallen into a comatose state, the brain imp draws off temporarily 1 point of Health, 1 point of Precision, and 1/2 point of Speed Base Rating. After 10 ABCs losing such energy, the victim is actually drained of 1 point of each Base Rating, the brain imp gaining those points for itself. When the brain imp has gained 4 points of each Base Rating in this fashion, it continues to "feed," but from that point onwards the loss to the victim is in Ability points, 1 per ABC, at random.

All Base Rating and Ability points lost to a brain imp's attack are permanently gone. They can be replaced through expenditure of Merits, but not otherwise regained through Powers (excepting perhaps a Heart's Desire to restore a single point of one Rating or Ability). Of course, temporary Base Rating points initially lost are restored to the victim, returning at the rate of one (1/2 Speed) point per hour after awakening.

Brain imps make their dwellings anywhere dark and their lair is hidden from the general populace. Since they are magical creatures, they do not breed normally, but it is rumored that they reproduce by fission after absorbing sufficient Health, Precision, and Speed Base Rating points from human and Alfar victims. Oddly, these horrid creatures are fond of cheese of any sort—passionately fond of cheesecake—and steal such foodstuffs whenever possible. (*With thanks to JFM*)

**Golems in General**

***Appearing:*** 1 (usually)

All golems are magically created automatons. It is known that Geourges are the most common activators of such things, however, the Charnel Heap of the Necrourge can certainly be considered a "flesh" golem. Although no golems have brains or intelligence *per se,* the automaton-like things have a directing energy that enables them to obey a series of up to three successive commands. Thus, for example, one might be required to move in some direction, then stop, and finally to attack anything that came within 30 feet of it. Once charged with one or more commands, the golem remains active until destroyed.

**Jack-O-Scarecrow Golem**

***H: 39 P: 52 S: 15***

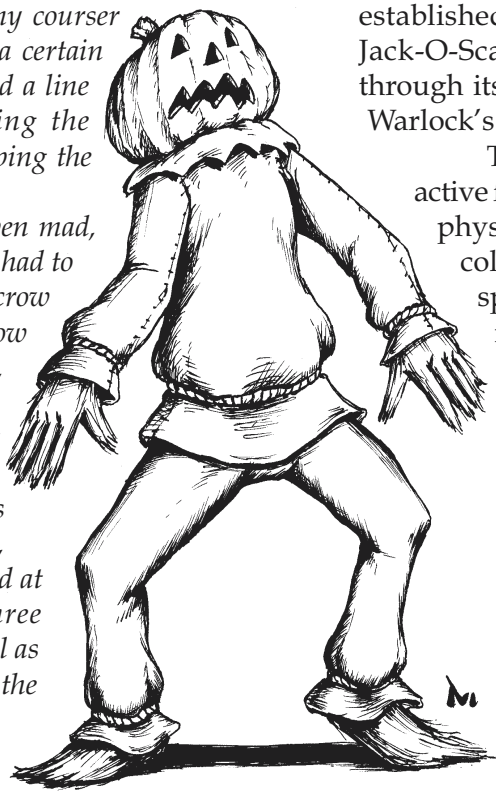
*Found mostly within fertile, crop-producing temperate areas, the Jack-O-Scarecrow can be a frightening opponent. On the occasion that I had encountered one, it was ordered to terrorize a certain corn-growing village for crimes against the Witch's brother (he was hung for stealing a large quantity of seed corn). It had scared a number of the residents away from the area and its presence was starting to affect the trade with other towns.*

*This particular one would ride a great black stallion, chasing townsfolk about at night. Every attempt at capturing the golem was to no effect. By teamwork and guile, I employed some of the sturdier men from town to destroy the thing. Most of the women (and some men) would cower behind the blinds at night, begging their loved ones not to go out in the night. I had devised a plan to remove the golem from the back of the steed, where I would have it chase me for some*

*distance before heading down a short trail to the fields. This seemed to be its favorite haunting area, so I was assured it would succeed. Once around and down this short path it chased me. I could feel its malevolence as I rounded the last bend, racing my courser with all her speed. As I passed a certain point, on cue, the farmers hauled a line tight across the path, dropping the stallion to the ground and dumping the golem some twenty yards away.*

*The horse had been driven mad, made utterly uncontrollable and had to be dispatched. The Jack-O-Scarecrow did its best to return to the hollow where it was created by the Witch, but it was chased down by all involved just short of the gully and destroyed.*

*Being well aware at this point of the Witch's involvement, she was arrested and later burned at the stake for the deaths of three villagers with weak hearts as well as the damage caused to trade in the area.*



A Witch or Warlock is always the creator of such a thing. Through the employment of *Chain Minor Spirit, Jack-O-Lantern, and Scarecrow Servant* Powers in conjunction, the special golem, looking like an animated scarecrow with a fearsome jack-'o-lantern for a head, is made both animate and communicative.

***Attack:*** This golem attacks twice with a club with spikes (3-20 points of Penetration and Shock Harm) or else once every third ABC of time with jets of flame shooting from its eye- and mouth-hole openings (13-16 points of preternatural fire/heat Harm, with any incidental Harm from inflammables set afire being additional).

***Defense:*** Shock-based and piercing penetration attacks upon the golem are reduced by the indicated (19) armor protection. Penetration Harm from weapons with cutting edges (axes, cleavers, cutting swords, etc.) reduces armor protection to 9, however. It is protected normally against attacks by acid, electricity, and/or fire, and is unaffected by cold or VT Harm. It is protected against Preternatural Harm by nether force of 6.

The golem obeys the mental commands of the Witch or Warlock who created it so long as they are within sight of it or in mental contact. Otherwise, it follows such instructions as were given to it, the Jack-O-Scarecrow golem possessing average human intelligence. Whenever the Witch or Warlock is actively concentrating on the golem, a mental link is established with the minor spirit inhabiting the Jack-O-Scarecrow. Thus the activator can sense through its "eyes" and "ears" as if the Witch's or Warlock's head were the golem's own.

The Jack-O-Scarecrow golem remains active for up to 13 months' time, until destroyed physically, or until the activator wills it to collapse. In any of these cases, the minor spirit is freed and departs immediately to its own dimensional matrix.

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**Living Doll Golem**

***H: 13 P: 65 S: 26***

*The use of these creations seems to be predominately centered around Apphir in the southern regions and in the islands of the Golden Passage between Anatis and Huybraz. These are seemingly innocuous toys that almost always catch the target unaware. The poorer locals use such things to kill travelers and take their goods for their own, or more generally resale. This does the country no benefit as word reaches beyond the confines of such areas and inhibits trade as well as travel. These creations have a solid basis in and are closely tied to the prevalent cult-type religions of the area. Large festivals are given every spring to "honor" such creations as well as their creators, being viewed as minor priests of the religion itself. So when travelling within these regions of the world, bear in mind the old adage, "beware Kossalians bearing gifts."*

A Witch or Warlock is always the creator of such a thing. Through the employment of *Chain Minor Spirit* and *Living Doll* Powers in conjunction, the special little assassin that seems to merely be an innocuous child's toy is made animate.

**Attack**: This golem attacks three times per ABC with either a penknife (1-6 points of Penetration Harm) or with a garrote (6-9 strangling Harm per ABC). Note that a poisoned weapon might add VT Harm, the golem might be supplied with a little blowpipe, etc. In all cases, the weapon must be one that a 13-inch-high figure can employ. Note that all physical attacks are made with a Physique bonus of 3 points, as the golem is strong indeed despite its size.

**Defense**: All normal attacks upon the golem are reduced by the indicated (19) armor protection. It

is protected normally against attacks by acid, electricity, and/or fire, and is unaffected by cold or VT Harm. It is protected against Preternatural Harm by nether force of 13 and against Supernatural Harm by 6 points of protection.

The golem obeys the spoken commands of the Witch or Warlock who created it. It thereafter follows such instructions as were given to it, having intelligence equal to that of an average human.

The Living Doll golem remains active for up to 13 days time, until destroyed physically, or until the activator wills it to collapse. In any of these cases, the minor spirit is freed and departs immediately to its own dimensional matrix.

**Feather Golem**

***H: 40 P: 80 S: 20***

*In southern Anatis, there is a village in the country of Ardath that employs the three following creations to mete justice upon its wrongdoers. As I journeyed through the area a scant three years ago, I found that those handing out the verdicts of the royal court, would, on rare occasion, call for the gauntlet. This, to my surprise, entailed the wrongdoer being chased from town without their arms or armor under the forceful attentions of one each of these things. For the most part, adventurers who had strayed from appreciating the hospitality of the townsfolk were the recipients of this judgment. Needless to say, only the intelligent ones stayed away. Adventurers with an idea of vengeance for such treatment (forgetting how they treated the townsfolk) would return, and the punishment for that was dancing upon the gibbet! Even so, the village is a nice and quite friendly town.*

An Enchanter or Enchantress is generally the creator of such a thing through the employment of *Forgies' Feather Golem* Power, causing feathers and down equal to at least eight cubic feet in size to form into a humanoid shape and become animate.

***Attack:*** This man-shaped golem attacks at long range by shooting two quills per ABC at a target subject up to 60 feet in distance. A target struck by a quill attack suffers 1-4 points of Harm bypassing any armor/protection. At close range, the feather golem sends forth a six-inch-diameter ball of feathers. These will blind the target subject, so that all actions taken by the subject struck are at 50% normal. Note that if a target has any sticky substance upon it, such as pitch, the feathers will adhere firmly to it. As much as 25% of the surface area of a man-sized target can be covered with one feather ball.

***Defense:*** The feather golem has a 60% chance of dissipating Preternatural Activation energy, so even if a Power or the like might otherwise affect it, there is an even chance that it will simply fizzle unless the



Activation is of Supernatural grade. Piercing-based attacks inflict no Harm on the golem, but shock-based ones are normal—minus armor protection of 20. It is affected normally by fire at maximum Harm. This golem is immune to acid, cold, and VT-based Harm. It slowed by one half (to 10 Speed) by water-based attacks but its armor protection returns to its normal 20 points if subjected to fire attack immediately thereafter (i.e., while it is still wet).

A feather golem is always programmed to work in cooperation with a pitch and a plank golem (qq.v.) if present.

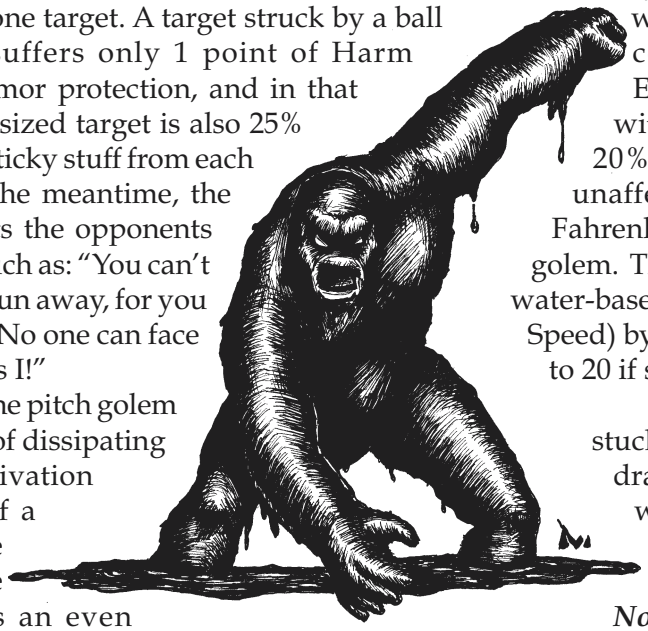
**Pitch Golem**

***H: 60 P: 90 S: 26***

An Enchanter or Enchantress is generally the creator of such a thing, employing *Brerbit's Pitch Golem* Power to cause pitch or a similar substance equal to at least eight cubic feet in size to form into a humanoid shape and become animate.

***Attack:*** This man-shaped golem attacks only by hurling two balls of its own substance per

ABC for a distance of up to 60 feet in distance, both usually aimed at one target. A target struck by a ball of pitch attack suffers only 1 point of Harm bypassing any armor protection, and in that same ABC a man-sized target is also 25% covered with the sticky stuff from each ball that hits. In the meantime, the pitch golem taunts the opponents with statements such as: "You can't Harm me!' and "Run away, for you are doomed!" or "No one can face one so daunting as I!"



***Defense:*** The pitch golem has a 20% chance of dissipating Preternatural Activation energy, so even if a Power or the like might otherwise affect it, there is an even chance that it will simply fizzle unless the activation is of Supernatural grade. Any weapon not flaming, or as hot as a hot flame, sticks to the pitch golem and cannot be pulled free unless the wielder has Physique Ability. Each 10 points of this Ability allows a 1% chance for freeing a weapon stuck to this golem. This includes body parts such as feet or hands that contact it with force. Piercing-based attacks do not Harm the golem. Shock-based attacks inflict normal Harm minus armor protection of 12. It is affected normally by fire, running and burning for 10 ABCs as it is destroyed, but all weapons stuck to the golem will likewise be destroyed as the thing is consumed in flames. This includes Extraordinary weapons, although those with a Supernatural enchantment have a 20% chance (1-20 on d%) of surviving unaffected. Heat greater than 120 degrees Fahrenheit inflicts d4 Harm per ABC on the golem. This golem is immune to acid, VT, and water-based Harm. It slowed by one half (to 13 Speed) by cold but increased in armor protection to 20 if subjected to cold attack.

When it has one or more weapons stuck in it the pitch golem will run away, dragging with it anyone holding on to a weapon, or who is stuck to it, for the golem is effectively as strong as a large draft horse in this regard.

***Note:*** In a melee situation where a feather golem (q.v.) is also engaged, any victim that is 50% or more covered in both pitch (tar) will have that same percentage chance of being mistaken by his or her fellows for a feather golem, i.e. attacks directed at a feather golem present have a chance of striking the victim. (Where the subject is less than 100% feather-covered, allow equal chances for being struck, then confirm with d%.)

A pitch golem is always programmed to work in cooperation with a feather and a plank golem (qq.v.) if either or both are present.

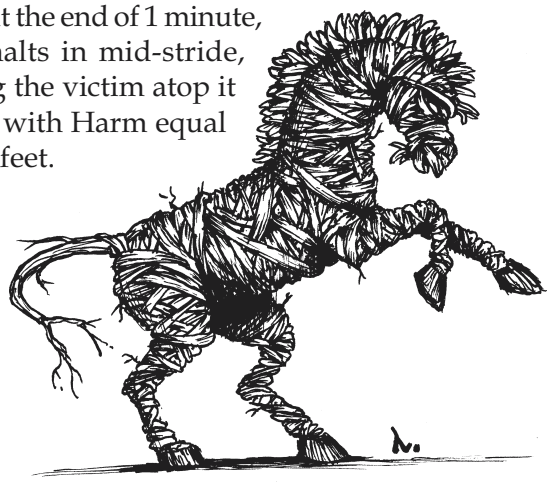
**Plank Golem**

***H: 80 P: 70 S: 32***

An Enchanter or Enchantress is generally the creator of such a thing through the employment of *Raille's Plank Golem* Power, causing stout sawn timber equal to at least 24 board feet in length to form into an equine shape and become animate.

***Attack:*** This golem attacks at close range (3 feet) by delivering two strikes at a single target with its fore- or rear-members, each for 1-20 plus 6-8 Preternatural Harm. A man-sized target struck once for 20 or more points Harm (regardless of armor protection), or twice simultaneously regardless of total Harm, is knocked prone and stunned for d3 ABCs.

If a potential target has 75% or more of its surface covered in feathers, this golem will use a different means of attack. Instead of striking, a successful attack results in the target subject effectively being mounted on the plank golem, whereupon the golem immediately gallops away. It will keep moving at full speed until either 1 minute has elapsed or it is destroyed. At the end of 1 minute, the golem halts in mid-stride, precipitating the victim atop it off in an arc with Harm equal to falling 10 feet.



***Defense:*** The plank golem has a 40% chance of dissipating Preternatural Activation energy, so even if a Power or the like might otherwise affect it there is an even chance that it will simply fizzle unless the Activation is of Supernatural grade. Shock-based attacks inflict only one-half Harm on the golem, but piercing-based ones are normal—minus armor protection of 16. It is affected normally by fire.

A plank golem is always programmed to work in cooperation with a feather and a pitch golem (qq.v.) if either or both are present.

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**Runic Golem**

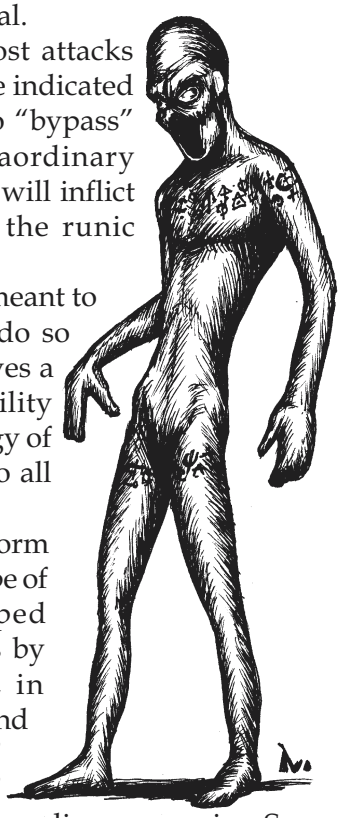
***H: 90 P: 45 S: 15***

*During the tumultuous time of Miria's Khautun Empire (now Rautu), a particularly vile and depraved leader arose to power. But such was his fear of being overthrown by his family, as he did to his predecessor, that within the space of two months time he had employed the works of a Geourge to create a number of these creatures and had sent them against his own kin. After thirteen such assassinations of the "royal" house, a trail of information led to the Geourge and eventually back to the madman himself. The despot was summarily overthrown and the Geourge fled into hiding, never to be seen from again. Later, rumors led the hunters to the Geourge in a remote canyon deep within the mountainous area of Miria. The remains of the Geourge had been found, slain by his own works.*

***Attack:*** This golem attacks by a mere touch, and if this succeeds, its negative-base energy conveys 13-16 points of Harm to the target subject. Any Harm delivered by this golem ignores any and all armor and/or protection not specifically attuned to protect against negative energy.

***Special Attacks:*** The golem can deliver an *assassination strike* once. This touch will occur when it identifies its "victim"—that unique target that is described as such by the one directing the runic golem (even though this might be a general, non-specific description so as to make it the first opponent faced, the first human, etc.). Such an attack inflicts 60 points of Harm to Health, 30 points if the target subject parries the attack or attempts to avoid it (roll against four times Speed BR; an unsuccessful roll indicating full Harm of 60 points). Regardless of Harm delivered, the runic golem then self-destructs, inflicting 9-12 points of Harm to all within a four-foot radius of its position.

If, before delivering its assassination strike, a runic golem is brought below 0 Health in one ABC it will also self-destruct, exploding and inflicting 17-20 points of Harm to all things within a radius of eight feet and destroying what remains of itself in the process. A runic golem will also trigger this self-destruct effect if it is immobilized or otherwise kept from its goal.



***Defense:*** While most attacks are protected against at the indicated 90% armor value, with no "bypass" for special hits or Extraordinary bonuses of weapons, acid will inflict full Harm disregarding the runic golem's protection.

Note that Powers meant to affect a runic golem will do so only if the activator achieves a roll of 10% or less of Ability score, as the negative energy of these golems is resistant to all forms of energy attacks.

A rare and secret form of golem, this particular type of automaton was developed during the Age of Adepts by powerful wizards who, in addition to Enchantment and Geourgy, were masters of Alchemy and the use of runes in activation of Extraordinary energies. Some sources credit the initial development to Jert of Troy. Since the time of the discovery, the dark process of making a runic golem has become a closely guarded secret maintained by malign practitioners and assassins guilds. Although most difficult to construct, this golem does not leave any appreciable material trace when it is destroyed, so it is thus virtually impossible to trace to its originator(s).

The runic golem is made from shadowstuff, then sometimes "given" what seems human form and substance so as to pass as a normal person of human, veshoge, or some Alfar race to more effectively carry out its mission. In initial form it appears as a sooty, lank humanoid, rather boneless and rubbery, naked and genderless. The creator of the golem must then envision the appearance the thing is to assume, and it "flows" to become that. The more powerful the visualization of the golem's creator, the more perfect the form that is shaped. Left unformed, one appears as described above; the head is left with two large but dull eyes of silvery gray and no facial characteristics. In basic form, being fuliginous in color, it is most difficult to detect if in the dark or deep shadows.

However formed or unformed, the runic golem will have upon its "skin" surface a series of 180 runes that its creator made on a special surface, and which transfer themselves to the chest, back, upper arms, and thighs of the automaton, appearing as tattoo-like markings of a dark gray hue when it takes shape.

This golem was originally developed to be a killer, a weapon of assassination, to infiltrate castles, fortresses, and like places or for ambush on a raiding mission. Unlike other golems, the runic sort has a created cunning within them. As many as 12 separate and distinct commands can be given. Similarly, 12 different sorts of friend/foe identities can be supplied to a runic golem. It is aware of its surroundings and can determine allies from enemies based on its creator's or "master's" instructions. This effectively gives them the following Abilities in regards to commands: Stealing at 45, Stealth at 90, Waylaying at 60, Weapons at 45, and Planning at 30 (limited to the use of the other Abilities).

Because a runic golem can not communicate fully, though it can give an indication of its success or failure, the automaton type is not good for spying or reconnaissance missions. However, each of these things seems to have a sort of Extraordinary link to any others within a radius of 100 yards, so two or more runic golems within that range will coordinate actions if they have the same instruction set. (JRT)

**Netherlarva**

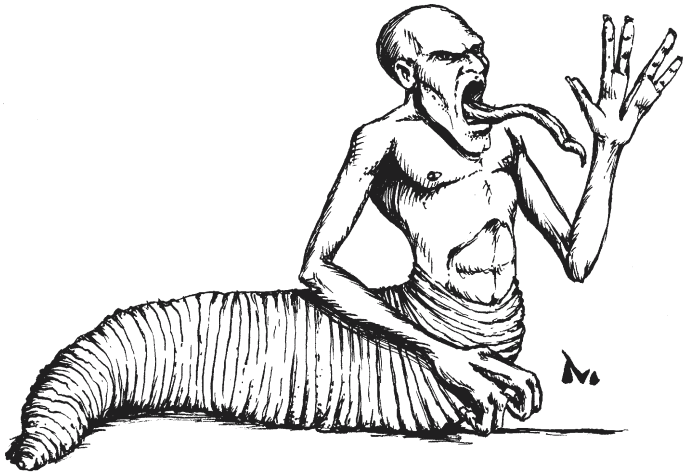
***Appearing:*** 1-6 in material dimensions; many more in the nether realms, where there are kept untold millions.

***H: 16-25 P: 21-30 S: 13***

*While working in the service of the Church of Harchatian, I had after a time noticed that the evil forces of the area had grown to tremendous power. The evil manifested itself in the land surrounding the keep and was later found to be due to a demon who at one time possessed a former lord of the area. After the lord's demise, the country never regained its charm and eventually the demon gained enough power to flaunt it on our earth by sending masses of these vile creatures against the town there. The church itself became besieged and only after the intervention of many of my clansmen was the tide turned against the demon and its "pets." Wading through the disgusting remains of the fallen netherlarvae, we forced our way to the demon's hold and Captain Zyrtech slew it with a mighty stroke of his broadsword. The gateway between was closed and now the village of Chatres has returned to its once homey feel.*

***Attack:*** This horrid thing has an attack that needs only contact with the target subject to draw off 1-2 points of Health disregarding armor protection of any sort. These points accrue to the attacker.

***Defense:*** Netherlarvae have Extraordinary protection negating all mundane Harm, including Extraordinary attacks employing elemental forces (acid, cold, electricity, fire, flame, heat, stone, wind, etc.) and ignoring all such Harm, but fully subject to any and all Extraordinary Harm from weapons energized with Preternatural or Supernatural force (those possessing an Extraordinary Harm bonus).



A netherlarva is a disgusting monstrosity with a worm-like body but a human torso and head. The arms are elongated and the hands huge and splayed, used more often in accelerating movement than for grasping or manipulation. The head is the most revolting portion, being enlarged, with the evil soul of its former human possessor written upon the visage. The mouth is enlarged, the tongue now a revolting purple color with blotches of bilious green or putrescent yellow; it is a leathery, barbed weapon that shoots forth more than 12 inches to strike a victim. On the material plane such contact inflicts the Harm (1-2 points) indicated above, bestowing the energy taken thus upon the material body of the netherlarva. In its own "home" the appendage is used to feed from pools of filth and corruption that are the normal fare provided for such vile beings by their masters. (JC)

*(continued from page 5)*

Harm reduction based on mundane armor, or Abilities like Minstrelsy or some creature's lightning-fast reactions are easy to interpret and describe. Or in the context of a sword fight, the opponent struck may appear to "parry" a powerful strike, his defensive capabilities becoming stretched to their limits in terms of Harm.

So, one might ask, if some successful hits can be theoretically described as a "miss" due to an opponent's evasive action, and an unsuccessful Weapons roll is also considered a "miss," how can the player tell the difference? Easily. If Harm is rolled, the opponent is affected, reduced in potential, no matter how it is described. Those descriptive reactions involving apparent parries or dodges are not actual actions.

On this point, the LM must be absolutely clear! For example, an archer shoots a crossbow bolt at point-blank range and hits an able and experienced Trollkin Jongleur, wearing only a motley traveling cloak. It's possible the Trollkin may be relatively unscathed in terms of Health, but the LM should never secretly roll Harm and describe the attack as a clear miss. Instead he could say, "Okay, your attack fatigues the Trollkin greatly (Harms) as he dodges frantically aside to avoid the deadly bolt." Also, note that an unsuccessful Weapons roll needn't be invariably described as a clear miss. The LM may state that the opponent deflected the blow, or parried, the plate armor absorbed the blow, or whatever. Such things are entirely acceptable, adding flavor to combat.

After a short while and without need of extra game mechanics, combat conducted in this interpretive, descriptive style becomes an entertaining exchange of descriptive elements within the spectrum of Harm.

This is, admittedly, a semantic war that I wage, the rules of any game being highly subject to interpretation and personal taste. But it is not just a matter of opinion; it's a matter of description.

*(continued from page 13)*

"Now wait just a darn minute," I said while reaching for my coffee. "What was Killjoy doing this whole time?"

Killjoy stood up at that moment, smoothing back his hair, and declared, "What am I doing? Getting a cigarette because obviously what I do doesn't matter!" Then, he turned on his heel and walked out.

Everybody watched him go in silence until the door shut.

Then, I said, "So Killemall just stabbed Loophole."

"What? How is that?"

"Because the invisible creatures," I explained, "were illusions and because you believed in them, their damage to your health is very real and at the same time they are immune to your dust. And furthermore, your dust affects Killemall and she gets confused and thinks that you are a reflection of herself a minute ago, so stabs you. After she stabs you, the illusions mow you both down." I put my coffee down with a loud *thunk*, spilling some, and then stared fixedly at them as though daring them to react in any adverse way.

With that, Killemall and Loophole stood up and with angry glares left the room.

*To this day, I still don't understand why my campaign failed, but tonight, once again, is game night.*

**Coming in the next issue of Lejends Magazine:**

the long-awaited Wycce Order and Witchery Ability...

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**Issue 6, available October 15**

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This is the place to find players, swap game materials, and find a retailer near you who carries the *Lejendary Adventures*™ FRPG line of products. There's a place here for passing messages to other players, as well as for listings of upcoming game conventions where you can play the Adventure. And best of all, a message of up to 35 words is free!

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*October 2001*
*Vol.I, Issue 6*

*Within the Scroll:*

**Out of the Wilderness**
Demons!

**Lost Lore**
Witchery Ability

**Traveller's Guide:**
The League of Hochberg



Hekaforge Productions
Total Reality Studios



*It seems that the most common requests folk make of an Enchanter have to do with their hearts…love lost or not yet found, possibilities and outright improbabilities. Desmuriak certainly came in for his share of such pleadings--only natural, given his fame, but something he wished to discourage nonetheless. Of course, when his own loyal servitor came to him with hangdog look and pleading eyes, how could he not be moved? The good mage did what he could...perhaps the memory of one he had loved and lost influenced his point of view.*

## SCENES FROM DESMURIAK'S CANVAS:
## Martin Siesto

Martin is a relative newcomer to game illustration, but is making his presence known. Lejends Magazine is his first proessionally published assignment, but Martin tells us he has other offers and projects underway, including at least one website. He is currently studying graphic design.

Martin and his family live in upstate New York.

# Lejends

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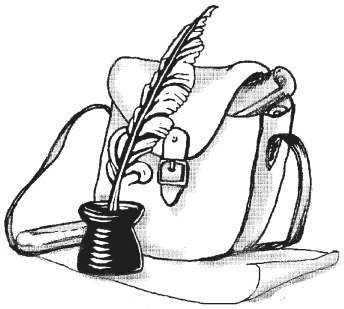


## THE COURIER'S POUCH

Greetings, fellow Adventurers!

You may smile when I say that I am glad to be able to bring you this issue of Lejends...but there have been times in the past weeks when such undertakings seemed in serious jeopardy. Many hours were spent in repairing equipment and rebuilding lost files. We greatly appreciate the patience all our loyal readers granted us, and I hope you find your due reward in these pages.

The folk of Falconsflight Keep were on the road yet again this past week, to RockCon in Rockford, IL. Again we received a warm welcome, and it was good to meet and exchange greetings with fellow Adventurers. Master Aryen was given an opportunity to show his woods-craftiness as we pitched tents for lodging and ate around a cheery blaze. He did not disappoint us--nor did his biscuits!

This issue for the season of All Hallow's Eve is full indeed, even though the appearance of some promised articles such as the Order of the Wycce has had to be delayed. (They will appear in later issues.) It needs little introduction from me, and so I shall leave you to your reading—and playing—pleasure.

Fair journeys!

*Lady Amanda*

## FROM THE FORGE

By Chris Clark

A strange vision clouds the awareness of the sweaty and swarthy dwarf, causing him to halt the diligent attention he had so lovingly applied to his forge. Heka, the wise wizard and his oldest friend, has yet to notice this change in the air, and ponders new Activations untroubled by this newly-awakening premonition. Disturbed and yet enlightened, the dwarf, Forge, summons a messenger and hands him a rock that can be made to speak upon command by those who know the lore. A choice has been made.

Days pass; the anticipation at the forge grows. Heka has now seen the vision, but awaits the reality of its promise rather than drawing premature conclusions. Forge buries himself in his work, hoping that the distraction of effort will speed the passage of time. But finally the messenger returns, laying his charge upon the workbench of the forge.

It is a new metal. It is light yet resilient, common, and yet unknown. It shines like platinum, but is far more versatile. Forge brings it to the master craftsman, Heka, certain that the Lejendary Earth will profit greatly from his discovery. Heka concurs, and begins to craft new and wondrous delights for the peoples of the Lejendary Earth. Soon, muses Forge, there shall be new artifacts of wonder to support the heroes of this dimension...

**The Hammer**

All right, the introduction was a "teaser'" in the worst way. Several new presentation ideas are being considered here at the Forge, but none are established to the point wherein I feel justified, as yet, in telling you more of them. Suffice it to say that it is my belief that we have found a method for increasing quality and output of products while reducing the retail price. More on this as it develops.

Things are returning to normal out here at the Forge, although the backlog given birth by the tragedy in New York is a mountain we have only begun to climb. *Castle Wolfmoon*™ is the first face of the mountain which must be conquered, and all our efforts from a design standpoint are bent in that direction. *Lejendary Earth*™ has perhaps a week of tweaking before going to press, and should be the first of the "artifacts made from this new metal." Worry not! No surprise to the consumer is planned—a new release notice will be sent to all your local stores, including the changes we plan to make in the book's presentation.

New artist Les Evans will have his work showcased in the *Lejendary Earth*™ *Gazetteer*, and is, in my opinion, one of the best finds we have uncovered thus far. Soon you will be able to judge this for yourselves. I mention Les here



for a different and far more somber reason. Les Evans lost a sister in the tragedy in New York. Although nothing has been confirmed, she is still missing. Our hopes and prayers are with you, Les.

I'd also like to mention that Hekaforge is supporting the relief auction at www.gidfa.org/auction, with all benefits going to help the victims of the tragedy. This auction is sponsored by British national Gary Thompson, a great guy and supporter of the *Lejendary Adventure*™ who runs an awesome RPG site at www.fiction-fantasy.net. Check it out if you have a moment to call your own.

**The Anvil**

For those who enjoyed "Howdah Raiders," I do plan on turning in another small module or three. All will be toss-in adventures that LMs can use to perplex their uppity parties of overly satisfied Avatars, fear not. Dan Cross is also working on an adventure called "Queen's Rook" (working title) but could probably use some encouragement from all of you in order to get it completed and safely nestled within these pages. Plans for the publication of "The Judas Goat" as a demonstration module (only available to those brave LMs willing to run a demo at a con or a store) are also moving forward, although no release date has yet been set. Lastly, we are once again making progress with the MUD, although there is a lot of work yet to do.

**Wrap-up**

Okay, this article is short, and your natural suppositions that I have gone a) soft or b) lazy may well be accurate. But I do have a method in my madness. Presented here, I provide for those assembled their first taste of what might be the most monumental undertaking that Gary and I have ever attempted: an excerpt from *Castle Wolfmoon*™.

---

***"We also have the means to bring you to the castle by boat. Although none of my men have ever ventured closer than several hundred yards from Castle Wolfmoon, they do report that an old stone dock is accessible from the seaward side. As it is still evening, I would suggest that you allow my men to retrieve the items you have requested, and that you leave at first light. For now, my thanks and good evening."***

**Introductory Encounter #2. The Approach by Sea:**

Once the party has approached to within 100 yards of the stone dock, read this description aloud to the players:

***The dock is now only 100 yards away. The vast majority of it still stands, but parts appear to have been torn from it as though by giant hands. The wind is lessening, and as you notice this, it dies altogether. Although the boat still makes forward progress, it may only just reach the dock under its own power, and may take as long as 10 minutes to reach the stone pier.***

If any of the party have particularly acute visual senses or are making a detailed study of the surroundings, read aloud:

***You can just make out the forms of several giant stone cleats that are still a part of the dock. You can also make out the shapes of masses of tentacles beginning to rise from the water on the seaward side of the boat, tentacles so massive that they could belong only to the dreaded giant squid. A rapid survey of the area reveals that three of these hideous beasts are approaching your boat from a distance of about 100 yards.***

If any of the party has hunting, mariner, or ranging-type skills add:

***The squid, all of them, should be in position to attack your vessel in about one minute.***

Any vessel of proper size (above a small rowboat) should have at least 100 yards or more of contiguous rope aboard. A wily and skillful party should be able to propel the rope to the dock (perhaps with a few tries) and snag one of the cleats that still remain there, then pulling the boat towards the dock. Should the party be in the vessel supplied by the

Arm, it contains such a line and a scorpion (spear-casting siege engine) loaded with a single harpoon. The scorpion can be used to shoot the harpoon in an attempt to snag one of the cleats, and in the event of a miss, the harpoon can be retrieved if the rope is attached to it. Should the party use the scorpion's one harpoon to attack the squid, they will be unable to cast the rope the full 100 yards to the dock and must endure 3 rounds of combat with the three squid before the opportunity to cast the rope will become feasible. Should the party snag one of the dock cleats with the rope, the boat will move the Health BR of the Avatar divided by ten, in yards, closer to the dock each turn. Should multiple Avatars pull on the rope, the increase should be added together. If three Avatars with Health Base Ratings of 62, 71, and 49 were to pull on the snagged rope in a single turn, the boat would move 6.2+7.1+4.9 or a total of 18 yards closer to the dock that turn.

The boat will bump the dock gently in 10 combat rounds regardless, although the squid will then have been attacking the party for nine rounds! The squid's statistics are:

**Giant Squid**
***Appearing:* 3**
***H: 82, 86, 91 P: 55 S: 30 attacking***
***Attacks:*** 2 attacks at 1-20 +12 Harm, and 4 additional attacks at 1-12 +6 Harm. Successful strikes indicate that the victims are held and will be crushed for equivalent Harm on subsequent rounds. Each of the two large whip tentacles has a Health BR of 30 and the lesser have a Health of 20.

***Defense:*** The tentacles have 2 points of armor protection, while the body of the squid has 10 points of protection. Further details can be found on page 18 of the ***Beasts of Lejend*** book.

Once ashore, if any of the party has the Ability to detect magic auras, they will detect that the dock is ensorcelled and is the probable cause of the drop in wind at the 100-yard mark. The dock was indeed enchanted in this manner when it was first built in order to prevent ships from crashing into it when the seas were heavy. Should any of the party be able to remove a one-foot-square piece of this dock, it will continue to have the effect of calming all winds in an area 10 feet in diameter around the adventurer holding it. Such a block of stone, however, weighs 250 pounds.

Upon arrival at the dock, any surviving squid will continue to assail the party via their tentacles, and it will be apparent that it is indeed these monsters that have demolished the ruined portion of the pier. The party will remain in dire peril until such time as they are on the stone ramp that leads up to the two steel dock doors that lead into the castle. Once all of the party is on the dock, read aloud the following description:

***The dock is in sad repair, and yet it still stands despite the ravages of time. In fact, the damage it has sustained could not possibly be the result of weather and time only...a theory that is confirmed as the arms of the squid begin to tear small pieces from the stone in their quest to find the tasty bodies of you and your companions! A well-preserved stone ramp leads from the dock to a set of large steel doors set into the wall of the castle. The ramp itself bears none of the scars prevalent on the dock...perhaps it is beyond the reach of the squid?***

The ramp is indeed solid and safe from tentacle attacks. The LM/GM should, in fact, redouble the efforts of the squid to ensnare their victims should they tarry at the ramp's base to check it for traps or other obstacles. Once the party has made their way to the steel doors in the castle wall read aloud:

***Only a thin cliff-edge separates the wall of the castle from the ocean. The towers at its corners actually show signs of damage from the sea. Parts of the tower walls are missing, and neither has a complete roof. The tower to the left (north) is mostly demolished, with its lower story exposed to the elements. If only the ledge that led there could be trusted, this ruined tower would provide an obvious means of ingress to the castle. The two steel doors that lead from the ramp are huge, each 14 feet tall and eight feet wide. There are no handles on these doors, and a large keyhole attests to the fact that they are most likely locked.***

The doors are locked, but the lock can be picked with ease, gaining those with Stealing, Tricks, or Mechanics Ability a bonus of 15 to the chance to succeed. The ledge, on the other hand, is indeed only inches wide, and a Precision check must be made every 10 feet while traversing the 150 feet that lie between the ramp and the ruined tower. Should the party attempt the ledge, the Lejend/Game Master should check every thirty feet to see if the party is dislodging rocks that fall into the water...causing splashes that will be heard by the squid! Should this occur, the squid will attack, and most likely with dire consequences for the party.

*The Master LejendWeaver shares his thoughts on matters diverse and occasionally arcane. Draw 'round and listen to…*

# XAGIG'S FABLES

## Inspiration

By Gary Gygax

GenCon 2001 has just passed. The event was, as usual, inspiring in and of itself. Seeing a huge convention facility filled with thousands upon thousands of gamers having fun is sure to rouse one. So too the games being played, the exhibits, all the many things there. Of course, I was somewhat restricted in my view of all that went on, because it was my mission at the show to give demonstrations of how the *Lejendary Adventure*™ RPG is played. So, during the four days of GenCon, with the able assistance of son Alex, I served as Lejend Master for two-hour demos of the system. Alex was the main architect of the very attractive cave and cavern maze built with the superb Dwarven Forge materials which the conventioneers stopping by to play were to have their Avatars delve into searching for lost village boys.

In the first session, the players were most able, soon bringing the attacking cephalicorn giant to within a few points of being slain. In the segment of the ABC where the Avatars took their actions, they being faster than the poor brute of a giant, its Health was reduced to well below zero. Worse still, my assistant LM would not allow me to ignore that fact! (I fear he has been too long on the wrong side of a LM's screen, so to speak, but that is as it may be...) In considerable frustration, I called for Avoidance checks for the three Avatars who were standing toe-to-toe with the giant, allowing a generous three times Speed Base Rating. Two failed, so that as the cephalicorn giant fell forward, dead, he toppled heavily upon those murderous characters. It was small satisfaction, certainly, but a d10 of added Harm, bypassing armor, of course, was at least some compensation.

In point of fact, the players appreciated the irony of it, laughed, and those not caught beneath the fallen brute assisted their fellows to their feet.

There must be danger, the possibility of failing in a mission, the risk of Avatar death, in order to make an adventure exciting. When mixed with a little humor as an anti-climax to a deadly battle, the touch is especially apropos. That it was to be repeated several times in the course of the four days of demonstrations gave me pause. A group of six or so well-played Avatars with several activators in their ranks, others able with weapons to keep a foe at bay, easily defeat any single opponent, even a great hulking cephalicorn giant with 115 Health, 9 armor, and potent attacking power. Pondering this, not wanting to overbalance the scales, so to speak, I saw that the obvious tactic, adding lesser creatures as companions to the giant for example, was not really exciting. That was just more of the usual. Then inspiration struck...

The kind offices of Troll Lord Games had supplied me with several miniature figurines, notably a giant boar. To really enliven the danger, it seemed obvious that such a creature would not merely come charging into a line of intruders. The wild boar's furious charge would carry on as long as it was alive. To make it fair, all Avatars with weapons that had a reach greater that that of the boar were allowed to attack before the creature. So, the first such encounter went perfectly, and the players were quite surprised. As the first struck the boar, he was in turn struck. I called for an Avoidance check at three times adjusted Speed BR. Failure meant the Avatar was knocked down; success meant that the character has sidestepped. That aside, however, the giant boar was charging on into the party.

The next in line was subjected to the routine, then the next, and so on. After all, a running wild boar covers a lot of ground in three seconds...or maybe six. In one instance of this serial combat, the last Avatar in the line was a wily Mage Order Avatar who hit the poor little piggy with *Xargya's Military Fork*. Although I estimated the giant boar at near the upper limit of that Power's effect, it seemed right to have the charge stopped by that Activation. Otherwise...

Attend, then, all you LMs. If any creature is charging, moving at 15 or greater speed, then it should plow along and get successive attacks. This applies to such creatures as boars, bulls, and elephants too, of course. It isn't in the rules, but the concept is based on actuality. It makes for much more excitement when facing such animals, underscoring why people hunt creatures of the kind that charge thus. Avatars, you should spread out in line, not be caught in a column by such a beast.

It is a case of adding fun for all, the Lejend Master included!

# A Traveler's Guide to The League of Hochberg

**By Tom Harrison**

***The League of Hochberg occupies a large swath of territory comprising the western Rhan River and the Rhansland Islands on the continent of Varan. Although recognized as a sovereign nation, the League is more appropriately a confederacy of petty states and free cities united in the name of commerce. Certainly few nations have been as successful in forging trade alliances and opening markets for its merchant class, in Varan and elsewhere. Hochberg ships visit ports as far away as Anatis and even distant Noppan. Their influence is felt throughout the world, making them the most successful seagoing merchant nation since the Fragmentation.***

**Climate and Geography**

The climate of Hochberg and its confederate territories is pleasant enough in the summer months. Snowfall in the winter months is unusual except in the northernmost province of Hargener, where the mountains are snowcapped year-round. However, the Lantean Ocean is known for its winter storms, and cold rains that can last for days are expected as the winter solstice grows near.

The region is dominated by the wide cut of the Rhan River. With headwaters deep in the Olpian Mountains, the river is navigable well into the Empire of Arlond as far as the Alsaxian River. This is a vital artery for northern Varan. It is the lifeblood of hundreds of towns and villages, and a fair number of cities as well. Much of the river's length runs deep into the Teutowald and Monyar Forests. The mouth of the Rhan empties into the Lantean Ocean. Though there is a considerable swath of coastal wetlands, many of the larger cities have drained the bogs for irrigation purposes. All manner of birds migrate through the marsh in the early spring and late fall.

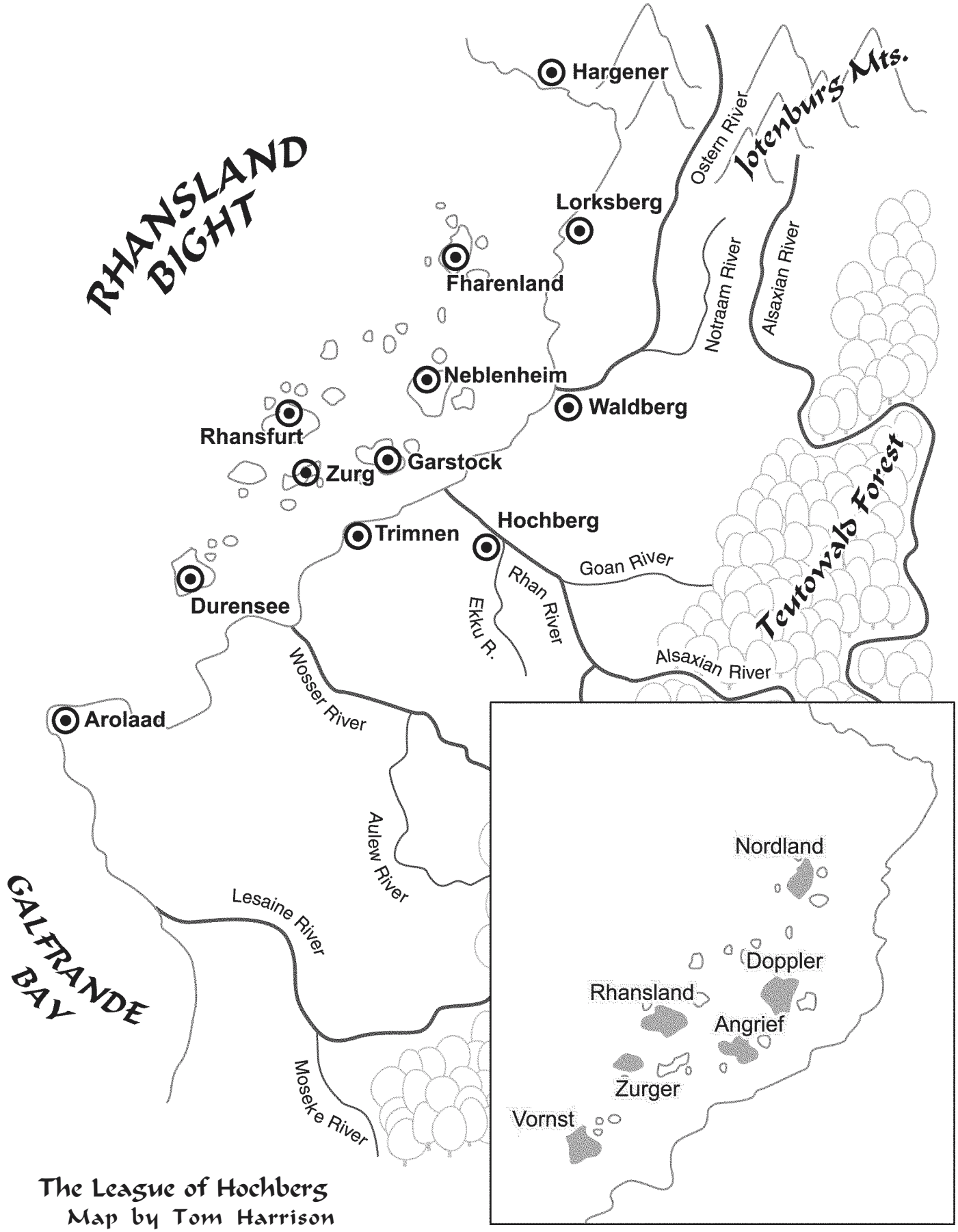
The Rhansland Islands comprise the majority of the League's territory. Of over two dozen islands in the archipelago, only six of them are significantly inhabited. These include the Angreif, Doppler, Nordland, Rhansland, Vornst and Zurger islands, each of whom are formal territories of the League. Control of the other islands has grown over the years, and the archipelago is full of small colonies and coastal villages. From here, the League exerts its dominance—in a trade sense, if not militarily—of the Rhansland Bight and Galfrande Bay, which it shares with the Empire of Arlond and the Kingdom of Ralles.

The inland stretch of the League's territory is fertile farmland, controlled by the mainland free cities and provinces. There is moderate forestation, though nothing compared to the grandeur of the forests of central Varan. The northern boundaries touch on the Alsaxian Plain and the lowlands of the Joterberg Mountains, where some mining is done.

**History**

The League of Hochberg grew out of a coalition of mercantile guilds in the old Empire of Arlond. Dominating the coastal towns and cities of the Empire, these guilds aggressively competed against one another for commercial treaties and licenses with nations within Varan and overseas. Eventually, three main centers of trade emerged: Hochberg, Waldberg, and Trimnen. Each controlled major trade interests throughout the continent, and their fierce rivalry led to an escalation of piracy and smuggling along the Rhansland Bight and Galfrande Bay. In the year 1790 of the Human Era, the guild associations of Waldberg and Trimnen founded a formal trade alliance. Their combined mercantile strength quickly overwhelmed Hochberg, which entered into the alliance only thirty years later.

As a national power, the League of Hochberg was founded with the signing of the Treaty of Hochberg in 1845 HE. The treaty, signed by the Margraves of Hochberg and Waldberg, the Graven of Trimnen, and the Emperor of Arlond, gave these cities considerable sovereignty to manage their own affairs. The Margravates and Gravenate would remain vassal states of the Empire, paying the required tributes, but would govern themselves without interference. The lords of these new free cities had become little more than puppets for the powerful merchant guilds. Their proposal to the Emperor was simple: increased sovereignty in exchange for exclusive trading rights. Almost immediately after the treaty was in effect, the guilds of the three free cities established a formal oligarchy, making the noble class little more than arbitrary figureheads of minimal legislative power. The change of power came with little or no bloodshed.




The League of Hochberg
Map by Tom Harrison

The true cunning of the treaty was not learned until years later, when the Kingdom of Gothonland formally broke from the Empire. Aided in part by Temare and Latpovisk to the east, the Gothonlanders found a surprise ally in the League. Naval blockades by the Empire could not stop the smaller, agile League ships that smuggled supplies and weapons to besieged Gothonland forces. Repercussions from the Empire came too late to be meaningful. The League had fostered too many allies to permit the Emperor to support any outright rebuke, and the difference between pirate and League vessels in the Galfrande Bay could be quite vague.

To settle the matter, the League brought to the Emperor's attention certain amendments to the original Treaty of Hochberg. Most of these were minor things, designed to flatter, to denounce the actions of "rogue" merchants who had traded with Gothonland, and to visibly reaffirm the League's commitment to the Empire. A carefully worded clause, however, permitted the League the autonomy to annex territory. While they gained the right to defend this territory, they could not build a standing regular navy. This was a small matter to the League, who simply bought a navy of mercenary vessels. Likewise, it began to annex the colonies on the Rhansland Islands, most of which were neglected marches of the Empire.

In the Contemporary Era, the League has risen to become the most powerful economic state of Varan. Its ties to the Empire of Arlond grow more tenuous each year through the machinations of the growing bureaucracy of guilds. The middle class of tradesmen and merchants vastly outnumbers the ruling class, although there remains a sizable peasant class. Slavery, though frowned upon, is still practiced to some degree, usually in the form of indentured servitude and debtors' prisons. The League has brought its weight behind the new peace between the Kingdom of Gothonland and the Empire of Arlond, and stands to profit greatly from growing hostilities between the Empire and its eastern neighbors.

**Political Structure**

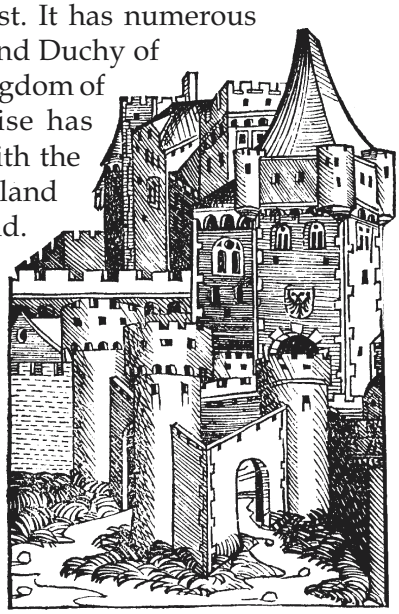
The League is comprised of twelve provinces. Each enjoys relative independence and is controlled by an oligarchy, in turn ruled by a parliamentary council of twelve lords. Members of the council are elected by their respective oligarchy and sit for a term of six years. The Council of Lords, or the Council of Twelve as it is informally known, is headed by two offices. The Chancellor monitors all trade and enforces trading rights and licenses. Otto Van der Goort, a robust man who controls the League with an iron hand, currently holds this office. The Marshal sees to the defense of the League's territories and the upkeep of its navy and ground forces. This post is currently held by Graf Hermann von Schwarza.

There are six mainland territories. The city of Hargener is the League's northernmost territory, followed by the larger city of Lorksberg. The Margravate of Waldberg and the city that bears its name sit at the mouth of the Ostern River. The march-city of Hochberg is the largest territory of the League and the defacto capital. The Council of Lords convenes their meetings here. The Gravanate of Trimnen lies opposite Zurger Island on the mainland. Finally, on the northern coast of Galfrande Bay, is the free-city of Arolaad.

The northermost of the island territories is Nordland Island and its city of Fharenland. Its next neighbor in the League is Doppler Island with its city of Neblenheim. The city of Garstock lies on Angreif Island south of the mouth of the Ostern River. Rhansland island supports the city of Rhansfurt, where the majority of the League's navy is stationed. The city of Zurg on Zurger Island faces the city of Trimnen on the mainland. Finally, at the southern tip of the archipelago, is Vornst island and the city of Durensee.

**Foreign Policy**

The League's principal trade interests lie both to the north and west. It has numerous treaties with the Grand Duchy of Ksarvina and the Kingdom of Keomia, and likewise has common interests with the Kingdom of Gothonland and Empire of Arlond. Overseas, there are established treaties with the provincial governments on the islands of Cimbernia, Hynall, and Underia, as well as colonies throughout coastal Anatis as far south as the Five Giants and



Pygmy Islands. In the past few years, the League has begun aggressively pursuing treaties with Alfar enclaves in the Teotowald Forest and Joterberg Moutains.

Rivals to the League's power include the Empire of Barcalonia and the Principality of Belzamit, both with long traditions of seagoing mercantile practices. Fortunately, these two powers are engaged in a trade war of their own, and with shared interests in the Middle Seas region, as well as Apphir and Huybraz, they rarely challenge the League for its interests in northern Varan. The seas between Anatis and Huybraz, particularly the Azurflam Sea, have become hotbeds of piracy—both state-sponsored and rogue vessels.



**Religion**

The people of Hochberg and the League are largely devoted to the Tenoric faith. Despite the fate of the noble class, the pantheon continues to exert considerable power and influence among the League oligarchy. Likewise, much of the peasant class looks to the pantheon for guidance. The ruling oligarchy and guilds are quite sensitive to this fact. Neither would they want the gods to stand between them and a good profit.

While the entire pantheon is recognized and venerated, those who influence the seas and winds are given elevated consideration, even among the general populace. Aegir is the greatest of these, and respected as such. Among the middle class and merchant population, Njord, god of winds, seas and wealth, is given pronounced consideration—a priest devoted to him always enjoys a non-voting seat on the Council of Twelve and an advisory position to the governmental body. Ran, wife of Aegir, is also celebrated. The christening of a ship prior to its maiden voyage is done in honor of Ran, in hopes that she will not call it and its sailors to her halls.

**Cultural Notes**

Those who travel among the cities of the League will no doubt find the above information vital to understanding the people and culture there. Besides these facts, there are other considerations that must be made when one is to visit, in order to avoid embarrassing social snafus at the very least.

First there is the matter of coinage. While many rural traders in outlying villages controlled by the League will accept coins from Arlond and Gotholand, this is definitely not true of any community where the guilds have interests.†There, accepting coins not of League mint is a crime, carrying substantial fines. All travelers should make a priority of visiting a moneychanger upon their arrival. The rate of exchange is typically 10%, except on the outlying island cities where it can be as high as 20%. Though the League mints a wide variety of coins, only three are in regular circulation. The staple coin is the copper lorey, which is widely used for most transactions. The gold groschen and silver pfenning are also common coins, but carry a much higher value. The League is among the few nations of Varan that issue and accept paper notes. These, however, are only accepted by certain guilds in the largest cities.

Those who visit League cities intent on selling goods will need to acquire a guild membership and license before doing so. There are also certain taxes to be expected, collected upon the arrival of cargo. These usually amount to approximately 10% of the cargo's value. Failure to produce proof of payment can result in hefty fines and even jail time. Of course, smaller villages may be more lenient in these matters.

Finally, there are two taboos one must be aware of when doing business in the League. First, it is considered impolite, if not insulting, to discuss the sale or purchase of an item if one is not prepared to see the deal through. This is true more of large transactions than small purchases. A horse trader who believes he is going to buy a team of fine horses is going to be far more affected than the blacksmith discussing a small knife. Haggling is accepted and encouraged, but phantom deals will quickly find the overly sharp dealer exiled from guild-run businesses.

There is also the matter of magic. It is a crime to use Extraordinary Powers to influence business transactions. This is a high crime, and those caught doing so will spend considerable time in the city's dungeons, along with forfeiture of property and heavy fines. Most merchants possess charms that either glow or emit loud noises when magic is used within their shop or within so many feet of their tent. These charms are not picky in their detection, with most feeling it is better to be safe than sorry.

# LOST LORE

## Witchery Ability

By Gary Gygax

### Employing Witchery Powers

To be able to use Witchery Powers the Avatar must record each known power on a memory tablet or in the grimoire furnished by a Nether Lord. Each memory tablet holds four Powers of any grade, while a grimoire will hold any number of Powers of any grade written therein. The Avatar **must** have a memory tablet or a grimoire (but does not need to have both) to possess a Power, but the tablet or book does not have to be on the Avatar's person.

Failure of a check against an Avatar's Witchery Ability score indicates the AEPs are expended to no effect.

### Time Required

The amount of time required for activating a Power varies according to the complexity and power cost (in AEPs) required:

| Grade | Time Cost | Power Cost |
|---|---|---|
| Minimal | 1 second realtime | 2 |
| Minimal | 2 seconds realtime | 3 |
| Low moderate | 3 seconds realtime | 4 |
| Moderate | 4 seconds realtime | 5 |
| Good | 5 seconds realtime | 6 |
| Very good | 7 seconds realtime | 7 |
| Strong | 9 seconds realtime | 8 |
| Very strong | 12 seconds realtime | 9 |
| Major | 16 seconds realtime | 10 |
| Extreme | 20 seconds realtime | 12 |

### Witchery Powers Descriptions

**Absent Mind** (Very Minimal): When this is successfully activated, one target subject in plain sight and not more than 39 feet from the witch will forget whatever happened during the last two ABCs, including any plans made for the current and next ABCs.

**Acclumsed** (Minimal): By means of this Power the warlock selects a target subject within plain sight and not more than 52 feet away. The victim will immediately slip if standing still or climbing, or stumble or trip if walking, trotting, or running. The target subject will not be able to act further in the ABC of effect and must spend the next ABC of time clambering back to their former position. If the effect potentially causes a longer fall with harm associated, the victim can avoid such harm through a successful check against x 5 Speed Base Rating.

**Animal Oracle** (Low Moderate): Upon the successful activation of this Preternatural Power, the witch causes instantly any one animal within plain sight and not more distant that 65 feet to move its mouth and speak. This seeming "miracle" is false, as the creature is merely voicing what the activator is mentally commanding it to say. The animal can continue speaking, even conversing, for one minute of time.

**Badfare** (Very Minimal): When successfully activated, one target surface of up to 15 square feet that is in plain sight and not more than 39 feet from the warlock will have any and all food and drink therein become bad tasting, spoiled and unfit to consume, even though it appears to be normal.

**Bald** (Moderate): This Power will cause one target subject within plain sight and not farther than 52 feet from the witch to lose instantly all body hair, becoming hairless from crown to foot. Although the lost hair will grow back normally, the effect is stunning to the victim, and he or she will not be able to act at all for the following AB.

**Bewitch** (Strong): Through the successful activation of this Power the warlock is able to affect one human or human-like subject, including anthropoids of at least semi-intelligence. The target must be in plain sight and no farther than 13 feet away. A glance from the activator will cause the target subject to meet the gaze of the warlock. At that point, the victim will become bewitched unless successfully avoiding versus Speed Base Rating. Otherwise, the subject is immediately unknowingly curse-marked and assured that the activator is a fine, caring person, a friend, even a mentor. When spoken to by the warlock, the victim will feel reassured, believing there is even more cause to admire and trust the activator.

From this point until the malign link is removed, the subject will always act as an ardent friend and advocate of the warlock. He/she will never believe anything ill of the activator, but will always believe the warlock is a truthful paragon of right and just causes, championing the activator and whatever the warlock advocates. If the warlock is threatened, the subject of the *Bewitch* Power will defend him both verbally and physically. If the

**Witchery Power Listing**

Note that Powers are listed by grade (from I through X) and numbered to enable the LM to discover a Power at random. To accomplish this, a d10 is rolled to discover the Power's grade, then another (appropriate) die is rolled for the Powers listed under that grade. The Powers are listed in alphabetic order without regard to their grade; note that in the following descriptions the terms "witch" and "warlock" are used interchangeably.

**Grade I, Very Minimal**

1. Absent Mind
2. Badfare
3. Blinding Dust
4. Coughing Fit
5. Dust and Dirt
6. Fire Wasp
7. Haunting Sounds
8. Internal Rumblings
9. Nethercoat
10. Ogle
11. Shooting Pain
12. Stickyfingers
13. Whisperwitch

**Grade II, Minimal**

1. Acclumsed
2. Dissention
3. Fangs a Lot
4. Foaming Fit
5. Hairy
6. Risky
7. Snuff Lights
8. Witch Cloak

**Grade III, Low Moderate**

1. Animal Oracle
2. Double Trouble
3. Fire Snake
4. Hellride
5. Mickey Finn
6. Shadow Witch
7. Smoldering Glance
8. Weedseed

**Grade IV, Moderate**

1. Bald
2. Jack O' Lantern
3. Potholes
4. Seal In
5. Toxic Breath

**Grade V, Good**

1. Eyebite—Beguile
2. Hand of Glory
3. Stampede Herd

**Grade VI, Very Good**

1. Gold to Lead
2. Nightmares
3. Reshape
4. Spit Lightning

**Grade VII, Strong**

1. Bewitch
2. Dominate Free Will
3. Fracture Gem
4. Witch Shadow

**Grade VIII, Very Strong**

1. Enslave Mind
2. Living Doll
3. Scarecrow Servant

**Grade IX, Major**

1. Bogsink
2. Imp Service
3. Pentacles
4. Witchbroom

**Grade X, Extreme**

1. Chain Minor Spirit
2. Coven Convocation

activator is of the opposite sex and appears at all attractive, the victim will believe that they are deeply in love with the witch or warlock; otherwise the subject will consider the activator as a priceless comrade to whom he or she will be faithful in all. However, each time such an action goes against the morals, ethics, or general nature of the intelligent bewitched subject, that individual has a chance of breaking free of the spell. Each such incident enables a cumulative 1% to 4% chance of shedding the negative bond, with the victim suddenly "waking up" to the fact that the one thought "perfect" is not so after all. (See *Enslave Mind*.)

While this effect remains active, the victim will not attempt to avoid any further Powers used upon him by the warlock who has bewitched him.

**Blinding Dust** (Very Minimal): When this Power is successfully activated, one subject in plain sight and not more than 39 feet from the warlock will be surrounded instantly by a cloud of dust. This swirling dust cloud will follow the subject for the following 2 ABCs, causing a penalty of +20 to the d% rolls for the success of any attempt to use an Ability.

**Bogsink** (Major): This Supernatural Power enables the witch to create a deadly mire, causing an area of normal ground equal to 400 square feet (10 feet by 40 feet, or 20 feet square), 4,000 square feet if the ground is already swampy, to instantly become a bog. The depth of the mire is 10 feet where normal ground had previously existed, 20 feet in wetlands. Any creature within the area of the bog are trapped when it appears; and those stepping into the mire from an edge must immediately attempt avoidance at 2 x Speed BR. Those who succeed spend the next 3 ABCs of time clambering out, while those who fail are trapped. Trapped victims will sink slowly into the mire at the rate of one-sixth their height each ABC. On the seventh ABC a victim will sink completely out of sight, and death will occur due to drowning or suffocation in from 1-3 minutes' time thereafter.

The energy of the *Bogsink* Power lasts for 13 minutes time before fading. Those creatures still within the bog's margins when the Power fades will be left behind, sunken into (or under) the ground to whatever level they had been mired while it lasted..

**Chain Minor Spirit** (Extreme): Use of this Supernatural Power upon a pentacle between six inches and three feet across, and of the type meant to *hold* a subject, causes the area containing the pentacle to become invisible to minor spirit creatures. It is also attractive to such spirits as petty elementals, imps, and human shades. It is 5% likely that on any given night one such spirit will come to the place and become trapped. Trap activation ends the attraction of the Power but holds the minor spirit creature fast. This will, of course, alert both the warlock and any other minor spirit creatures happening by, the latter then assiduously shunning the locale. The activator is able to command the trapped minor spirit, chaining it to a scarecrow-like figure to be a *Scarecrow Servant* (q.v.), or making it do some simple task such as keep a fire going at a specified size, fetch and carry a single small item (about one cubic foot in volume, no more than five pounds weight) on command, and so forth. A chained spirit not formed into a golem-like thing cannot fight, nor can its semi-materialized form even impede a material creature of a kobold's size or larger. If one minor spirit is chained for any purpose, the chance of trapping another drops to 1% per day. If no minor spirit is entrapped in 13 days time, the warlock must activate the Power again in order to attempt ensnaring such a creature.

See also *Living Doll*.

**Coughing Fit** (Very Minimal): This Power will cause one target subject who is in plain sight and not more than 39 feet from the witch to begin immediately to cough loudly and uncontrollably, choking and gasping for the following 3 ABCs time. Any actions attempted by the one so afflicted will be at half normal capacity.

**Coven Convocation** (Extreme): This fearful Supernatural Power enables a lead witch, the one activating the Power, to add together the Witchery Ability scores of all Coven members formed in a circle with her to enhance their effective range in the employment of a link. After a successful use of this Power, the lead witch can cast one or more other Powers through a link established by such means as a *Bewitch* Power. The total distance at which the target subject can be affected is 10% of the combined Witchery score of all witches and/or warlocks in the circle. For instance, 13 such individuals with an average of 60 Witchery Ability score enables the lead witch to cast a Power with a range of 98 miles (60 x 13 = 980 x .1 = 98).

**Dissention** (Minimal): By means of this Power the warlock is able to influence up to six individuals in a group that is in plain sight and no more than 26 feet away. Contentiousness must already be present within the group—some dispute or disagreement actively being discussed. When successfully activated, *Dissention* inflames this condition instantly. Mild disagreement will become heated discord, strong contention will become angry quarreling, and furious contention will become out-and-out combat. Although the effect lasts only 2 ABCs, it is likely that words spoken and/or blows struck during that time will serve to keep the discord flaming for some time.

**Dominate Free Will** (Strong): When this Supernatural Power is successfully activated, the witch or warlock is able to create a force that can bend the will of a malign spirit, even an evil nether being, to her or his will. For each 1 AEP invested in the Power at the time of activation, one point of free-will domination is generated in the witch. This force lasts for up to 13 hours, then vanishes. The spirit's Free Will score *at the time of activation* is compared to the witch's or warlock's domination score, and if the latter is higher, the activator prevails and the spirit is constrained, while the spirit's Free Will score is subtracted from the activator's domination score.

An unconfined spirit is not in service to the witch; it can be ordered back to its place, not to attack the activator, etc., but little else. A confined spirit entity is most likely under the control of the activator and can be required to perform a service.

**Double Trouble** (Low Moderate): When this Power is successfully activated, the witch is able to simultaneously activate, by her glance, two *different* Very Minimal grade Powers of her choosing. A glance equals a 1-second activation time, and the Powers so activated can be aimed at one or two different target subjects that are in sight and not more distant that 39 feet. Note that the cost in AEPs is that of the *Double Trouble* Power plus cost for each of the other two Powers, for a total of 8. This Power can be "held" for up to 3 hours of time, but if not employed within that period, the energy fades and is lost.

**Dust and Dirt** (Very Minimal): One target area of up to 1,000 cubic feet size per 10 points of Witchery Ability possessed by the activator will be affected by this Power. The area must be in plain sight and not more than 130 feet from the warlock. Dry horizontal and vertical surfaces will be covered instantly with thick dust, grime, and grit, as if abandoned for decades. Damp areas affected by this Power will show only dirt and grime, but will likewise appear abandoned.

**Enslave Mind** (Very Strong): In order to totally control a victim already under a *Bewitch* Power, the witch can attempt total enslavement of a human, Alfar, or veshoge with this Power. The subject and the witch must be alone together in a comfortable and congenial setting when the Power is activated. After one or more hour of conviviality (for instance, a pleasant meal, drinks, and some diversion such as intimate conversation, music, a game, or other entertainment) the witch secretly activates *Enslave Mind* upon the unsuspecting victim. Another hour or more of time spent in a "friendly" manner, and the dark energy of the Power is in place. Unless there is some intervention in the time between the Activation and the fixing of the nether force, the subject is then the willing and totally loyal dupe of the witch. Only an Extraordinary means that exorcises all evil influences from the subject can free his or her mind from control by the witch.

**Eyebite—Beguile** (Good): The witch or warlock successfully activating this Power upon a target subject that is in plain sight and not more than 39 feet away can cause an effect similar to that of *Bewitch* (q.v.) by simply staring at the target. When the target meets the gaze of the activator, he will become bewitched unless avoidance at 2 x Speed Base Rating is successful. Otherwise, the subject is immediately assured that the activator is a fine, caring person, a friend, even a mentor. When spoken to by the warlock, the victim will believe there is even more cause to admire and trust the activator. From this point until the malign influence is removed or until 13 days have passed, the subject will always act as an ardent friend and advocate of the witch or warlock, never believing anything ill of the activator.

While this effect remains active, the victim will not attempt to avoid any further Powers aimed at him by the witch who has beguiled him.

**Fangs a Lot** (Minimal): By means of this Preternatural Power the warlock can make the teeth of one target subject in sight no farther away than 52 feet, or himself, grow instantly to wolf-like kind and proportion. A subject thus dentally altered when in close combat is able to bite for 1-8 harm as one attack, a foot, hand, or weapon blow being the second possible. This effect lasts for 3 minutes, then disappears as quickly as it came.

**Fire Snake** (Low Moderate): Upon activation of this Power, fire in a fireplace, stove, or campfire will be formed instantly into a snake-like shape (the process of its creation extinguishing the fire from which it sprang). This 10-foot-long flaming "snake" will wriggle forth at a speed of 19 and attack any target subject that is within 13 feet of the original fire. It "strikes" with Precision equal to that of the activator, and a hit inflicts 13-16 fire harm plus whatever harm may occur from combustion of inflammable clothing worn by the victim. All harm bypasses armor protection not of Extraordinary sort. The flaming "snake" will remain active for 6 ABCs, then burn out and vanish. No attacks on it will cause it to be dispelled, save those employing water; a gallon of water contacting it shortens its time of activity by 1 ABC.

The fire from which the "snake" is created must be in plain sight of the activator and not more than 39 feet away from him.

**Fire Wasp** (Very Minimal): A single candle's flame that is in plain sight and not more than 39 feet away from the activator of this Power will be made into an insect-like shape resembling a hornet or wasp. The flame will leap forth, traveling at a speed of 30 to "sting" for 1-4 points of fire harm that can be avoided only by Extraordinary protection against fire. Its victim must be in plain sight and not more than 39 feet from the witch. The effect persists for one ABC of time only, and after its "sting" the fiery shape vanishes.

**Foaming Fit** (Minimal): By means of this Preternatural Power the warlock can gaze at a subject not more than 52 feet away, and cause him or her to instantly foam at the mouth, convulsing and thrashing wildly about. The victim is of course unable to do anything else for the duration of the Power's effect. A successful check against 4 times Speed BR allows the target to avoid the malign stare of the warlock, and therefore its effect. A subject actually affected will suffer the "fit" for 2-5 ABCs before the convulsive movement ceases, but full recovery will take as many ABCs as the actual "fit" lasted.

**Fracture Gem** (Strong): This Supernatural Power allows the witch or warlock to gaze directly at a single gem or crystal no further than 26 feet away and cause it to break instantly along one of its lines of cleavage. This will essentially reduce the value of such a stone to from 0% to 50% of its former monetary value as a gem, destroying any Extraordinary capacity it possesses. Small stones (under 20 carats weight) are likely to be made worthless (0% to 20% value), though larger ones (20 carat weight and up) retaining more value (30% to 50%). Extraordinary jewels avoid successful activation and subsequent destruction on a check against their grade minus 20. For example, Very Minimal and Minimal jewels have no avoidance, but from Low Moderate (10) to Extreme ++ (100) there is an increasing chance for avoidance.

**Gold to Lead** (Very Good): By means of this Supernatural Power the warlock can cause gold in any form to transmute instantly to lead, simply by gazing upon it. The gold must be in plain sight and no more than 26 feet away from the activator. The warlock can affect six ounces of gold, plus one additional ounce for each 5 points of his Witchery Ability score.

**Hairy** (Minimal): A witch may use this malign Power to gaze at a target (within plain sight and no more than 52 feet away) and cause him or her to grow instantly hirsute. The victim's head, facial, and limb hair become thick, long, bushy, and wild-looking. Short hair becomes several inches long, while other hair lengths double! This effect persists for two hours, then the energy of the Power fades and all hair returns to normal. If in the meantime the hair is cut, the result when the energy dissipates will be as if the victim had shaved the hair off with a razor.

**Hand of Glory** (Good): With the severed hand of a corpse, the witch or warlock successfully activating this Power is able to make a grim but potent candleholder. A candle placed in the palm of such a hand will affix itself firmly, burning with a blue light and not consuming its wax. When holding the *Hand of Glory* device, the activator becomes invisible save for a faint blue glow as if a strange firefly were lighting its abdomen. Moving at a speed faster than a walk, however, will cause the flame of the candle to go out and will expose the one holding the device. If taken into a house, those asleep within will not awaken normally but will sleep as if drugged.

**Haunting Sounds** (Very Minimal): Using this Power, a warlock may engender strange and frightening sounds that seem to emanate from an area up to 52 feet away. The area from which the sounds seem to come must be open or so screened off from view as to enable sound from within it to be heard (such as by a normal door). All hearing subjects within 39 feet of the area chosen by the activator will hear such sounds coming from it as the witch or warlock wills. These include babbling, chanting, clanking, clattering, diabolical laughter, groans, heavy footsteps, howling, moans, muttering, screams, shrieks, thumps, etc. The sounds persist for 6 ABCs, seeming to move away at the same rate that any investigator attempts to approach their source, even seeming to come from beyond a wall.

**Hellride** (Low Moderate): By means of this Preternatural Power, a witch can temporarily imbue a single domestic animal (no smaller than a sheep) with malign energy, allowing it to function as an Extraordinary mount. This animal will then serve the witch for up to 12 hours without tiring as a mount of speed and carrying capacity approximately equal to that of a light riding horse. This power can only be activated at night, while unobserved. The hellridden animal will, of course, be exhausted and unable to function normally for a day or more after the Activation wears off, and for each hour it was ridden it loses 6 points of Health. If Health loss is such that the animal would normally expire, it will remain vital until the Power's energy fades, then die. (*With thanks to NDW.*)

**Imp Service** (Major): A warlock may use this Preternatural Power to conjure one to three imps into his presence. The netherlings can be of any imp sort—demon, devil, fiend, or oni—the activator demands. Of course, the warlock should have at least one pentacle, that of *Summoning and Containment* (see *Pentacles*, q.v.), prepared. Without it the imp or imps conjured will likely attack the activator, then depart to do as each sees fit. With a prepared pentacle available, the netherling or netherlings most likely will be subject to the will of the witch or warlock; their free will is tested against the domination of the activator, but imps are not strong. The commanded imp must then perform a single service as the activator directs. This can entail a period of up to 13 days, including such travel as is needed to perform the required service.

Since an imp has intelligence equal to that of an average human, the instructions given can be quite detailed and complex. However, because the imp appreciates the malign nature of the witch or warlock,

it will attempt to pervert the intent of such directions insofar as this might bring the activator to doom. If the witch or warlock knows the imp's name, though, then it is most likely that the netherling will give careful obedience without any trickery or treachery whatsoever.

**Internal Rumblings** (Very Minimal): This Power permits the activator to stare directly at one target not more than 39 feet away and cause him or her immediately to give forth loud intestinal sounds, these rumblings audible at a distance of six or less feet. The noises, accompanied by eructation and flatulence at the option of the activator, will continue for 3 ABCs. During this period, the victim uses any Ability at a penalty of +20.

**Jack O' Lantern** (Moderate): By use of this Preternatural Power the warlock is able to cause a large, hollowed-out gourd or pumpkin, carved with a face, to serve as a lantern. Once activated, this gourd when supplied with a thick tallow candle will thereafter light and snuff upon command of the warlock. It will levitate upwards or downwards or move laterally at a speed of 1 foot per second, moving as the activator directs it by his gaze. Upon a spoken command from the activator, the jack-o-lantern will fly at 6 feet per second for up to 13 feet distance to "attack," with a chance to hit equal to the warlock's Precision Base Rating. The impact does no physical harm but will cause the target subject struck to be unable to do anything on either the ABC of impact or the following one. The energy of this Power persists for 9 days unless destroyed in this manner. When it fades, the vegetable container falls to rotten bits. If added to a *Scarecrow Servant* (q.v.) a special golem is created, the *Jack-o-scarecrow*.

**Living Doll** (Very Strong): With a chained minor spirit (see *Chain Minor Spirit* Power), the witch or wizard can create a miniature golem through successful activation of this Supernatural Power. Using a 13-inch-high doll-like humanoid figure, the witch forces the captive minor spirit to inhabit the doll. The result is a little golem, a "living doll."

Normally, this malign creation is sent as a "present" to some unsuspecting victim, springing into action when some event occurs according to the witch's or warlock's spoken instructions to the minor spirit that operates the small golem.

**Mickey Finn** (Low Moderate): A warlock can use this Power to look at an individual drink that is up to 26 feet away and cause it to be drugged, having the following effects. On the second ABC after it has been drunk, the victim will begin to feel and act "slightly tipsy." Each AB thereafter for the next six minutes, the subject will seem progressively more inebriated. At the end of the six minutes the victim will become comatose for three hours, then sleep for another six hours unless awakened forcefully. Once conscious again, the subject will suffer a movement penalty of 25% of their normal Speed, and all Ability use will be at a penalty of +30 the first hour, +20 the second, and +10 the third hour after regaining consciousness.

**Nethercoat** (Very Minimal to Good): This Power allows the witch to give herself 3 to 11 points of protection from Preternatural harm. Regardless of the grade at which the Power is activated, its effect persists for six hours. Protection provided is:

*Very Minimal Grade Activation*: 3 points
*Minimal Grade Activation*: 5 points
*Low Moderate Grade Activation*: 7 points
*Moderate Grade Activation*: 9 points
*Good Grade Activation*: 11 points

**Nightmares** (Very Good): A warlock using this Power can with his mere gaze cause a subject in plain sight and not more than 52 feet away to be affected. The victim will not get any decent rest each for the next six nights due to uneasy sleep haunted with nightmares. This means that the subject will not heal naturally, and that any recovery of expended AEPs will be at a rate equal to Speed Base Rating for each eight hours of attempted rest. Furthermore, the victim will be nervous, irritable, and distracted. All Abilities used will be at a penalty of +5 per day of being afflicted by the *Nightmares* Power, so that after six days the penalty is a hefty +30!

After a night of non-haunted sleep on the seventh day, however, the victim recovers full normal capacities. This dire effect can be removed by Extraordinary means that destroy malign influences in a subject.

**Ogle** (Very Minimal): The victim of this Activation will stand stock-still, facing another person or group of persons as mentally willed by the activator, and openly and obviously leer, stare, gape, or gawk. He or she is frozen thus for the following ABC, then stands open-mouthed and goggle-eyed for another ABC before recovering. The subject must be in plain sight of the activator and not more than 39 feet away.

**Pentacles** (Major): Through the creation and successful activation of *Pentacles* the witch creates a special space inside the drawn figure, energized to

be employed in later Activations that conjure spirit entities to the presence of the witch. Each separate figure inscribed must be drawn in a special paint that contains various vile substances, powdered silver or gold, and blood, including that of the activator. Once drawn, a pentacle will remain potent for 13 months—although if any of its lines are broken by chance the whole figure is then nullified. A pentacle can be of any interior (pentagonal) dimension from 3 to 9 feet across. The space must be sufficient to contain whatever is to be conjured or kept safe therein, of course.

After the pentacle proper, which is an initial pentagram figure within a circle, has been carefully drawn and successfully empowered by activation of the Power, it can be reinforced. A second circle encompassing the pentacle, with the intervening spaces containing appropriate magical markings, can be activated, and a third pentacle, encasing the other two in a triangular area with astrological signs at the angles, is triply potent if successfully made.

The success of the Activation is revealed only at the time the witch actually conjures something within the pentacle of *Summoning and Containment*; the reinforcing ones of *Force* or *Sealing* are only tested when the initial one fails. The same holds true for those in which the activator stands when conjuring some nether spirit, the pentacles of *Command and Obedience, Protection,* and *Safety*. These figures are:

*Summoning and Containment*: This is the true pentacle to hold and enable appearance and holding of a conjured spirit, whether or not that entity assumes corporeal form. It is checked first.

*Force*: The circle and symbols surrounding the *Containment* pentacle, to contain a conjured entity should the pentacle proper be faulty. This is checked second in case of initial failure.

*Sealing*: The trigram enclosing the pentacle and magic circle, to bar a conjured entity from crossing its bounds should the other two figures prove faulty. This is checked last in case of failure of preceding activations of *Pentacles*.

*Command and Obedience*: The true pentacle to shield the activator and enable the witch to command the spirit conjured, whether or not that entity assumes corporeal form. It provides the witch with 13 points of domination, plus two additional domination points per 5 points of their Witchery Ability score. This is checked last in case of any failure of activation.

*Protection*: This refers to the circle and symbols surrounding the *Command* pentacle to shield the activator should the pentacle proper be faulty. It also provides 9 points of domination capacity, plus 1 additional domination point per 5 points of Witchery Ability possessed. This is checked in such order as is indicated in case of a free entity.

*Safety*: The trigram enclosing the Command pentacle and magic circle of Protection, to bar a conjured entity from crossing its bounds should the other two figures prove faulty. It provides another 3 points of domination capacity plus 1 additional domination point per 10 points of the activator's Witchery Ability score. If a conjured entity is free of its pentacle(s), this figure's successful Activation is checked first, if applicable.

If a conjured entity is contained, the witch then compares her domination points against the Free Will score of the conjured entity. If the activator's total is higher than the entity's it is forced to obey. If the entity has a higher total, it can bargain for payment for its service.

If no agreement is reached, the conjured entity can either depart or test its strength against the *Pentacles* Power's containment. It does so by adding *three times* the Free Will points it has in excess of the activator's domination points to another success check versus the witch's Witchery Ability d% check. Failure indicates at least one pentacle figure is broken, and any other pentacles must be checked in their turn. Although the netherbeing will have no further addition to the d% roll of a subsequent check, there is a penalty of +13 for the initial failure. Thus, the activator is well advised to bargain carefully and be agreeable, should a potent nether being be conjured.

Note that failure of any *Pentacles* Activation adds +13 cumulative to each successive check.

See *Dominate Free Will* and *Imp Service*.

**Potholes** (Moderate): With this Power the warlock is able to cause an area of ground up to 13 feet square (and no more than 52 feet from the activator) to become pitted. When *6* activated, 6 holes will instantly appear within the area, each being 13 inches in diameter and three feet deep. As with any such holes, the surrounding vegetation them will tend to conceal them. Stepping into one will be hazardous to a biped and highly dangerous to a quadruped such as a horse, since a broken leg is likely. Natural erosion will tend to fill in such depressions at a rate of from 1 to 6 inches per year.

**Reshape** (Very Good): When a warlock succeeds in activating this wicked Power, one target subject touched immediately or in the following ABC is turned instantly into some other form. This transformation can be into any animal type—amphibian, insect, etc., including from or to human, as the activator wills at the moment of touching the victim. The *Reshape* Power can alter size by a factor of about 1000 plus the warlock's Witchery Ability score. So, for example, a fly can become a small Alfar or a man can become a large horsefly. A small elephant might be changed to a big bullfrog, a frog to a pony. The change magically engendered is permanent unless negated or reversed by some Extraordinary means.

The subject is theoretically able to use the normal capacities of the new animal form, but the intellect of the victim is unchanged, so that bizarre behavior in the subject is normal immediately after the *Reshape* Power is employed upon it. This odd behavior will be mitigated in time as the instinctive urges of the underlying form now inhabited by the victim's mind take over. Survival instinct will cause the victim to seek the proper conditions, eat the correct food, etc. Behavior will eventually be close to normal where a non-intelligent mind is concerned and the new form is likewise non-intelligent. Even in the case of a semi-intelligent victim, or an intelligent one, most activity will be whatever is instinctive for the new form. Non-intelligent victims in an otherwise intelligent form will remain most aberrant in behavior, of course, even though some glimmering of intelligence will be evoked through the new form.

**Risky** (Minimal): Through this Preternatural Power the warlock causes one subject in plain sight and not more than 39 feet away to take a thoughtless chance. The activator's stare will cause the victim to perform some single hazardous action that would not otherwise be undertaken. If that act is clearly likely to cause death, the subject is entitled to an avoidance check at 6 x Speed Base Rating (91 or higher failing in any event). Actions entailing less perilous conduct reduce the avoidance chance; one that clearly risks severe harm has a 5 x Speed BR avoidance chance, one that mainly endangers another a 4 x Speed BR avoidance chance, and so forth. The Lejend Master is free to use judgement here according to the situation and the campaign.

**Scarecrow Servant** (Very Strong): With a chained minor spirit (see *Chain Minor Spirit* Power) and an ordinary scarecrow altered to have two "legs," the warlock can create a *scarecrow servant* golem. By ordering the captive spirit to inhabit the scarecrow, and then activating successfully within three minutes thereafter the *Scarecrow Servant* Power, an automaton-like golem is engendered. It must stay within a 65-foot radius of a place designated by the activator. Within this area the *scarecrow servant* golem moves as commanded, traveling at a speed of 9 (running at up to 48 feet per ABC), fetching and carrying, doing menial chores, and such other duties as the warlock orders. Each task must be spoken aloud, no more than three separate instructions can be given thus, and each must be completed or countermanded before further instructions can be followed. The *scarecrow servant* golem has a rather weak attack based on Precision of 39, inflicting 1-12 points of Shock harm. Its Health is only 26 points with armor protection of 9 due to the netherforce that activates it.

By adding a *Jack-O-Lantern*-empowered gourd or pumpkin to the scarecrow figure as its head prior to activation of this Supernatural Power, the witch or warlock creates a *Jack-O-Scarecrow* golem, an altogether different sort of thing!

**Seal In** (Moderate): When a witch or warlock activates this malign Power successfully, all doors, shutters, and other means of entering or exiting a place are slammed shut and "locked" fast. The area of effect is a radius of 52 feet surrounding the activator. All closures affected are held by a Preternatural force equal to locks, and no physical application can push, pull, move, or pry them open. Such closures must be attacked with appropriate tools or weapons to destroy them if immediate entry or exit is desired. Otherwise, the energy of the Power fades after 13 minutes and all the sealed openings will then return to their normal state.

**Shadow Witch** (Low Moderate): This, a Preternatural Power, allows a witch to instantly create a duplicate of herself. The duplicate appears wherever the activator wills, as far away as 13 feet in any direction. This simulacrum is made of nether energy, *shadowstuff*, but it seems as real as the activator. Should the witch so choose, Powers subsequently activated can seem to come from the shadowstuff simulacrum. It moves at the will of the witch, even speaking in the same voice. Movement of the simulacrum continues once started, but speech

requires the concentration of the activator. The *Shadow Witch* Power's energy lasts for a full 13 minutes. If attacked, the simulacrum will be affected by harm as would the actual witch it duplicates. It has its creator's Health Base Rating, but it does not fight back (it has no attack capacity) unless the witch activates further Powers *through*—not upon—it; i.e., *Fangs a Lot* does not affect the simulacrum or enable it to fight.

**Shooting Pain** (Very Minimal): When this is successfully activated, one subject in plain sight and not more than 39 feet from the warlock will be doubled over instantly because of a sharp pain in the stomach. Alternately, the pain can be in an appendage—arm (grab with other hand), head (hold head with both hands), leg (lift and hold with both hands). Wherever this occurs, the result of the painful effect is to make the victim react according to its location, becoming unable to do anything for the following ABC. If something is held by the subject, it will be dropped!

**Smoldering Glance** (Low Moderate): By means of this Preternatural Power, a witch creates a pea-sized glowing ember at up to 39 feet from where she stands. Wherever the activator stares, this little coal appears, smoldering for a period of time before anything further occurs. If it is in wet surroundings, or upon non-inflammable material, the ember is snuffed out in one ABC. If it is on damp but otherwise quite combustible (dead leaves, paper, straw, etc.) material, or on slow-to-ignite but combustible material, it will smolder for one minute, then cause a little fire of six-inch diameter that will grow by another six inches each further minute of burning. When it reaches six-foot diameter (12 minutes), it will then begin to burn hotly and add one foot to its diameter each minute, leaping upwards as well.

If on relatively dry and fairly flammable material such as hay, firewood, etc. the ember will engender a six-inch-diameter fire in one minute. This fire will be sufficiently hot to thereafter spread at the rate of one foot per minute, with flames leaping upwards after six minutes.

If on dry and highly flammable substance (wood shavings, greasy rags, dry leaves, old straw, etc.) the ember will engender a one-foot-diameter fire in one minute. This fire will be sufficiently hot to thereafter spread at the rate of one foot per minute, with flames leaping upwards after three minutes.

**Snuff Lights** (Minimal): Upon successful activation of this Power, a witch causes the instant snuffing of all normal light sources in an area 52 feet in diameter centered upon the activator. Candles, tapers, lamps, lanterns, and like lights are completely extinguished. Larger light sources—cressets, flambeaux, torches—are reduced to mere flickering flames that provide no significant illumination. Fires of the sort common in fireplaces or campfires are made dim, no more than heaps of glowing coals and embers. Those fires not completely extinguished regain their illumination after 6 ABCs have passed, but all others are out and must be re-lit.

**Spit Lightning** (Very Good): Through this Power the warlock becomes able to actually discharge a bolt of electrical energy from his mouth. For the six ABCs following activation, the warlock can "spit" a six-foot-long spark at any target. This jolt of electricity delivers 6-8 harm (double if in contact with a large amount of conductive metal or grounded by liquid or wet ground, triple if both) and knocks the victim backwards for as many feet as points of harm are delivered. The accuracy of such an attack equals the activator's Precision Base Rating.

**Stampede Herd** (Good): This Preternatural Power allows the witch to cause immediate panic in a herd of herbivorous animals. The herd must be in plain sight and not more than 130 feet from the activator. The magically terrified animals will stampede in the direction desired by the witch. Note that a "failure" of this Activation will still cause the herd to panic and run, but they will stampede directly at the witch.

**Stickyfingers** (Very Minimal): Use of this Power causes one subject in plain sight and not more than 39 feet from the warlock will, because of the activator's glare, perforce be unable to drop whatever he is holding in his hands for that ABC and the following 2 ABCs as well.

**Toxic Breath** (Moderate): Through this Power the witch gains the capability to actually discharge a gust of poisonous breath from her mouth. For the four ABCs following activation, the witch can exhale a three-foot diameter cloud of poison gas at any subject in range. This toxic breath delivers 13-16 harm to any air-breathing subject caught within it. The accuracy of such an attack equals the activator's Precision Base Rating.

**Weedseed** (Low Moderate): Activation of this Power allows the warlock to cause an area of ground of up to 39 square feet to become thick with rank weeds. Growth begins immediately after activation; in one day the weeds will cover the area, in one week be knee high, and in one month will be virtually impassable because of the thistles, thorns, burrs, creepers, and other weeds interwoven there to a height of seven or eight feet. The bed of weeds is vigorous and verdant, but otherwise natural. The weeds will spread one foot outwards on all sides for each year they remain unchecked. To eliminate the unwanted vegetation, the area must be cut, burned, plowed under, and sowed with seeds or plantings of such flora as is desired. The ground affected must be in plain sight of the activator and not more than 39 feet away.

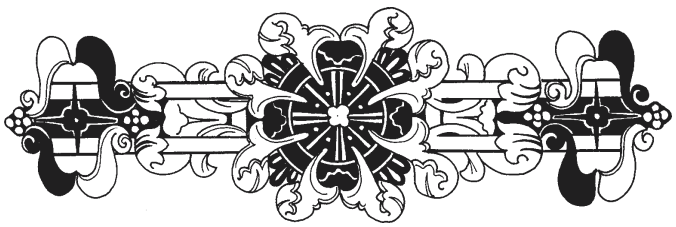
**Whisperwitch (**Very Minimal): This Power allows one subject possessing Witchery Ability who is in plain sight and not more than 130 feet from the witch to receive a message sent in an otherwise inaudible whisper by the activator. The message can be up to 13 words in length. Another message of similar length can be thus conveyed each ABC over a total of 3 ABCs duration per 10 points of Witchery Ability possessed by the activating warlock.

Note that members of the activator's Coven need not be seen, as their presence can be sensed when within 130 or less feet. If a coven member is actually seen, the *Whisperwitch* Power enables message transmission over a distance of up to 390 yards (1170 feet).

**Witchbroom (**Major): By means of this Supernatural Power, a witch or warlock enables a broom or similar tool with a long and sturdy wooden handle or shaft to fly. Successful activation means that the object so energized can fly when someone is seated upon it and command words are spoken. An implement so energized can carry up to 260 pounds plus one additional pound per point of Witchery Ability the activator possesses. Flight is empowered for a period of 13 days. Command words are needed for taking off and for landing only; other steering is by pressure on the end of the broomstick. Flight speed is 39 in level flight (roughly equivalent to 45 MPH), 13 when climbing, and up to 52 when diving. Health of the implement is 39 points with Preternatural protection of 19 points against all but Supernatural harm.

**Witch Cloak (**Minimal): Any long garment touched by the warlock upon activation of this Power can become energized with nether force of shadow origination. The wearer of the garment is then as invisible as the faintest of shadows, and as silent in movement. In darkness or shadowy conditions, invisibility is effectively complete. In bright light, there is a slight (1% to 10% depending on conditions) chance of noticing the slight shadow where none should be. However, odor and touch remain as telltales of the presence of such an individual, as does the magical aura of the garment's dark energy. The *Witch Cloak* Power persists for three hours of actual use; a robe, for example, might be enspelled, worn for an hour, and still provide two additional hours of virtual invisibility.

**Witch Shadow (**Strong): By means of this Supernatural Power the warlock is able to create a duplicate of himself. This simulacrum is formed of *shadowstuff* immediately upon successful activation of the Power. Being of such nether stuff, the duplicate is revealed as dusky and unnatural in bright light (from a well-illuminated room to normal daylight). However, in deep shade to soft illumination the simulacrum is indistinguishable from the activator. There is a link between the duplicate and the actual witch or warlock. The activator can remain immobile, concentrate, and virtually become the simulacrum, moving thus up to a distance of 3 miles plus 1 additional mile for each 10 score of Witchery Ability. The duplicate seems to "think" and is able to physically act as does the actual witch or warlock, indeed possessing all the attributes of the activator when so linked and "possessed" by the mind of that one. It has the same number of AEPs as the warlock activator, and any harm accruing to the simulacrum transfers 10% of such points to the warlock. Unless destroyed, the shadowstuff duplicate persists for 13 hours, then fades away in an instant and is gone.



# Out of the Wilderness

**New Lejendary Earth™ World Setting Creatures**

By Gary Gygax and Daniel Lewis (with additional contributors as noted)

*Illustrated by Martin Siesto*

| Creature | No. Appearing | Health | Precision | Speed | Attack | Defense |
|---|---|---|---|---|---|---|
| Demon, Deital | 1 | | | | | |
| Akhakhazu | | | | | | |
| 14th Rank | | 95 | 95 | 16a/32m | special | special |
| 13th Rank | | 105 | 100 | 17a/34m | special | special |
| 12th Rank | | 110 | 105 | 18a/36m | special | special |
| 11th Rank | | 120 | 110 | 19a/38m | special | special |
| 10th Rank | | 135 | 120 | 21a/42m | special | special |
| 9th Rank | | 150 | 125 | 22a/44m | special | special |
| Ekimmu | | | | | | |
| 14th Rank | | 95 | 95 | 16a/32f | special | special |
| 13th Rank | | 105 | 100 | 17a/34f | special | special |
| 12th Rank | | 110 | 105 | 18a/36f | special | special |
| 11th Rank | | 120 | 110 | 19a/38f | special | special |
| 10th Rank | | 135 | 120 | 21a/42f | special | special |
| Namtar | | | | | | |
| 15th Rank | | 85 | 90 | 15a/30f | special | special |
| 14th Rank | | 95 | 95 | 16a/32f | special | special |
| 13th Rank | | 105 | 100 | 17a/34f | special | special |
| Rabisu | | | | | | |
| 15th Rank | | 85 | 90 | 15a/30f | special | special |
| 14th Rank | | 95 | 95 | 16a/32f | special | special |
| 13th Rank | | 105 | 100 | 17a/34f | special | special |
| Gaabulo | 1 | 70 | 25 | 4 | 1/special | 17 sp. |
| Harquad | 1-4 | 40 | 36 | 8a-m/15f | 2 x HV +1-12 sp. | 5/sp. |

*Aryen the Watcher speaks:*

*During these darker days of the year, many citadels and great urban areas celebrate the age-old rites of the Dark Solstice. Even small villages still send their children around the countryside to pay visits upon their neighbors in good-hearted fun. These days are a delight to watch the young make merry, dressed as any number of beasts and creatures, even the taxman!*

*Yet the origins of this custom lie deep within the dim and distant past (according to the great Sage of Gax), having begun after the vanquishing of the demonic hordes during the Age of Vainglory. Even as the planar rent to our world was closed for a time, the peoples began to give thanks for the doughty men and women who stood to defend their lands against the evil. One hero of great stature (it is recounted) even took on the skin of a hideous demon, infiltrating their lines and discovering the source of the tear in the fabric between worlds. Little is known of how the fearless hero repaired the rent; yet it was closed and the day belonged to the heroic acts of the defending warriors.*

***Demons, Deital*** (Spirit Creature of the Nether Dimensions): The following applies to all deital demons (as well as devils, fiends, onis, serpents, and other terrifying nether creatures).

Whenever any Avatar actually sees a type of demon heretofore unseen, the Avatar must make a check against five times Speed Base Rating each time. Avatars succeeding will then not be threatened with becoming deranged by the horror. Each success allows a bonus of –7 on dice rolls when further demons or evil deities of the same pantheon are seen.

Evil deities of 7th or greater Rank require a check against four times Speed Base Rating to avoid insanity. Whenever a check is failed, the Avatar becomes deranged. There is a 25% chance of becoming a mad fugitive who shuns all contact, running off to dwell alone in the wilderness. There is also a 25% chance of becoming a frenzied maniac, who attacks his or her fellows viciously with weapons, hands, feet, teeth, etc. There is a 25% chance for becoming a gibbering wreck, who falls into a fetal position and howls or weeps when threatened. Finally, there is a 25% chance for becoming a demented murderer, a pawn and tool of the demon who caused the loss of sanity. In this case the unfortunate Avatar will seem to have withstood the horror; however, at some critical juncture in the future, they will assail former colleagues and/or commit suicide.

A theurgist can remove the dementia through *Dismiss Influence* Power, if this is done within seven ABs of the onset of the madness. A *Heal* Power will remove the madness if activated upon the victim within seven minutes after its onset. A *Save from Evil* or a *Restore Body Rite* will remove the insanity if this is performed within seven days of the onset. If left untreated beyond seven days, the dementia is permanent.

A demented individual who witnesses the destruction (in physical form) of a netherbeing of the sort that brought on his or her insanity, if such an event occurs within 7 ABCs after the infliction, must then make a second check at –14 on a roll against five times Speed Base Rating. (In the case of a deity, of course, the roll should be against four times the Speed BR.) Success indicates automatic curing of the dementia.

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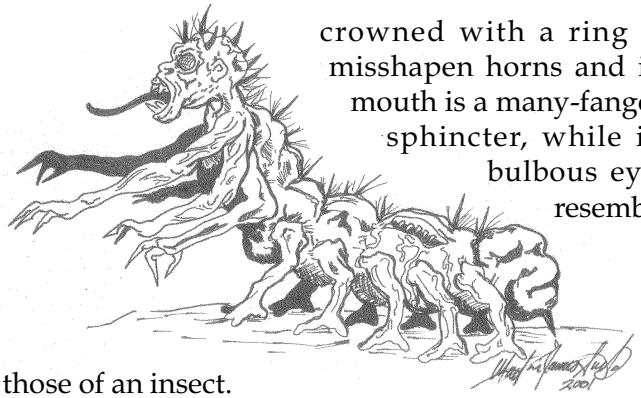
**Akhakhazu**

***H: 95 to 150 P: 95 to 125 S: 15 to 22***
***attacking/30 to 44 moving at a run***

*There is a tale told around the campfires of the gypsy peoples of Morgaria, concerning an Akhakhazu demon who terrorized the lands and the farming communities of the area. It did not kill everyone it encountered, but rather delighted in causing the insanity of at least one member of each homestead. The dark minion seemed to reap its joy from the violence proffered by the now unstable victim amongst his family. The demon always appeared in the dark of night as a fellow farmer, cornering one such unlucky person, shedding its shapechanged form in front of him, and then retiring from the scene to watch as the family came apart and sometimes died at the hands of their sibling, son or daughter….*

*The story is meant to keep young children respectful and obedient, yet I know that there is truth to the story, having seen the results of the creature's depredations.*

One of a class of Suakadian capturing demons. They are about fifteen feet long, resembling in form a hugely bloated hairless caterpillar. It is a nauseating mixture of yellow and green in color, patches of bristles sprouting here and there on back and sides, with a humanoid, demonic visage, and six of its 26 legs (13 to a side) resembling human-like "arms" in their forepart. These "arms" are at least six feet in length. These demons normally rise up on their rearmost legs, which are knobby protrusions about three feet in length; they can move—but not attack—while crawling upon all 26. Its head is crowned with a ring of misshapen horns and its mouth is a many-fanged sphincter, while its bulbous eyes resemble those of an insect.



In the midsection of the trunk-like body's back is a second huge mouth which permanently oozes saliva and disgusting juices that trickle down its flanks. Thus, the monstrous demon leaves an easily discernible trail wherever it goes.

***Attack***: Aside from its "first sight" madness check, on any ABC the akhakhazu is able to extend up to four of its six human-like "legs" out to a distance of 13 feet to seize and grasp enemies. Such seizure inflicts Harm as is indicated below, ignoring all but Supernatural armor, on the first and all subsequent ABCs of capture. Thereupon the demon draws those it has managed to grasp towards itself at the rate of 3 feet per ABC (a successful check against Physique Ability forestalls this, but such a check is required each ABC that the Avatar remains ensnared). Those grasped must check to see whether or not their arms have been pinned, it being 50% likely that such pinning has occurred, checking separately for each arm. Any successful attack which

causes Harm to the demon's "leg" forces it to release its victim. Grasping Harm is:

14th Rank = 2-8
13th Rank = 3-12
12th Rank = 4-16
11th Rank = 5-20
10th Rank = 6-24
9th Rank = 7-28

Those the demon draws in are subjected to a bite from either of its mouths, such attacks being automatically successful. The mouth in the demon's head inflicts 1-20 points of Harm plus 17-20 points of VT Harm if the subject suffers any Harm from the bite. In other words, one or more points of Harm must accrue to the victim of the demon's bite after deductions for armor and/or other protection for the venom to be able to take effect. The mouth in the demon's body inflicts 1-30 points of Harm. If maximum Harm is rolled, the victim is swallowed, whereupon they become completely immobile and suffer 3-30 (3d10) points of Harm per ABC from internal teeth and digestive fluids of the demon's physically manifested form, until they are dead or the demon is slain.

***Defense***: Unharmed by non-Extraordinary weapons, the demon suffers Preternatural or Supernatural Harm reduced by the following factors according to Rank:

| | Preternatural Harm | Supernatural Harm |
|---|---|---|
| 14th Rank | 11 | 5 |
| 13th Rank | 12 | 6 |
| 12th Rank | 14 | 7 |
| 11th Rank | 15 | 8 |
| 10th Rank | 17 | 10 |
| 9th Rank | 19 | 11 |

It is unaffected by Powers or other Harm based on or caused by cold, earth, electricity, petrifaction, poison, stone, or water.

***Powers:***

1) Shape-shift in 1 ABC to the appearance of a normal human or humanoid.

2) Once per AB, in one ABC while otherwise not attacking, spin out from its tail a *darknet*, this being a web-like net of shadowstuff of 13-foot diameter. The *darknet* is intelligently directed, and the demon can cause it to cover any area that is up to 19 feet from its posterior half, flanks or rear. The *darknet* effectively entraps all within its 13-foot diameter, pinning them to the spot, unable to move or act on that ABC of time, or the two following ABCs, unless the *darknet* is negated by full sunlight or some Extraordinary Power that is its equivalent in this regard.

3) At will dematerialize or materialize in 1 ABC.

4) Regain 1, 2, 3, 4, 5, or 6 points of lost Health each ABC according to Rank, the 14th Rank demon regaining only 1 point of lost H per ABC, the 13th Rank one getting 2, and the 12th Rank one recovering 3, and so on.

The touch of a consecrated devotional object of celestial worship inflicts 6-8 points of Harm to one of these monstrous demons. Three ounces of holy water, or one ounce of holy oil likewise causes 3-5 points of Harm. Unlike most other sorts of Harm, that which is inflicted by these things is regained only after 24 hours time.

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**Ekimmu**

***H: 95 to 135 P: 95 to 125 S: 16 to 21 attacking/32 to 42 flying***

*In the realm of Chinwu, a most gruesome terror thrived within the city walls for over a year about a century ago. It seemed as if the poor and downtrodden had begun to disappear at an alarming rate and were (after a fashion) missed by those who generally offered charity to these on a regular basis. As many of the poor were good folks passing upon hard times, the general opinion was in favor of investigating and discovering the cause of their disappearance.*

*A period of many months passed with no new leads offered to the constabulary. The case seemed as if the poor were just leaving the city walls for greener pastures – although many were said to have left before the great gates of the city had opened each morn! A group of local heroes were called upon to track the missing persons down and the Watcher responsible for the area was enlisted for aid as well. For a fortnight, the search continued until one dark eve of the new moon, one of the mages encountered the vile creature and drove it back to the burial site of the great kings of the realm. The hunt was on!*

*Every night for a month the beast was pursued as it left the crypts and driven back to the mounds where the kings lie. Finally, the decision was made to disturb the crypt and make war with the creature upon its own ground. A battle of great Theurgical power ensued and the demon was driven from the crypt and destroyed, and once again, the ground made holy for the rest of the great lords. It is said that a full 3,000 people disappeared during the reign of terror that held the city, including three of the local heroes (one of them the Watcher), during the time of the chase.*

One of a class of Suakadian shadowy, seizing demons of burial places. It is about seven and a half feet tall, but can crouch so as to appear to have no more than average human height. Their skin is loose and folded, so that when crouching an observer might well mistake it for a somber-hued cloth garment. The folds conceal finger-length, horny barbs that grow from its hide. When an Ekimmu stretches to full height, the hooked growths stand forth, serve to snag any victim clasped and hugged. As is usual for Suakadian demons, bat-like wings grow from the shoulder blades. The limbs are thick and sinewy, exceptionally strong, and arm length is disproportionately long so as to allow startling reach. The toes and fingers are likewise long and taloned for grabbing and holding. The neckless head might well seem to be covered with a cowl, but it is the skin and skull of the demon. The visage, sunken and surrounded by the loose, disgusting hide, is bloated, with protruding eyes that are a lambent moss green. A flabby, dangling nose, jaws that thrust forward, and teeth like small tusks that curve outward further still so as to meet some inches before the jaws, complete the horrid picture.

***Attack***: As with all other deital demons, encountering this nasty thing necessitates a "first sight" check. However, it is 90% undetectable in poor light and 50% undetectable in torch or lantern light unless attacking, so no check is made for insanity unless it is actually seen. A successful attack indicates seizing, with the victim paralyzed and unable to defend itself or escape from the grasp of the demon. The unlucky being caught thereafter suffers 2d10 (2-20) Harm for as many additional ABCs as shown below, such Harm inflicted reduced only by Extraordinary protection:

14th Rank = 1 ABCs
13th Rank = 2 ABCs
12th Rank = 3 ABCs
11th Rank = 4 ABCs
10th Rank = 5 ABCs

If the demon's attack roll results in double numbers, i.e. 1 and 1, 2 and 2, 3 and 3 etc. the target is *absorbed* into the demon unless a successful check against Speed BR is made to avoid this fate. Absorbed victims suffer no Harm but are trapped and helpless until the demon ejects them, usually on its own plane where it will torture and torment them at its leisure. The destruction of the material form of the demon frees absorbed victims, though each is *automatically* affected by madness (see table at beginning of adventure); as normal, this will be permanent unless removed by a theurgist in 7 ABCs of time.

It is 50% likely that Harm delivered to the demon clasping a victim thus will be also be dealt equally to the victim.

***Defense***: Unharmed by non-Extraordinary weapons, the Ekimmu suffers Preternatural and Supernatural Harm reduced by the following factors according to Rank:

| | Preternatural Harm | Supernatural Harm |
|---|---|---|
| 14th Rank | 11 | 5 |
| 13th Rank | 12 | 6 |
| 12th Rank | 14 | 7 |
| 11th Rank | 15 | 8 |
| 10th Rank | 17 | 10 |

It is unaffected by Powers or other Harm based on or caused by cold, earth, electricity, petrifaction, poison, stone, or water.

*Powers:*

1. Take wing and fly, or land from flying, in 1 ABC.
2. At will dematerialize or materialize in 1 ABC.
3. Regain 1, 2, 3, 4, or 5 points of lost Free Will/Health each ABC according to Rank, the 14th Rank demon regaining only 1 point of lost FW/H per ABC, the 13th Rank one getting 2, and the 12th Rank one recovering 3, and so on.
4. Shape-shift in 1 ABC to the form of a normal human or humanoid, or a *shadow spider* with all of its characteristics.



**Shadow spider**
***H: 80 P: 70***
***S: 12a/20m sp***
***Attacks/Armor:*** A bite with venomous fangs for 11-20 Harm plus the injection of its shadow venom (a foul toxin that slowly changes its victim into shadowstuff, which the spider then absorbs into its own body. The change takes from 3-12 ABCs, the victim and any

of his companions easily noticing this horrible metamorphosis; the Theurgy Power *nullify toxins* or like Power reverses this process). The creature's composition and Preternatural negative energy provides a continuous 100% (-20) protection against mundane Harm, and a 50% (-10) protection against Preternatural and/or Supernatural Harm not specifically designed to affect negative energy protection,

These spiders, the size of small horses, create shadow webs—nearly invisible strands of sticky shadowstuff that hold fast anyone whose body contacts them—that cover an area with a radius of up to 90 feet. The negative force of these strands drains 1 point of Speed for each ABC of contact. The Speed lost is regained at the rate of one point per AB after the victim is freed. An Avatar reduced to 0 Speed BR by such loss is turned into shadowstuff and absorbed by the spider at its leisure, or, if freed before that occurs, is reduced to existence as a *shadowling!*

An observer has the following chance to notice the presence of shadow webs: moving swiftly in poor light 0%, moving normally in poor light 20%, moving cautiously in poor light 40%, moving swiftly in good light 20%, moving normally in good light 40%, moving cautiously in good light 80%. Any individual unaware of the web will blunder into it and become stuck. Each ABC thereafter they have a percentage chance equal to adjusted Speed BR of breaking free. Help from intelligent companions increases this chance by a factor of one times base chance for each companion so helping, i.e. one companion helping doubles Speed BR for purposes of this check, two companions treble it and so on. Remember that the webs adversely affect the victim's Speed so the check becomes harder each ABC. An entrapped victim is capable of nothing other than attempting to free itself.

The webs of shadow spiders do not burn as do normal webs. An Avatar armed with an edged Extraordinary weapon can, however, slash away one web-strand in one ABC, being sufficiently free in 3 ABCs of such cutting to automatically escape. Thereafter, such an individual can slash and remove a five-square-foot web area each ABC. Note that such activity will be the immediate target of the shadow spider's attack! The armor of the demon shadow spider is that of the demon itself.

The touch of a consecrated devotional object of celestial worship, three ounces of holy water, or one ounce of holy oil causes 3-5 points of Harm to these demons. Unlike most other sorts, such Harm is regained only after 24 hours.

The Ekimmu is powerless and unable to materialize in daylight or its equivalent; the Invocation of Glory Theurgy Power, *Blaze of Glory,* forces the demon to dematerialize for a full 7 ABCs.

---

**Namtar**

***H: 85 to 105 P: 90 to 100 S: 15 to 17 attacking/30 to 34 flying***

*A trusted friend and farmer I know, Zad Tarthroot, was once possessed by a creature such as this, causing him great harm and loss of self-assuredness for what may be the rest of his days. During the time of strife and droughts ten years past, one dark night, he was accosted for no readily apparent reason on the way home from the local pub, and taken over by this vile creature in the hollows just south of the river bridge. Upon his arrival home many hours later, his wife was beaten severely, much of his cattle butchered and his fields put alight. Despite our rushing to his aid as we could, most of his holding was destroyed and his wife bruised badly and in tears from his pummeling. Detaining him physically was one of the hardest things I have ever done. I had known Zad for most of my life and knew him to be an honest, hard-working man. I had to beat him senseless just to be able to keep him from causing further harm to the other farmers who arrived to aid as necessary, not to mention damaging further his own properties. For three days he was kept in the donjon and the call was put out to the healing Theurgists of our own temple. After much deliberation, the Theurgist put all of us out and set to work upon his very soul. After a day and a night, he was returned to us, healthy but heartbroken. His wife and children stayed with relatives for over a month, trying to understand the why of it, but according to the Vicar, no reason would ever truly be found for his possession. To this day, Zad and his wife with their three children live a much quieter life. He is rather sullen most times now, trying to make up to his wife the abuse he put her through, although they have moved closer to another group of farm-folk, just in case…*

One of a class of Suakadian lurking plague demons whose habitat is the Netherrealms. They are about nine feet tall, thin with skin of a mottled pale and dark gray and what appear to be places resembling oozing pustules, weeping lesions, and leprous decay. As is typical with many sorts of demons, bat-like wings grow from the shoulder

blades. The limbs seem stick-thin but are as hard as metal, with long toes and fingers that are splay-ended and tipped with thick, pointed nails. The earless head is long and likewise narrow, topped with worm-like hair that seems to writhe. The visage is skeletal, displaying sunken eyes of glowing yellow ochre, nostril slits, and no lips; fanged teeth are plainly seen.

***Attack:*** Besides causing a "first sight" madness check, this demon's breath causes its opponent nausea and dizziness for d4 ABCs (50% Ability use), and its touch causes an automatic loss of Health (and 1 additional point per ABC thereafter from progressive illness akin to the plague, touch points cumulative!). The amount of Health lost is according to Rank:

15th Rank = 2d8 points
14th Rank = 2d10 points
13th Rank = 2d12 points

***Defense:*** Unharmed by non-Extraordinary weapons, the Namtar suffers Preternatural and Supernatural Harm reduced by the following factors according to Rank:

| | Preternatural Harm | Supernatural Harm |
|---|---|---|
| 15th Rank | 10 | 4 |
| 14th Rank | 11 | 5 |
| 13th Rank | 12 | 6 |

It is unaffected by Powers or other Harm based on or caused by acid, cold, earth, electricity, fire, flame, heat, petrifaction, poison, stone, water, or wind.

*Powers:*

1. Take wing and fly, or land from flying, in 1 ABC.
2. At will dematerialize or materialize in 1 ABC.
3. In non-material form expend 13 points of H/FW (as if sustaining Harm) and possess the body of any person then touched, succeeding on a roll of 60 or under with a penalty equal to the subject's Speed added to the score if the target is intelligent. If successful only a Theurgist can evict the possessing spirit, but when evicted it returns instantly to its own realm.
4. Regain 2, 3, or 4 points of lost Free Will/Health each ABC according to Rank, the 15th Rank demon regaining only 2 points of lost FW/H per ABC, the 14th Rank one getting 3, and the 13th Rank one recovering 4.
5. Shape-shift in 1 ABC to the appearance of either a normal human or humanoid, or a Charnel Heap golem with all of its characteristics.

**Charnel Heap Golem**

***H: 66 P: 39 S: 13***

***Attacks/Armor:*** This golem has from 3-12 attacks each ABC, each strike inflicting 1-12 penetration or shock Harm on a random basis assuming teeth or bone piercing or bone or flesh striking, attacks being against all opponents within a six-foot-radius range. Whenever maximum Harm from an attack is scored, the subject struck suffers, regardless of armor protection, 1-6 additional points of Harm to Health, and is caught, held fast, and unable to do anything for as many ABCs realtime as were suffered points of Harm (1-6). A held opponent is unable to attack and is hit each ABC automatically for 6 points of Harm to Health.

As a demon-golem, this thing is able to throw four bone "throwing sticks" to a 60-foot range to inflict 1-12 points of Harm each per ABC, inflicting plague if any Health is lost due to the basic attack. Plague from the Namtar demon causes the subject to lose automatically 1 point of Health each ABC after being inflicted. Any successful hit also inflicts an additional 3-5 points of Supernatural Harm to Health of the target subject, regardless of armor protection. Its armor is that of the demon itself.

The touch of a consecrated devotional object of celestial worship, three ounces of holy water, or one ounce of holy oil causes 3-5 points of Harm to these demons. Unlike most other sorts, such Harm is regained only after 24 hours time. The Theurgy Power *Banish Sickness* automatically removes any and all ongoing plague effects, regardless of the number of times the individual has been touched and infected, but Harm incurred prior to the use of the Power is not removed.

**Rabisu**

***H: 85 to 105 P: 90 to 100 S: 15 to 17 attacking/30 to 34 flying***

*Beware the powers of this beast. Its vile nature and ability to impose its dreams upon man make it the bane of any group of peoples around the world. Many entries are written in the tomes of knowledge about the chaos it causes by inspiring nightmarish "daydreams" upon its target. Even within the great halls of our lord, this vile visitation has wreaked havoc, inspiring commanders to waylay their subordinates, lords to lay about them against their best allies and even the scullery maids to cause harm upon the very delicacies they were to serve… Watch your friends closely whenever rumors of the dark creatures are whispered behind closed doors.*

One of a class of Suakadian nightmare demons whose habitat is the nether realms. It is about eight feet tall, twisted and misshapen, its livid purple skin oozing a viscous orange-rust sweat that is noisome and disgusting. As is typical with many sorts of demons, chiropteran wings sprout from the hunched and knobby shoulders. The arms seem too long, the legs too short and knotted, but all limbs function all too well. The feet are horn-soled and make a horrid sound when the demons perambulate. The huge hands are short-fingered, with the viciously hooked terminal joints also comprised of horn. Its bat-eared head is a chimerical combination of human and hyena, covered with patches of matted hair of varying hues, from pale orange to bloody maroon. The visage is bestial, displaying bulging eyes of lambent red, a splayed nose, and a great slit of a mouth filled with scores of needle-like teeth and a long black tongue like that of lizard, but barbed and with a hollow interior portion for drawing fluid into the throat.

***Attack:*** The Rabisu causes a "first sight" madness check; a successfully mental strike requires target subject to check against Speed BR times four or immediately become affected by *nightmare.* This is a vision so horrific in its aspect that the victim must flee the vicinity, heading anywhere preferably out of sight of the creature and not nearer than 50 feet in any case. One so afflicted cannot return for as many ABCs as their roll exceeded the maximum number required for success. For example, an Avatar with Speed 15 has a 60% chance of avoiding the *rabisu's* nightmare; if the dice check failed with a roll of 92% then that Avatar would flee the area for 32 ABCs of real time, while a dice roll failure of 63% would indicate but 3 ABCs of such flight).

If attacking physically, the demon uses either its talons or its bite. Harm it causes to Health is reduced by Supernatural armor protection only, depending on the Rank of the demon:

| | talons | bite* |
|---|---|---|
| 15th Rank | 2-8 | 1-12 |
| 14th Rank | 3-12 | 1-10 +2 |
| 13th Rank | 4-16 | 1-8 +4 |

*Biting attack scoring maximum Harm indicates that the demon has thrust its tongue into the victim and inflicted additional Harm equal to its clawing attack (2-8, 3-12, or 4-16) in drawing bodily fluids into itself through its barbed tongue.

***Defense:*** This horror is unharmed by non-Extraordinary weapons, while Preternatural and Supernatural Harm is reduced by the following factors according to Rank:

| | Preternatural Harm | Supernatural Harm |
|---|---|---|
| 15th Rank | 10 | 4 |
| 14th Rank | 11 | 5 |
| 13th Rank | 12 | 6 |

It is unaffected by Powers or other Harm based on or caused by acid, cold, earth, electricity, fire, flame, heat, petrifaction, poison, stone, water, or wind.

*Powers:*

1. Take wing and fly, or land from flying, in 1 ABC.
2. At will dematerialize or materialize in 1 ABC.
3. In non-material form, expend 13 points of H/FW (as if sustaining Harm) and possess the body of any person then touched, succeeding on a roll of 60 or under. A penalty equal to the subject's Speed is added to the score if the target is intelligent; and if successful only a Theurgist can evict the possessing spirit, but when evicted it returns instantly to its own realm.
4. While immaterial, attempt to induce a waking nightmare on any single victim, expending 10 points of H/FW and succeeding on a roll of 80 or under. A penalty equal to the subject's Speed is added to the score if the target is intelligent. The nightmare causes the victim to perceive his companions as fiendish enemies, attacking them with the utmost vigor. The effect lasts for 5-20 ABCs.
5. Regain 3 points of lost Free Will/Health each ABC.

The touch of a consecrated devotional object of celestial worship, three ounces of holy water, or one ounce of holy oil causes 3-5 points of Harm to these demons. Unlike most other sorts, such Harm is regained only after 24 hours time.

The Theurgy Power *Confer Benison* or *Crown of Belief* automatically removes any and all *nightmare* effects from a victim.

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**Gaabulo**

***Appearing: 2-5***

***H/FW: 70 P: 25 S: 4***

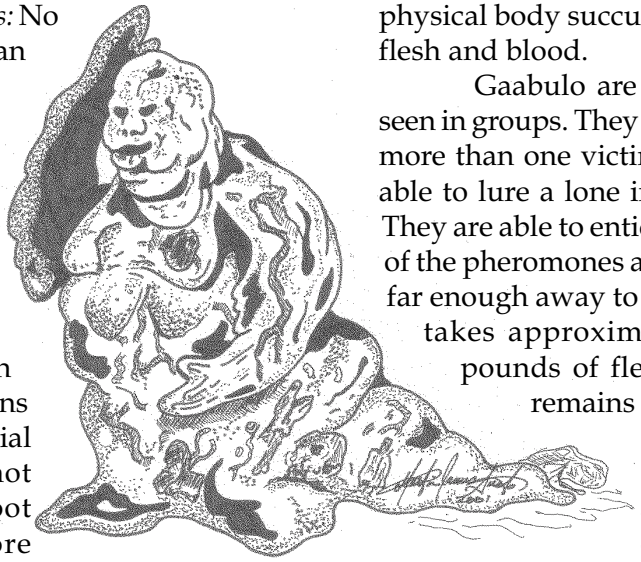
*Although rare, the gaabulo have survived in the more rural lands around the world since the Age of Adepts. My friend and one-time commander, Thoris Dejat came across the bleached white skeleton of a great ogre warhound. So perfect was the placement of the bones that only the gaabulo could have caused its demise. The bones were placed as if the hound was at peace, curled quietly atop a comfortable rug in front of the hearth at home.*

***Attack:*** The touch of this nether spirit inflicts 1 point of negative energy Harm ignoring all except certain forms of Supernatural Extraordinary protection—see below.

*Powers:*

1. Activate any Sorcery Ability Power without cost, but enhance its effect only with its own AEPs (it has 40).
2. Emit pheromones as detailed below to overcome a victim.
3. In one ABC become material to emit pheromones and attack a victim, or in two ABCs return to spirit form

*Anti-Powers/Checks:* No malign spirit of this sort can enter any sanctified place or a consecrated place built upon hallowed ground. Such ground and the sound of a bell or gong in combination inflict 9-12 points of Harm upon such a spirit, material or immaterial in form, each ABC it remains so exposed. An immaterial spirit of this kind cannot remain within a one-foot radius of seven or more ounces of pure silver or a single common legume (bean of any sort) that has been blessed by a Theurgist.



**Defense**: A gaabulo has 17 points of negative energy armor protection against material attacks, so Harm inflicted must generally accrue through Extraordinary attacks. This includes Harm added by Extraordinary weapons and Powers, except that the touch of a sanctified devotional object inflicts 1-2 Harm despite the evil force otherwise protecting the creature.

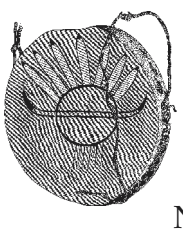
The gaabulo (gah-ab-**you**-lo: singular and plural) are demons of low moderate power, capable of using any Sorcery Ability Power. The use of these Extraordinary Powers is one of two major abilities this demon possesses. The most deadly, and feared, capacity of the gaabulo is its use of pheromones. Gaabulo are able to replicate the pheromones of any creature it comes in contact with, causing the victim to become completely entranced. The target subject must succeed in an Avoidance check against two times Speed Base Rating or else become completely under the influence of the chemical lure of the demon. Overcome with the reproductive urge on a subconscious level which literally then drives the body, the victim will become so introspectively engrossed in this instinctive drive that it will no longer comprehend its current environment but will rather slump to the ground and appear to be sleeping. Its senses overpowered by the pheromones used against it, the subject loses the functionality of all other senses, including the sense of touch—the victim will no longer feel any form of pain! At this point the gaabulo will slowly begin dissolving the victim for food, even devouring the spirit before the physical body succumbs to the demon's feeding on flesh and blood.

Gaabulo are extremely rare and are never seen in groups. They also never attempt to overcome more than one victim, but will wait until they are able to lure a lone individual to a secluded place. They are able to entice a creature to follow the scent of the pheromones and will do so until the victim is far enough away to safely begin its feeding, which takes approximately one hour for every 20 pounds of flesh being dissolved. The only remains of the victim will be a bleached skeleton in perfect order.

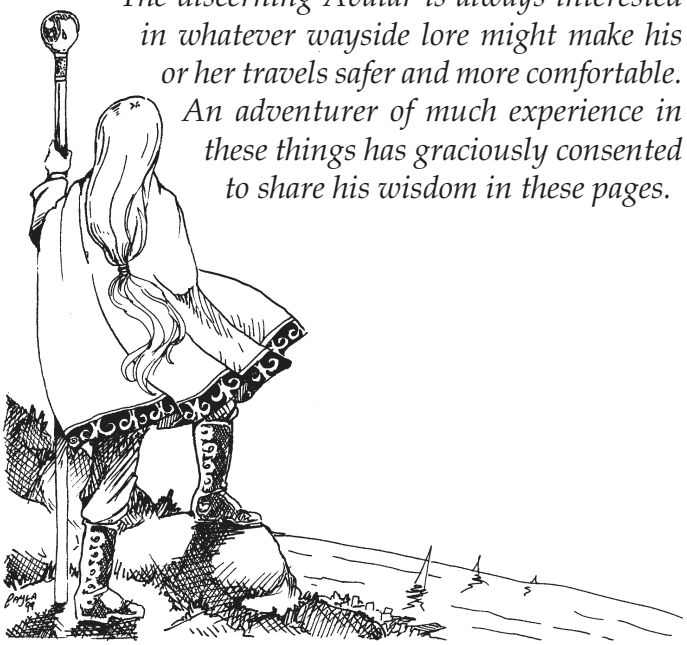
Gaabulo look much like a grossly fat human whose outer layer of flesh that is nearly translucent. The body and limbs appear to be composed of an assemblage of huge slugs, joined together in a horrible parody of the humanoid form with immense slug-like forms emulating the limbs. This demon's movement rate is extremely slow, compared to a human, so it will generally seek some means of enhancing speed when hunting prey on the mundane dimensional matrices. (*With thanks to Gambit)*

*Continued on page 30*

Shamanism in the Lejendary realm...and much more!



Coming in **Lejends Magazine** Issue 7, available November 15



*The discerning Avatar is always interested in whatever wayside lore might make his or her travels safer and more comfortable. An adventurer of much experience in these things has graciously consented to share his wisdom in these pages.*

# The Watcher's Way

By Daniel Lewis

*My dear Aryen affects a gruff demeanor, but those who know him well realize the kindly and charming fellow who lies within that rough woodsman's shell. His true self is never more evident than when the opportunity for telling tales arises. On our recent journey, we spent much time about a log fire with steaming mugs in hand; I do not believe Aryen noticed that I had taken up my pen as he yarned with our companions. I have here set down as much as I could capture of that eve, to show perhaps a different view of the Watchers' long duty. If aught is missing or seems awry, 'tis the fault of the recorder and not of the speaker! –A.*

As the councils began, many old friendships were renewed and much information was passed

amongst my kindred by word of mouth and by scribes bearing scrolls and tomes. I shall not say by any means that all of our times together are of a serious nature. Once again, my arch-nemesis has taken the coveted crown of Oak from me in the *Arc on the Mount* tourney! Drat that Ergret Gerthard! Some day I shall best him by my own hand. But until that day, I shall still allow him to fill my tankard by whatever means he desires.

I had discovered from my old friend Bargel that Leighton Zyrtech was no more, and indeed the first order of business at council was paying our respects for the dead. No less than one hundred and thirteen of my companions had been laid down over the course of the last year in the completion of their duties, in forty-seven different theatres. Many reports (which, sadly, I am not at liberty to discuss) covered the state of affairs across the globe. Only the direst reports caused all to stand in attendance; for the most, the Varanian officers held council in one of the side glens usually used by our clans. Many of our campaigns have had better than satisfactory results and on more than one, the ends of our work seemed almost to be favored by the gods themselves!

Please forgive my evasive nature concerning much of our business. I fear I may seem to have something hidden; indeed I must admit that to date I have not expounded upon what the nature and responsibility of my clan entails. Bear in mind that many duties have been placed upon the Watchers' Way for many a year. Although we do seem secretive by nature, it allows us to remain outside the local strictures and codes of law. This poses no problem (in most cases), as we have a code that sometimes almost seems to choke off our ability to act when necessary.

First, I should discuss the hierarchy of the clan, how we act and answer. The command of the clan is under a council of eleven Watchers (the Guardians) of great experience, knowledge, and care for the goals of the clans. Nine of the council members are each responsible for a specific area of the world, while two are assigned to specific campaigns or problems and veritably float around the globe to wherever strong leadership and guidance is required. More oft than not, these two are tossed into the lion's den, having to deal with subtle situations that may sway the tides from peace and harmony to chaos and darkness.

Directly subordinate and reporting to the Guardians, the Watch Commanders answer for smaller campaigns and problems of a more regional nature. Strife and warring among the Greater Orcs of Haversham rifts might be an example of such a problem that a Watch Commander may deal with alone, answering only in report to his Guardian. Although the Watch Commanders number near 100 total, many a time a lone Watcher will be given authority to deal with some situation that doesn't require the use of a larger number of my kin. The last and largest group of us is made up of field-men, simple Watchers.

It may seem as if there is not enough of the military-style hierarchy to denote who answers to whom. Let me say plainly that we are not a military

organization, but needs must as the devil drives... Many of my compatriots, like myself, have served with the forces of one such army or another. My training initially was solely of a militaristic nature and as such, I am better suited to command a group of Watchers through a battlefield situation than to work within the confines of the high and lofty keeps of the lords across the lands.

This is not to say that I am not at home in such places. Within my hearth and home, the Lady Amanda and I serve my liege as we may, acting as advisor and friend to guide his path and that of my country to a peaceful coexistence while maintaining fair stewardship of the resources we have at our disposal. The silks of courtly garb are just as comfortable as stout leggings, a good pair of boots and a warm cloak to me. If truth be known, the most important of our works occurs within the courtly chambers of the mighty. Yet the best of plans resort to the field in the end for the most part.

So, you ask of our goal? How can one define it? We do not answer to any king, nor do most ask us to. Though there is a tale…I shall digress for a moment or two. 'Tis said this happened shortly after the inception of our brotherhood.

A foul and dark despot rose to power within the central wheat fields of Anatis. At that time, the Watchers numbered no more than 200 doughty lads (and ladies). As the despot gained power, he began to crush his people with taxation as well as deforesting a sizable portion of the lands along the great tributaries. A young watcher by the name of Bereth Gullstim was sent to the king to beg his forbearance toward the people and to ask that the cutting of the great oaks stop. After a time, even†the courtly charm of the young lad waned thin. With a raised voice, Bereth came within a hairs-breadth of commanding the despot to change his ways—too close, indeed. In a fit of fury, the despot had Bereth chained and hung from the keep's giant gatehouse. Thinking himself safe, the despot locked the gates to travellers and went about his business of beating his people down further with increased taxes and levies for his own coffers.

After a fortnight had passed, the guards overseeing the gateworks one day awoke to eleven figures standing quietly just out of bow range beyond the keep. For a full day the figures remained, silently watching the gates. Strangely, no farmers or other such usual visitors arrived at the keep during the course of that day.

Just at the ringing of the evening bell, the eleven marched forward to the gates and hailed for admittance. They were refused immediately by the captain of the guard. One of the figures forewarned the captain of the consequences of his refusal, but the gates did not open. Another of the eleven calmly walked forward; from his hand such a ball of fire erupted that only a small portion of the gatehouse remained. The eleven strode through the gates and, as the ensuing battle ended, 400 soldiers lay dead upon the bailey while only scratches had been laid upon the eleven Watchers. From around the bailey, townsfolk came to discover the purpose of the seemingly invincible travelers. "We await your lord," was the reply given as the eleven sat and lit a pipe or two, never attempting to take advantage of the honest folk unprotected by guardsmen. The despot, fearing for his life, was found within one of the treasure rooms deep within the heart of the citadel proper. He was dragged bodily by a group of his servants to kneel before the Watchers. "You have killed one of our own, robbed and cheated all around you. You have committed crimes against the very people to whom YOU answer! You have destroyed a swath of the fair land that was inhabited by the fairest of the races and sent them deeper within. There is only one answer to these crimes." Thus, judgment was passed and then carried out, not by the travelers, but by the townsfolk as the eleven rode away once more into the distance.

Since that day, word has spread that we police our own actions and will not answer to any other. It may sound boastful, but we believe that no nation may stand against us. There has been, on very rare occasion, one who had sworn the vows that we all speak before the Guardians who was put to death for breaking the oath. For how can we act if ours is not the purest of goals? Nay, we do not pretend to perfection, but aspire rather more closely to protection; of all races, creatures, and countries.

Ours is to convince and confide. We teach when we may, act when we must, and shield whenever it be necessary. Doing the best we may within this framework of men, we attempt to stem the tide of destruction, material and moral, and protect from the ravages of beyond. With fear of the future in our gullets, still we watch...

*Having informed Aryen of the existence of these notes, he begs leave to add a few lines in his own hand. Despite his demurral, I think he is pleased with them; rarely does he speak out as he wishes about the goals of his*

*brethren, and the knowledge that his words are of interest to others of good will is, I think, heartening to him.*

My apologies once more, for I have digressed from my original purpose. My next journal shall complete the council's work, talk a bit more about the Watcher's Way, and speak briefly of my current endeavors. Fare thee well!

~Aryen Falconsflight

*Continued from page 27*

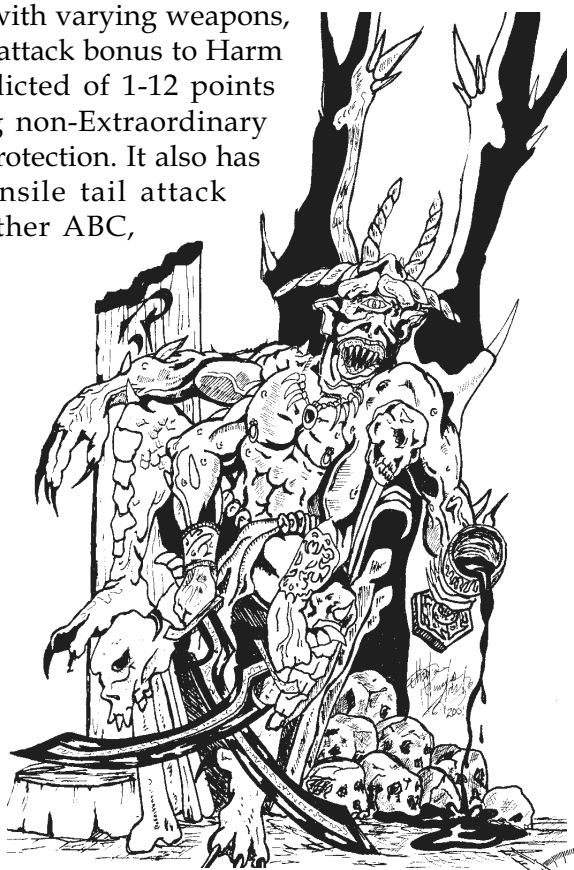
**Harquad**

***Appearing: 1-4***

***H: 40 P: 35 S: 8 attacking-moving on the ground/15 flying***

*There are no entries in the learned scrolls concerning the harquad, other than brief notes concerning their creation and purpose during the Age of Adepts. Even the Watchers' council does not offer up any knowledge concerning them. This, however, does not make them any more an old wives' tale than a reality. For this, I can only apologize for my lack of information and bid you, should you ever encounter one such as this, to inform the local Guardsmount of the Watchers and have your most valuable information passed amongst my kindred.*

***Attack***: The harquad has two attacks with varying weapons, with an attack bonus to Harm thus inflicted of 1-12 points ignoring non-Extraordinary armor protection. It also has a prehensile tail attack every other ABC, equal to an 8-foot whip and inflicting 1-6 Harm from contact poison, that ignores all armor protection not specifically negating VT attacks.



*Defense*: Tough hide and flesh equal 5 points of armor; it can use two bucklers for an added 6 points against two attacks; and also heal 1 point of Harm caused by penetration wounds each ABC (three seconds) realtime.

The harquad is typically armed with a pair of swords of some type. As with most demonic creatures, it will not venture into full sunlight, as it is nearly blind in bright light and only half as effective in attack then. In somewhat dimmer conditions it has only a one-quarter penalty (-15, so attack is at Precision of 45).

This intelligent quasi-humanoid, a four-armed, prehensile-tailed, flying monstrosity, is thought to have been purposefully bred in the Age of Adepts to infest rival states. The harquad sees in the dark as does a cat, and in lightless conditions can see as if in dim twilight. As is typical of all such weird hybrid monsters, the harquad is stealthy (Stealth Ability 60) and skilled in ambush (75% Waylaying Ability). Whether concealed in undergrowth, lurking in shadowy recesses, or perched in tree or cliff, the creature is most deadly and determined in its assault.

A typical harquad's skeleton-like form is a dark, slime-green in color. The reptilian wings are a rotten yellow ocher in hue and have a slightly tattered appearance.

Wealth found in the habitation of a harquad is a mass of randomly hoarded things including arms, armor, items of equipment, and loose coins of $500 to $2,000 value per individual. There is a 25% chance for one very minimal or minimal Extraordinary item, a 20% chance for one low moderate item, a 15% chance for one moderate item, and a 10% chance for one good Extraordinary item in a typical hoard, per harquad inhabiting the place. *(With thanks to SW)*

*We hope that this irregular column for "discovery" of new Extraordinary Items and Activations will be a regular one because of reader response. So send in your material, and we'll share it with all here.*

# THE ADEPT'S VAULT

**By Tom Harrison**

**The Nine Infernal Instruments (Extreme +)**

The Infernal Instruments are a collection of fine musical instruments infused with dark and powerful energies. Each has a somber beauty capable of evoking a deep sense of sorrow. Their melodies are cacophonous and repulsive when played in concert with other mundane instruments. Alone, however, the melodies possess a tragic beauty.

To the amateur musician, these are little more than finely crafted instruments. In the hands of an apt minstrel, the enormous power of these items may be tapped. The musician must possess Creativity and Minstrelsy Abilities with scores of no less than 20 to attempt the most base powers:

- Once a day, summon a swarm of 5-50 blackrats. These will arrive after 3 ABCs of constant play. Continuous play is required to control the creatures. Any interruption will negate the power and the rats will disperse.
- Twice per day, duplicate the effects of the Uncoordinated Activation (Enchantment, Moderate) with a one-second activation time.
- Three times per day, the musician may duplicate the effects of the Apathy Activation (Sorcery, Minimal) with a one-second activation time.

Should the musician likewise possess the Sorcery Ability at a score no less than 30, these additional powers may be called upon:

- Once per day, duplicate the effects of the Misty Bank Activation (Enchantment, Good) with a one-ABC activation time.
- Once per day, duplicate the effects of the Pandemonium Activation (Sorcery, Very Strong) with a two-ABC activation time.
- Once per month, duplicate the effects of the Call Up Demon Imp (Sorcery, Very Strong) with a two-ABC activation time. The summoning does not require circles of command or protection as these properties are conveyed through the instrument. The imp will recognize the true nature of the instrument.

Though the tones of the nine are incompatible with other instruments, when played in concert with their own even greater effects may be produced so long as the performers are adequately schooled in Sorcery:

2-3 instruments: Once per day, duplicate the effects of the Seduce to Evil Activation (Sorcery, Very Strong) with a two-ABC activation time.

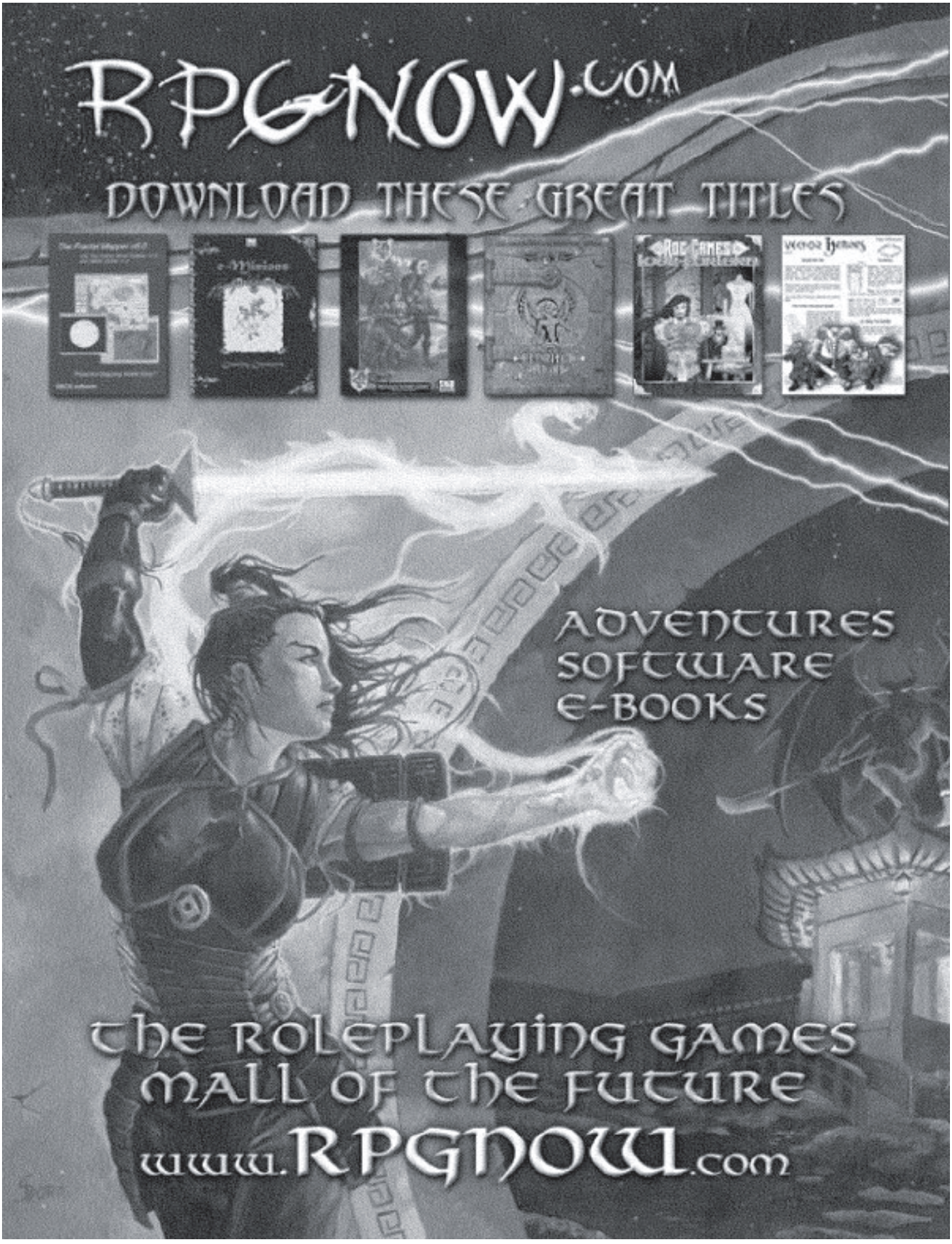
4-5 instruments: Once per day, duplicate the effects of the Bolster Demon Health Activation (Sorcery, Extreme). This Activation takes the normal time to complete and requires 2 AEPs from each musician. The Health Benison is equal to the sum of AEPs thus expended by the musicians.

6 or more instruments: Once per day, the musicians may open an Abyssal Portal. The troupe must play uninterrupted for 20 seconds to produce this effect. Once opened, the melody will draw forth one demon every 5 ABCs, who will attack everything present except the musicians. The only control the musicians have over these beings is to command them to leave. If the music is interrupted, the portal will immediately close and the troupe loses all control of the creatures brought forth.

Playing the instruments in concert can be risky. Doing so requires a successful Minstrelsy check with a –20 penalty. Failure on the part of any musician causes all to suffer the following effect:

| D% | Effect |
|---|---|
| 1 - 98 | Deafness, 1-10 minutes realtime |
| 99 – 00 | Madness, 1 week realtime |

The nine include one each of the following:: horn, harp, flute, lute, pipes, drum, chimes, organ and dulcimer. Each of the nine instruments is infused with the essence of Kakrodamek, a demonic lord of discord. Should all nine instruments ever be joined together, its prison will be sundered and the creature released. This makes these instruments highly prized among sorcerers who seek to control the power of this infernal being.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This is the place to find players, swap game materials, and find a retailer near you who carries the *Lejendary Adventures*™ FRPG line of products. There's a place here for passing messages to other players, as well as for listings of upcoming game conventions where you can play the Adventure. And best of all, a message of up to 35 words is free!

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# Legends Magazine

November 2001
Vol.I, Issue 7

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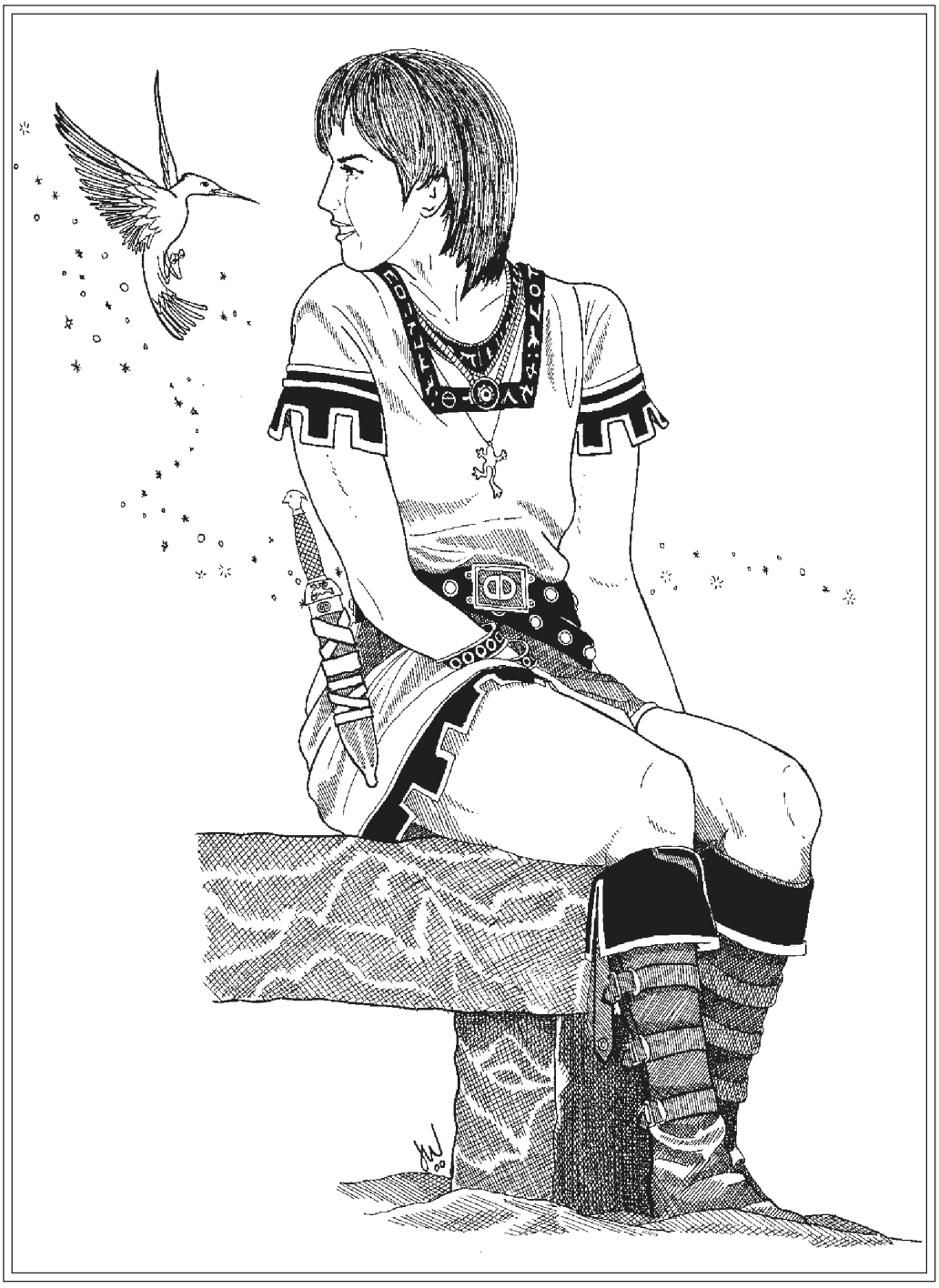
**Witchery**
Part II

**The Wycce**

**Shamanism**
Part I

**Laws of the Realms**
Wild Cards



Ochaforge Productions

Total Reality Studios



**SCENES FROM DESMURIAK'S CANVAS: Jay Witthoft**

Jay has been drawing as a hobby since the age of five. Having enjoyed Gary Gygax's work for many years and as a long-time game enthusiast, he welcomed the opportunity to contribute to the new *LA*™ system.

To directly quote him, "My lack of professional status corresponds to a lack of places my work can be seen, unless you happen to live near one of my relatives." This is not strictly true; he has contributed to the *LA*™ module *Cavalcade* as well as the upcoming sourcebooks *Lejendary Earth*™ and *Key of Sand*™. His work has also appeared in *Lejends*™ *Magazine* and on one of the official *LA*™ websites, **www.lejendary.com**. His interests include historical and military illustration, which he says account for the detailed nature of his artwork.

Jay and his wife Dee (who is one of his favorite models, as well as being beautiful, sweet, and exceedingly supportive) live in Minnesota.

# Lejends

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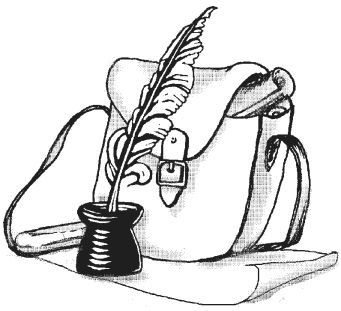


## THE COURIER'S POUCH

Greetings, friends!

As Autumn swiftly fades to Winter here at the Keep, the days grow short; we look forward to evenings a-dream before the hearth, to crisp nights when the stars seem to hang just out of reach above expanses of wind-drifted snow... Our thoughts turn oft to family and distant friends. Our travels are all but done for the season, though we already are looking toward the Spring and the gatherings we may plan to attend. We trust we will have the good chance to meet with many of our fellow Adventurers in the coming year!

This is the second of three issues of *Lejends*™ to deal with the Nature-folk, the related disciplines of Wycce and Shamanism, and their opposite, the Witches. A return to the established orders will follow, with supplementary materials for the Theurgists, and also the introduction of Orders for the Alfar Avatars. After that, well, too much to tell...though our good Blacksmith has mentioned that he may soon grace our pages with another short but crisp adventure...

As ever, we welcome your comments--the more so with the introduction of our new perfect-bound format. Let us know what you're looking for in these pages--we will endeavor to deliver.

Until next month, then, good adventuring!

*Lady Amanda*

## FROM THE FORGE

**November 2001**
By Chris Clark



A recalcitrant Dwarf, a weaponsmith by trade, awakened to the crowing of his prize cock. Grumbling, he picked up a rock (he kept a goodly supply near his bed for just this purpose), strode over to the window and silenced his morning alarm in the same fashion that he did every morning. The crowing stopped, and the Dwarf checked to see if misfortune had taken a hand and had decided that dinner tonight would be chicken. Misfortune decided that his cholesterol was high enough as it was. A shame, he'd had his appetite set for chicken.

But then, most days were like this. Nothing ever seemed to work out quite the way it should, and the Dwarf always wound up on the short end of the stick. Others would succeed and reap the rewards of their efforts, while he still toiled away in his shop. He would receive plenty of criticism over his work, and, although most of it was constructive criticism, a bit of recompense seemed to him overdue. An occasional "attaboy" seemed rather warranted. Some compensation was owed him.

...and today, today would be different. Today he would be meeting with the owner of the Smithy. Today things would be set to rights.

Yes, he did receive his room and board, and a small pittance monthly as spending coin, but that was all. His work, while possibly not the best, was good. He deserved more. He put on his best leather work vest (the one with the fewest stains) and ambled down the short stairs to the boss's desk.

He was outraged! The boss was late! All that awaited him at the point of meeting was a slim slip of parchment, loosely folded, that lay forlornly atop the desk. That, and a small leather satchel, were to be his only companions. That note had better be good.

"Dear Arnmore,

Your years of service are much appreciated, and your latest request for a 'break' (as you put it) more than reasonable. Please accept our thanks and this small sum of money. It is the least you are due. Enjoy your retirement, and may the sun always shine upon your back. We have decided to close the Smithy, as, without you, the quality would certainly suffer. It seems unfair, however, to ask you to extend your service to us further, though, and so we bid you a fond farewell, with our heartiest thanks."

The dwarf checked the leather sack. It contained several

thousand coins of gold. His dreams had come true. Hurrying, he made his way quickly to the town hall, there to speak with the Seneschal, as he was responsible for tenancy within the village.

He rushed in rather briskly, but was, at least, wearing his least-stained leather vest.

"Sir. I wish to purchase a building within which I might explore my fondest visions. Have you a building that I might rent for the span of my remaining years?"

The Seneschal espied the sack that the dwarf was toting, and soon a lively discussion began. Eventually, a bargain was reached, and the Dwarf left happily, if with a bit lighter purse. By early the next week, a sign hung out front of the Dwarf's new establishment, proclaiming for all that he was master of his own destiny. He'd also put out a sign for a business manager, as he hated to be troubled with those details. Only one person had responded, and that by leaving a note with his credentials, and the claim of many years experience. Puzzled by his wish to conduct business via correspondence, but impressed nonetheless, he had left an answering note tacked with a fine iron nail to the door of his shop:

"You sound like just the man for the job. Meet me here when the cock crows and we'll start work."

The cock crowed at his usual time that morning, once again escaping the dinner menu, and the Dwarf put on his best leather work vest (the one with the fewest stains) and ambled down the short stairs to the desk in back he had set up for his new employee. To his surprise, the smiling face of his old boss awaited him behind the desk.

"Arnmore's Weaponry," he said as the Dwarf approached. "I like it." There was a long and thoughtful pause as the two studied each other in silence for several moments.

"You know, my friend, sometimes the job is its own reward."

**The Hammer**

Topping off the list of new tools is a welcome addition to our gang of developers, Carey Brooks. Now Carey might be a bit shocked to read this, but he is an extremely talented programmer (as those who've used or tried his Avatar Generator will attest) and has agreed to work with Julian Wolfe on generating a MUDD for the *Lejendary Adventure*™. The preliminary version might be a touch less graphically pleasing than all would want, but we are doing our best to put something together "soonest" with aesthetic upgrades to follow given time. This project hasn't gone terribly far as yet, but what I have seen impresses me, and I am beginning to believe that this may actually get off the ground this time. Cross your fingers... Carey also has several pet projects of his own, including a computerized Lejend Master's Helper that he is working on.

We are looking, currently, at upgrading our publishing equipment to include a hardcover binding system. The intent, of course, is to provide special hardcover editions for those who want them. Comments in this regard are welcomed. Hardcover editions with the system we are currently reviewing will run about $10.00 more than standard editions.

We are also working on a new method of soft-cover bookbinding that will allow us greater production (more titles) at a lower retail price. I'm still working on this one, but it looks like we might introduce this system within the next two weeks, with the first issue of this new method being the *Lejendary Earth Gazetteer*. And having thus said...

**The Anvil**

The *Gazetteer* is all but finished, and has, in fact, been sent out to a lucky few in PDF format for review for accuracy. Tom Harrison has seen it, so feel free to pester him for details (sorry, Tom!). Only this new soft-cover binding idea is still undecided, although I do believe we will be printing *Gazetteers* this month.

The MUDD mentioned above is to be the centerpiece for a new FLAGs site, but I'm not saying much more on this score until such time as the materials are both prepared and in place. I will say that various games will be available to all members at the site, including turn-based gaming, solo gaming, just-for-fun Flash games, and of course the MUDD. Much of this is in the works at this time; but nothing is solid yet.

*Castle Wolfmoon*™ is rocketing along, but I doubt sincerely that it will make it out this year. It continues to grow, and looks currently to top 250 and possibly even 300 pages. Several groups are playtesting it right now, and Michael Leeke is in the process of writing the D20 information that will be included for those who wish to play it as a D20

*Continued on page 10*

*Just as the nations of Lejendary Earth each have their own distinct set of laws and customs, so too does each Lejend Master bring his or her own viewpoint and customs to the playing table. In this continuing series, we will look at different styles of customizing play, and the reasons they arose.*

# Laws of the Realms

**Be Fast on the Draw**
by Dave Folger II

In the *LA™ Lejend Masters Lore™* book there is a suggestion for drawing from a deck of cards, assigning special meaning to some cards, to make combat seem more heroic. However, I find it cumbersome to have initiative dice rolls for the Avatar party, the NAC party, *and* a card draw, so I do it all in one step.

**The Deck**




At the beginning of each ABC, each player draws an initiative card (from an ordinary poker deck—jokers included). For simplicity's sake, the NAC party is always assumed to have initiative 6, and highest initiative wins. The value of the card drawn is the Avatar's initiative for the ABC, an ace indicating the Avatar may act both first and last (as if they had initiative scores of both 11 and 1). Note that if an ace is drawn, two Extraordinary Activations may be employed in that ABC provided that their total time cost is no greater than 3 seconds.

A player drawing a face card indicates that that player receives a point of Joss (the uses of Joss will be explained later). To indicate possession of Joss, the player will keep the card and draw another for initiative. Should the player happen to draw three face cards consecutively, the third counts as an automatic losing initiative (initiative 1) for the Avatar party and is not held as Joss (the first two face cards are kept, however).

Drawing a Joker indicates a stroke of bad luck for the Avatar Characters. Not only do the NACs act first and last when the Joker is drawn, but each player who has Joss loses one point. Each point lost in this way adds one to the LM's Joss total. At this point, all lost Joss is added to the discard pile, and then the discard pile is shuffled into the rest of the deck (along with the Joker that was just drawn). Optionally, the red Joker takes one Joss from each player while the black Joker takes all the Joss from the player with the most Joss. In any case, whenever the Joker steals Joss from a player, if that player's Avatar has the Luck Ability, a Luck check may be made to hold on to the Joss.

**Initiative Modifications**

Many LMs will want more detail in the determination of initiative. Factors likely to affect the order of action in an ABC include Speed Base Rating, Weapon Speed, Weapon Reach, and time cost for Extraordinary Activations.

**Speed BR**—Modify initiative as follows:

| Speed BR | Modifier |
|---|---|
| Less than 1 | -4 |
| 1 to 2 | -3 |
| 3 to 5 | -2 |
| 6 to 8 | -1 |
| 9 to 12 | No Modification |
| 13 to 16 | +1 |
| 17 to 20 | +2 |
| 21 to 25 | +3 |
| 26 and Up | +4 |

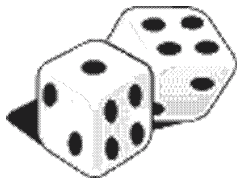
If something more formulaic is desired, simply add 1 to initiative for each 5 points of Speed BR above 10 and subtract 1 from initiative for each 3 points of Speed BR below 10. These initiative modifiers cannot raise initiative to greater than 11 or less than 1.

***Weapon Reach:*** When initially engaging in melee combat with an enemy, the combatant with the greater Weapon Reach will add the difference to his or her initiative score. Should the total initiative score exceed 10 (11 or better), the LM may allow that character a chance to strike again at the end of the ABC (initiative 1) equal to 10 times the difference of

the character's modified speed minus the character's weapon speed.

***Weapon Speed:*** In the case of initiative ties, Weapon Speed determines the order of action.

***Slow Attacks:*** When a character's modified speed minus the character's weapon speed is less than 0, the difference acts as a penalty to Initiative. Should this penalty bring the initiative total for that character to 0 or less, the character does is unable to attack in that ABC. Each 10 points of Physique Ability may counter 1 point of Initiative penalty.



**Joss**

LMs may allow players as much or as little creativity as is preferred when spending Joss, but the standard uses are as follows:

***Another Action:*** The Avatar may take a single extra action (an attack, Extraordinary Activation, Ability use, et cetera) that could logically be done in one ABC. If used to interrupt the action of a NAC, the Avatar must make a speed check at Speed x4. Failure indicates the free action is still possible, but too late to affect the NAC.

***Boost Base Rating:*** The Avatar doubles a Base Rating for one Action Block. At the end of the AB, the current doubled value of BR is halved.

***Cancel Quirk:*** One of the Avatar's Quirks may be ignored for one Action Block. A generous LM may allow a 1% chance of the Quirk being overcome permanently.

***Dodge Danger:*** One attack made at the Avatar misses, or the Avatar avoids one disaster.

***Extra Equipment:*** If the first Ability of the Avatar does not enable Extraordinary Activations, that Avatar may select a single equipment pick from the list appropriate to his or her first Ability. That item will be found untended in a convenient, nearby location, provided its existence in such a place is logical.

***Fast Friendship:*** An otherwise friendly NAC takes a liking to the Avatar and a fast friendship is forged (how long that lasts, however, is of course dependent on the actions of the Avatar).

***Insightful Idea:*** The Avatar may increase the chances for one successful use of one Ability by an amount equal to the appropriate Base Rating (times four in the case of Speed). This may even be used for an Ability the Avatar does not possess (special success in doing such may optionally grant the avatar the Ability for free at a rating of no more than 10% the related BR).

***Lucky Lore:*** If the first Ability of the Avatar is one that enables that Avatar to use Extraordinary Activations, that Avatar may attempt an Activation appropriate to the first Ability that he or she does not normally know. The Activation may only be used once, and its chance for success is the normal chance for an Activation of its type.

***Minor Miracle*** (costs 3 Joss from one or more players)***:*** The LM will decide upon some unlikely event that allows the Avatars to escape a dangerous situation.

***Needed Knack:*** The Avatar may temporarily gain a new Knack of that player's choice. The Avatar has the Knack for one AB, but a generous LM may allow a 1% chance of the Knack being permanent.

***Rapid Recovery:*** The Avatar recovers 25% of a Base Rating over a rest period of 2 hours (or 1-4 if you prefer some variable). A generous LM may allow the recovery of 1 point of permanent BR loss.

LM Joss can be used for whatever the LM wishes (and deems fair). It will typically be used to make rolls automatically succeed, have patrols or wandering monsters appear at the worst possible times, and so forth. For 2 or 3 LM Joss, the LM can rule that a villain viciously slain by the Avatars has somehow managed to survive (or worse, has come back as a Cunning Living Dead) and will seek revenge on the Avatars.

Player Joss may not be carried over to another game session, but at the end of a game session it may be used to cancel on a 1:1 basis any LM Joss, which may be carried over from session to session.

Note that drawing cards from the deck as outlined above is balanced evenly between positive and negative results, if there are 4 players playing the game. Larger groups will favor LM joss, and smaller ones will favor player Joss. This may be desirable (since an adventure designed for a 4-player group will be close to equally challenging for any number of players), but if not a Joker may be added to the deck for groups smaller than 4, one taken away for groups of 6 or more.

*The Master LejendWeaver shares his thoughts on matters diverse and occasionally arcane. Draw 'round and listen to…*

# XAGIG'S FABLES

**Playing the RPG Well**
By Gary Gygax

One hears about storytelling, staying in character, "role-playing not roll-playing or rule-playing" so often that I begin to wonder about the actual intellectual capacity of those spouting that mantra.

Yes, story is important in regards to setting the scene. The rest is a sort of ex post facto affair that is created by the players, damnit, interacting with the environment of the scenario the game master has presented. Sure, it adds to the verisimilitude of the experience when players stay in character—when acting in the game; but there's a lot happening around the old table outside the game, and it is plain silly to be "in character" when not in game. Those averse to having a logical system of probability determine the outcome of unpredictable things—such as using random number generation with reasonable probabilities expressed for the number curve—are likely those who don't want anything to occur in a game other than what they think should happen; and that's rubbish. Lacking rules, a game can have no structure, so it becomes anything from "let's pretend" to formal amateur theatrics; in essence there is no real game at all for those not involved in the particular make-believe being exercised by the singular group at that time. Playing the rules is bad, but playing with rules is mandatory for a formal game.

Discarding all that nonsensical business, we have a start as to how to play a RPG in that we at least understand what *isn't* really the core of the matter. Now, we must form some basic idea of what it *is*. We have rules of some sort, and when the character is active within the game environment, the player should make every effort to have the make-believe persona behave as an actual person in the milieu. What else?

It seems to me that many people are so interested in playing a role, or else socializing with the others in out-of-game fashion, that they fail completely to assume the alter ego of the game persona. This, sadly, seems the case even when using the term "Avatar" to attempt to force the players' minds into *thinking* as if the character they are playing is real.

Role assumption, the new "you," is the first step towards playing well. Rather than acting a part, you need to assume the life of the game persona, treating it as if it were real, in order to sufficiently immerse yourself in the game and make suspension of disbelief become, for the time, belief. This is far more difficult than play-acting. Why? Because quite obviously one isn't a make-believe character in a fanciful world, and the reminders are constantly there to make immersion difficult to maintain. Only if all players are intent on this will anything approaching actual rapport with this alter ego be attained. To enable the transition, to facilitate the part-time existence of the "reality" of this Avatar, one must not only develop the character's past history and details of his traits, but should also make and maintain current notes, immediately and continually as the game progresses.

These notes should set forth not merely facts about the game persona, those things covered on the Avatar Record Sheet. The separate information should begin with the mission of the character, then the mission of the starting adventure. Discussion with the other players, then with other Avatars, establishes goals, objectives, and likely tactics. The highlights, and low points too, of an adventure episode also need to be recorded during play. All of that should then be reviewed before each game session, *because the Avatar is a part-time make-believe individual*. The comparatively long episodes of real life between games make it difficult to assume the role properly. For most people it isn't like putting on a different hat, despite the cliche...

Once the old data has been reviewed, the player needs to project his real self into the unquestionably different physical and mental game persona he has created as an Avatar. One of the most important steps in this process is remembering to behave as if that character is real, is alive, and *you are him*. This goes beyond using strengths and compensating for weaknesses of the Avatar in the game. It means that the player attempts to think as would the make-believe game persona. Then, the "little things" should come into play. That means resting periodically, breaking to eat and drink, eliminate wastes, and even have a wash-up and change of linen, right? What purpose does that serve?

The principal purpose is to connect with the Avatar and become attuned to the imaginary environment so as to act as if it were *you* that was there! Let's take a dungeon-crawl scenario and examine it not as usually played, but as if the characters were living, breathing people. In any situation where peril looms, dire hazards are likely to be confronted, life and limb is at risk, how would real people act?

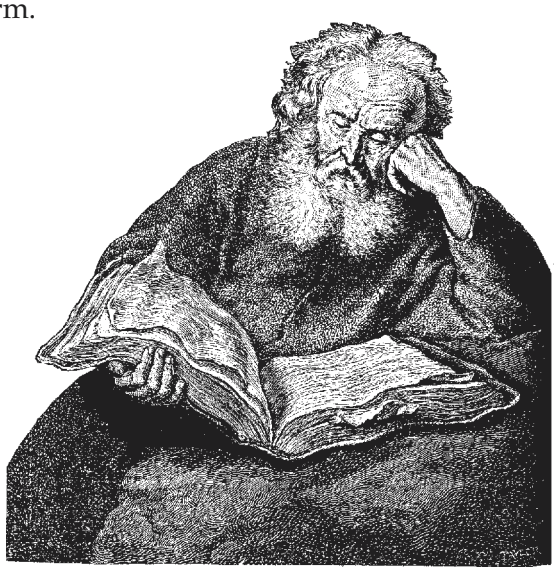
Aside from the specific the frailties of the Avatar, if any, and what is liked or disliked in such a setting, the player should be imagining himself in the environment and acting accordingly. In having the game persona behaving like a real person, the player will be using his mind to imitate that of the Avatar—and that game persona's senses. When you are about to enter a dark and dangerous place, what might you do? Walk carefully, move cautiously, be alert for sure. How about throwing something into the space ahead to see if there's a reaction? Sure. Maybe even tossing in a torch to light the area would be wise. Certainly making full use of one's senses is not merely good game play; it is what a real person would do! No forgetting to stop, look and listen in such case. The Avatar should always follow a routine that simulates what an actual person would do.

First the visual senses: Is anything moving? Look around, up and down, so as to know what can be seen. Next, and simultaneously, of course, use of the audial and olfactory senses should considered. What does the Avatar hear? What odors can be detected? Taste and touch are used only in limited fashion, but keep them in mind. Something not often considered is the intuitive sense. Most people can "feel" someone staring at them, sometimes get a "sense" of danger. So when playing the Avatar should likewise pause for such "sensing"—meaning the player asks the Lejend Master if those things occur.

So skulking about is likely, and using caution and being thorough with the little things as well as the large seems a natural. This does not preclude other, bolder sorts of conduct when the time is ripe. Thinking of the game persona as a real person means that the Avatar will behave in a manner more closely resembling an actual person. That's good role-playing too. Then, while relating what happens to the Avatar to one's self and reacting accordingly, the player must likewise move beyond the confines of his mundane reality to encompass the wide vistas of the fantastic environment. There can not be too much of "you" in the game persona. After all, that make-believe individual certainly has a different history, mindset, and lifestyle than the actual person who is playing him or her in the game.

To sum up, good role playing starts with role-assumption, the player doing his best to think as would an adventurer in a fantasy world, and at the same time think *for* that Avatar. Know the game persona, know the aims of that Avatar. Remember the reason the Avatar is adventuring, long term and for the immediate situation. Record missions, goals, and objectives. Log events. Use such planning, strategy, and tactics as are commensurate with the nature and capacities of the Avatar. Equally important, think as would such a make-person in a like situation. Remember to use the Avatar's senses—and sense, too. The game persona has certainly spent much of his life learning the Abilities possessed, so each should be second nature to the player as well. It is inexcusable to forget to use an Ability possessed by your Avatar, or to not know that game persona's Knacks and Quirks and play the character thus. If your Avatar has an Extraordinary Ability, you should know all the Powers and associated things as well as you know the commonly done things you manage to do in the real world. The same goes for other Abilities, but even more so, as they are less extensive in details and far easier to remember.

There, then, is the capsule version of how to play the RPG well. Of course there's much more to it if one is to be a "master," but what's set forth above serves amply to make one expert at the exercise. More importantly, following the formula above makes play more enjoyable for you and all the others in your group who want to get the most out of the game form.



# New Optional Orders

**By Daniel Cross & Samuel Proof**
**(with thanks to Karri Murphy and Megan Robinson)**
*Illustrated by Karri Murphy and Martin Siesto*

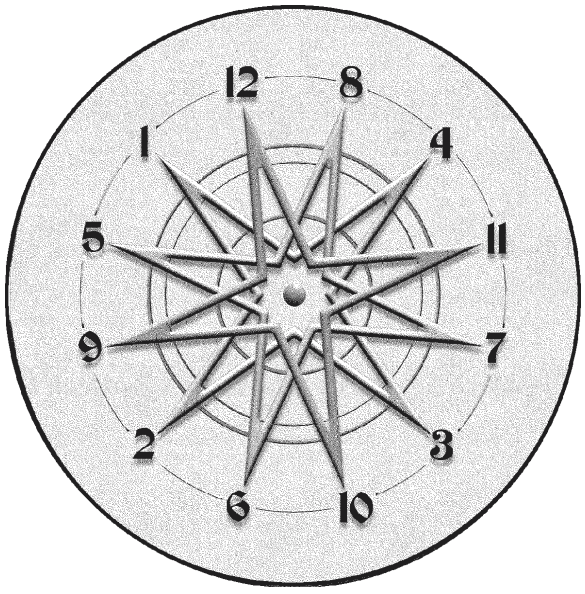
**Wycce Order**: Low to Middle Society. Found in many towns and some small cities, the Wycce are known by the general populace as "Crafters." They are recognized mainly as local healers, diviners, psychics and alchemists, though they represent one of the most sophisticated, eclectic and urban-based of the various priests and priestesses who worship nature. Most are relentless hunters of those who would be nature's despoilers, or any who would traffic with evil spirits, and often they hunt Witches—whom they hate—together in their own "Covens" of thirteen. There are both male and female Crafters. Each must be initiated into a loosely knit Society of Crafters, undergoing rites of passage conducted by those Wycces of higher rank before progressing in knowledge. The Wycce are recognized by Foresters, Elementalists, Mages and Rogues. Typical places for association are open fields or woodland glades near a rural or urban center of operation. All Wycce must choose *Observance of Thwarting Evil* as their first path.

The required Abilities are **Shamanism, Divination, Alchemia,** and **Psychogenic.**

- **12th Rank, Neophyte**. Shamanism only possessed. No benefit save contact.
- **11th Rank, Initiate**. Shamanism and Divination possessed. Add 2 points to Shamanism and Weapons Ability.
- **10th Rank, Apprentice**. Shamanism, Divination, and Alchemia possessed. Add 3 points to Shamanism and Weapons Ability.
- **9th Rank, Crafter/Craftess**. All four required Abilities possessed. Gain 1 Psychogenic Power.
- **8th Rank, Able Crafter/Craftess**. Gain a Memory Tablet with 1 Power; add 1 point to each of the other three required Abilities and to Weapons Ability as well.
- **7th Rank, Learned Crafter/Craftess**. Gain 1 Power; add 2 points to each of the other three required Abilities and to Weapons Ability as well.
- **6th Rank, Master Crafter/Craftess**. Gain 1 Power; add 2 points to each of the other three required Abilities and to Weapons Ability as well.
- **5th Rank, Wycce**. Gain a Memory Tablet and 1 Power; add 1 Psychogenic Power.
- **4th Rank, High Wycce**. Gain 1 Power; add 2 points to each of the other three required Abilities and to Weapons Ability as well.
- **3rd Rank, Grand Wycce**. Gain 1 Power; add Learning Ability at 30 or add 15 to Learning if already possessed.
- **2nd Rank, Elder Wycce**. Gain 1 Power; add Arcana Ability at 30 or add 15 to Arcana if already possessed.
- **1st Rank, Archwycce**. Gain 1 Power; add Luck Ability at 20 or add 10 if Luck already possessed.

### The Wycce Covens

The Society of Crafters ranges though all cultures and climates, though it is more prevalent in the temperate zones. They do not worship the gods of the human or Alfar pantheons, since they are universally shamanistic, though uniquely urbanized, and chiefly dedicated to serving the interests of the various spirits and forces of nature.




**The Wyccen Three-Tiered Calendar and Symbol of Ascension**

*The Spheres*: All Crafters recognize the *Wyccen Three-Tiered Star*, which is a symbol of spiritual ascension. It encompasses twelve months and three major spheres of influence: Earth, Time, and Rebirth. The Wycce organize into "white" covens of 13, that number symbolizing to them "the fourth sphere of the Tao;" a unity of purpose, which is to protect Nature and all living things from harm. Each month on their calendar corresponds both with a major sphere on the path to ascension, and with a specific festival and/or ritual. It is only during these gatherings that a member of a coven may attain the next rank in the Order.

*Festivals/Rituals:* The first sphere of the Tao is that of Earth. It is divided into four seasonal festivals that occur in the months of Fivemoon, Eightmoon, Elevenmoon, and Onemoon: the Vernal Equinox (spring), known as ***Ostara***; the Summer Solstice, known as ***Litha***; the Autumn Equinox, known as ***Mabon***; and the Winter Solstice, known as ***Yule***. On the Wyccen calendar those festivals are months 12 up through 9, positioned around a four-point star at the bottom of three such layered stars, each representing one major sphere.

The second sphere is that of Time. It is divided into four symbolic festivals that occur in the months of Sixmoon, Ninemoon, Twelvemoon, and Threemoon. The first is the ***Festival of Fate*** and is a celebration of personal destiny. The second is the ***Meeting of Skeins,*** which is the only time during the year that all of the covens from various regions will meet to discuss individual destinies, a meeting whose leadership is shared by the Archwycce of the various covens. The third is the ***Festival of Reveries***, wherein each coven celebrates its past and begins plans for next Ostara. The fourth, the ***Festival of Eternities***, is a celebration of the spirits and powers of nature. It is also the time that a member of the coven may attain the title of "Wycce," being recognized thus as one of the wise. On the Wyccen calendar those festivals are months 8 up through 5, positioned around a four-point star that is the second of three such layered stars.

The third sphere is that of Rebirth, and is divided into four major ritual festivals during the months of Sevenmoon, Tenmoon, Thirteenmoon, and Fourmoon. Note that these rituals are not to be confused with the various Masques of the Path of Observance of Thwarting Evil. The first is the ***Ritual of Identification***, where advanced members of the coven are said to reach a state of unitive bliss with all of verdant nature and advance into the status of "High Wycce." The second is the ***Ritual of Bardo***, celebrated on a night known as *Samhain*: a time when the divide between the worlds of life and death are less tangible. The Wycce do not practice Necrourgy, nor does the ritual involve raising the dead. Rather



it is a time when the Wycce seek to develop their psychic and divinatory abilities. Those ready may advance during this ritual to the status of Grand Wycce, and may act as oracles for the community, speaking with good human or Alfar spirits to aid those in need.

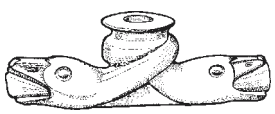
The third major ritual is the ***Ritual of Reckonings***. This ritual takes place at dawn, and during the rest of the day every coven in the *Society of Crafters* will strike out to purge the land of all those who are evil or threaten nature. In this endeavor they are usually aided by Foresters, elementalists, mages

## Wycce Calendar

| Lunar Month | Corresponding Rank | Festival/Ritual focus | Sphere/Festival/ Ritual | Day(s)Observed |
|---|---|---|---|---|
| Onemoon | 9th Rank | Winter | Earth/Yule | 27th |
| Twomoon | Master Craftens prepare for 5th Rank | Festival of Tao, 4 days of ascetic meditation | 4th Sphere/Unity | 24th-27th |
| Threemoon | 5th Rank | Spirits of Nature | Time/Eternities | 1st |
| Fourmoon | 1st Rank | New Year | Rebirth/Quickening | 7th |
| Fivemoon | 12th Rank: Neophyte | Initiates go into a long training | Earth/Ostara | 9th |
| Sixmoon | 8th Rank | Fate in Motion | Time/Fate | 11th |
| Sevenmoon | 4th Rank | Unity with Nature | Rebirth/Identification | 13th |
| Eightmoon | 11th Rank Initiate | Summer Solstice | Earth/Litha | 15th |
| Ninemoon | 7th Rank | A coming together | Time/Skeins | 17th |
| Tenmoon | 3rd Rank | Celebration of Dead | Rebirth/Bardo | 19th |
| Elevenmoon | 10th Rank | Autumn | Earth/Mabon | 21st |
| Twelvemoon | 6th Rank | Celebration of Past | Time/Reveries | 23rd |
| Thirteenmoon | 2nd Rank | The hunt for Evil | Rebirth/Reckonings | 25th |

and rogues, or any who are sympathetic to their cause. They seek out and destroy Witches first and foremost, those whose rituals mock and pervert the Wycce's own lesser observances during the *Esbats* (see below). The fourth observance is the ***Ritual of the Quickening***, when the Archwycce is chosen. If there is already an Archwycce leading their coven, the title is still granted and the member is expected to travel to another region to begin his/her own White Coven of Crafters, so expanding their influence. This festival ritual also represents the end of the Wyccen year and the pinnacle of spiritual ascension. On the Wyccen calendar these four rituals are months 4 up through 1, positioned around a four-point star, the topmost of three such layered stars.

*Esbats:* Various Shamanism ceremonies, masques, divinations, and lesser observances are frequently performed at small gatherings that coincide with the phases of the moon. Since the evil Witches use these same times for their own nefarious ends, they often come into conflict with the Wycce. Unfortunately, in some regions where both Wycce and Witches exist, a confusion between them can arise in the minds of the local folk. As one might expect, such confusion leads to much anguish and bloodshed, all of which tends to result in mass prosecution of those who meet in the wilderness during the phases of the moon.



*Continued from page 3*

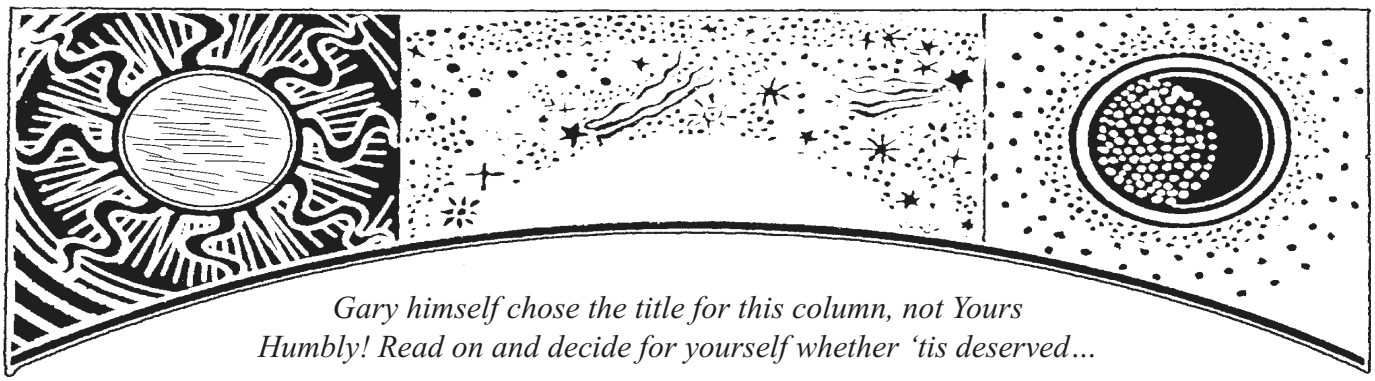
module. As they will be constantly exposed to the *Lejendary Adventure*™ form of the module while they play, it is my hope that we may make a few converts in the process. We'll see.

**Augury**

The industry as a whole is falling on hard times. This is to be expected, as the stock market dropped about 10% on a reasonably permanent basis, and so there is 10% les money around than there was last quarter. Hekaforge, however, is uniquely positioned to adapt to this change, as most of our productions are just-in-time, and we need not carry a large inventory. Well, that's what it says on paper, anyway. D20 sales are taking the largest hit (have decreased most rapidly) since the last quarter, and it is my belief that folks will be trying new venues. I'm thinking that the *Lejendary Adventure*™ will be near the top of that list.

**Wrap-up**

A lot of things have gotten bogged down as I (and possibly others) jump-started a large number of projects within Hekaforge, and all at the same time. I'm here to tell you, gang, the work is getting done, and we're about to unleash some of these gems...and just about at the time that gaming folks as a group will be looking for something new. Expand your circle of Avatar/players; invite someone new to game with you! I think you'll find less reluctance than you might once have seen.



*Gary himself chose the title for this column, not Yours*
*Humbly! Read on and decide for yourself whether 'tis deserved…*

## Wild Rants From The Awful Gygax; a/k/a
# The Star Chamber
**MONSTER ERRORS**
By Gary Gygax

Either you've got it or you don't. Killer monsters, like Killer Tomatoes, don't...unless you're looking for a laugh. Here's what I mean:

While the special effects in ***Jurassic Park*** were great, most of the rest of the film had a less than "special" effect on viewers. The quite probable *Tyrannosaurus rex* was frightening, and frighteningly believable too. It was huge, swift, terrifying...and was by no means invincible. The *velociraptors* in the movie were just too much. Luckily, there was no manicurist in action in that film, or the leader would have figured out how to trim the pack's claws so as to be able to use the rifles there. Those super-dinos has far too much going for them—speed, camouflage, pack hunting, apparently telepathic communication, leaping ability, huge claws, and genius intelligence! Ah, wait, I forgot. How about teeth stronger than steel? That too. Of course, they were warm-blooded. All things considered, whatever killed off the rest of their order should *not* have affected them. In making these undoubtedly potent creatures into nigh-unstoppable villains, the creator of the movie also crafted the work's nemesis.

Okay, there was more than that wrong with ***Jurassic Park***. The premise that **something must go wrong with any experiment involving genetic manipulation** was silly. As another critic pointed out, it was a film dealing with the failure of zoo-keeping, not science. Indeed, the "millions for electric fences but not one penny for moats and metal-barred palisades" was pretty stupid. Back to the main point, though, that making monsters that are foolish in an environment is not clever, to say the least.

Consider the end of said film. Could the humans triumph, defeating the velociraptors? Of course not! It took a mysteriously appearing T. rex to kill those devilish things. How the T. rex got inside the building must remain forever a mystery, though... Compare all that to the alien monster in ***Alien***. There, Dear Readers, was a marvelously conceived and executed "monster," virtually indestructible, yet in the end subject to the clever thinking of one very alone and very brave human female who did it in.

If a monster is an inhabitant of the fantasy RPG world, that creature must be vulnerable, or very limited, in any number of ways. Why? Because if it isn't, the blasted thing will take over! Whatever species "rules" the world is clearly the one that is most able. Humans for example, are individually weak and have no natural weapons; but when their thinking ability is factored in, there goes the neighborhood. They band together, and make tools and weapons. If they can't wipe something out, likely the humans will at least keep it in check. Otherwise, what can't be exterminated or checked by humans will likely exterminate *Homo sapiens*.

Recently, someone commented to me on how in a certain game that now dragons are now "really unstoppable!" As if a well-played "old fashioned" monster of that sort wasn't really a challenge, eh? Give a party of veteran players free rein, allow them to create characters of a sort based on such dragons, and see what happens if you doubt the capacity of those creatures. Then project that same exercise to even more potent monsters. The question should immediately spring to mind, *Why aren't these things rulers of the world?* If some limits of power exist, still another question must be asked: *If anything nearby threatens the monster, why has it permitted that threat to continue to exist?*

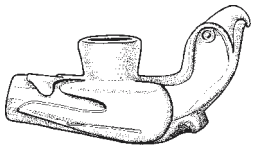
*Continued on page 24*

# Lost Lore

## Shamanism Powers and Ability, Part I
## Ceremony of Thwarting Evil

By Gary Gygax

As noted in the description of the optional Order of Wycce, the followers of such a way use certain of the Shamanstic Extraordinary Powers, most notably and chiefly the Ceremony of Thwarting Evil. That Ceremony is presented here for the use of Avatars who are interested in this Order; the other Ceremonies and Powers will appear in the next issue of *Lejends*™.



**Ceremony of Thwarting Evil**:
Instruction of the Bane Fighter (Ceremony: Extreme)
**Call Up Sentinel Spirit:** Major
**Masque of Removing Malign Channel:** Strong
**Masque of Removing Witchmark:** Strong



**Powers**

Grade I, Very Minimal:
1. Reflect Evil Eye
2. Reflect Eyebite
3. Ward Against Evil Animal Spirits
4. Ward Against Unwilled Living Dead

Grade II, Minimal:
1. Ghostsee
2. Destroy Evil Creature
3. Ward Against Evil Human Spirits
4. Ward Against Free-willed Living Dead
5. Ward Against Were-creatures

Grade III, Low Moderate:
1. Cloak From Malign Animal and Human Spirits
2. Hear No Evil
3. Ward Against Demoniacals
4. Ward Against Netherbeing Spirits, Imps

Grade IV, Moderate:
1. Cloak From Living Dead
2. Fear No Evil
3. Ward Against Evil Supernatural Human Spirits
4. Ward Against Cunning Living Dead

Grade V, Good:
1. Discover Malign Channel
2. Discover Witch Marking
3. See No Evil
4. Ward Against Living Dead, Spirit and Material

Grade VI, Very Good:
1. Counter Witchery Possession
2. Witch Track
3. Ward Against Vile Dragonkin
4. Assume Spirit Form



Grade VII, Strong:
1. Cloak From Netherbeings
2. Drive Out Influence
3. Ward Against Netherbeing Spirits, Ordinary

Grade VIII, Very Strong:
1. Capture Malign Animal Spirit
2. Mark of Binding
3. Invoke Benign Spirit

Grade IX, Major:
1. Capture Malign Human Spirit
2. Cleanse Place
3. Mark of Sealing
4. Return Celerity
5. Return Exactitude
6. Return Vigor

Grade X, Extreme:
1. Capture Spirit Netherbeing
2. Drive Out Evil Spirit
3. Expel Witch Possessor
4. Sole Wrack
5. Witch Find

## Ceremony, Call-up, Masque, and Power Descriptions

**Ceremony of Thwarting Evil**:

**Instruction of the Bane Fighter** (Ceremony: Extreme). This is a necessary Ceremony of the apotropaist that is enacted prior to any Calling Up or Masque of this Ceremony. Without first activating it, no Calling Up or Masque will have any meaning, for through the Ceremony an energy channel is opened and through it comes the force for the completion of such special Activations. After Propitiation and Votive preparations, Activation of the Observance ritual requires at least another three minutes of time spent chanting, singing, dancing, praying, and/or other ritual activities.

**Call Up Sentinel Spirit** (Major): The consciousness of beneficial things is intuitively felt by the apotropaist, bane-fighting shaman as an aura of a living and sentient nature. When calling up the Sentinel Spirit, this aura is focused through the will of the shaman to become suddenly self-aware. The "body" of the spirit called is comprised of each ordinarily benign spirit that exists within a radius of the activator equal in furlongs (eighths of a mile) to the activator's Shamanism Ability score. The Sentinel Spirit can utilize the eyes and ears of the shaman as its own sense organs but does not possess the activator's body or mind. In addition to seeing through the eyes of its invoker, this spirit can telepathically sense and alert the shaman to approaching danger within a five-mile radius, provided the danger is caused by a creature or spirit being of evil sort. The information conveyed will be as if the shaman were actually viewing the threat from a distance of 30 to 120 (3d4 x 10) feet. Note that a powerful evil entity might detect this observation, the chance being equal to 100 minus the distance in feet from which the Sentinel Spirit enables the shaman to perceive the evil entity.

The Sentinel Spirit will remain on guard thus for as many hours as the activator has points of Shamanism Ability, plus two additional hours for each AEP added to the Calling Up at the time of

Activation. As long as the shaman remains within the area from which the Sentinel Spirit has been summoned, it will be able to alert him or her.

In extremis, the shaman can invest additional AEPs to cause the Sentinel Spirit to take corporeal form and physically assail foes. This investment of AEPs is after Activation, and the result is a *Warding Entity* with the following statistics:

***H: 70 P: 60 S: 20 (80 AEPs)***
***Abilities at 100:*** Stealth, Waylaying
***Abilities at 80:*** Hunt, Scrutiny
***Abilities at 60:*** Planning, Shamanism (Thwarting Evil Powers), Unarmed Combat
***Attack:*** Preternatural energy missiles (7): 1-30 + 9-12 Preternatural Harm; range 60 (diameter 6 feet), speed 1; 60 score to hit. Also: Preternatural hand, giant (2 separate attacks): 5-10 + 9-12 Preternatural Harm, P bonus 10 = 70 score to hit.
***Defense:*** 90% undetectable until attacking. Its Preternatural energy provides 20 against all forms of Harm save that of Supernaturally energized Extraordinary sort.
***Invulnerabilities:*** Any and all fear, leeching of Base Rating points, and possession; attacks employing positive energy.

The Warding Entity will move as swiftly and stealthily as possible, to seek out the evil intruder(s) in the effect area and attack them with cunning. The Warding Entity will remain material and perform thus for one hour per AEP expended by the shaman to bring it into physical manifestation. If destroyed in material form, the Sentinel Entity simply becomes non-material and returns to the surroundings.

This Calling Up can only be performed once per month in a given area. (GG/DC)

**Masque of Removing Malign Channel** (Strong): As with any other Masque, in order to activate this Supernatural one the shaman must prepare both votive and propitiation materials. Next the shaman must activate a *Cleanse* Power upon the person of the subject of this Masque. Thereafter the shaman must chant the ceremonial litany, an invocation that includes a benediction, appeal, and abjuration of malign forces. With ceremonial performances (perfuming through the burning of incense, a washing of the subject's body with consecrated oil, and the various things required in any service honoring the deity of the shaman) included, the whole of this Masque requires one hour of time. At the conclusion of the *Remove Malign Channel* Masque a secret check against Shamanism Ability score is made by the LM, the result with a penalty of +10% of the Necrourgy or Sorcery Ability score of the individual that laid the link through

curse or imprint. If it fails, the shaman knows it and must begin the Masque again to break the link.

This Masque can performed no more often than twice in one day.

Masque of Removing Witchmark Link **(Strong):** As with any other Masque, in order to activate this Supernatural one the shaman must prepare both votive and propitiation materials. Next the shaman must activate a *Cleanse* Power upon the person of the subject of this Masque. Thereafter the shaman must chant the ceremonial litany, an invocation that includes a benediction, appeal, and abjuration of malign forces. With ceremonial performances (perfuming through the burning of incense, a washing of the subject's body with consecrated water, and the various things required in any service honoring the deity of the shaman) included, the whole of this Masque requires one hour of time. At the conclusion of the *Remove Witchmark Link* Masque a secret check against Shamanism Ability score is made by the LM, the result with a penalty of +10% of the Witchery Ability score of the individual that laid the link through witch-marking. If it fails, the shaman knows it and must begin the Masque again if the link is to be broken.

This Masque can performed no more often than twice in any day of time.

**Powers**

**Assume Spirit Form(Very Good):** Through the successful activation of this Supernatural Power the shaman and all he or she normally wears and carries is changed instantly from corporeal to immaterial form. This transformation causes the shaman to be in essence a spirit, and thus he or she is invisible to the mundane, can move through solid matter, etc. In spirit form the shaman can see other like entities, and "physically" combat them as well. The shaman can resume material form in 1 ABC time, then become non-corporeal again, each such change effectively shortening the duration of the Power by 15 minutes. The energy of this Power persists for one hour, plus one additional hour for each 2 AEPs added at time of Activation.

**Capture Malign Animal Spirit (Very Strong):** With the successful activation of this Supernatural Power, the subject is forced into immaterial form for the next six minutes, and the shaman is thereafter enabled to create a trap. This trap will draw in and confine any evil animal spirit (nightgrim, phantom, or specter) that is within a radius equal to no more than 10 feet per point of Shamanism Ability score the activator possesses. The trap the shaman must create within five minutes after Activation is simply a figure, drawn using some powder or like substance on a plain, flat area 10 feet in diameter. The drawing is a spiraling, connected circle of three rings, the center of which contains a bit of material related to the animal form the spirit assumes—hair, hide, tooth, anything of the sort.

A *nightgrim* to be captured must use an animal part from a bear, bull, great cat, wild boar, hound or mastiff, or wolf.

A *phantom* to be captured must use an animal part from a calf, cat, cow, small dog, fox, goat, goose, pig, sheep, or other such animal the spirit may assume the form of.

A *specter* to be captured must use an animal part from a deer, horse, mule, draft ox, large pony, or other animal the spirit may assume the form of.

When the trap is complete as noted, any lurking evil animal spirit within the area of effect will be drawn irresistibly into the confining figure. Just before the spirit is so captured, there is a check against its current Free Will score plus 50%, minus the shaman's Ability score, plus another 1 point for each additional 1 AEP invested in the Power at time of Activation. Thus, for example, a nightgrim with 50 points of FW being trapped by a shaman with 67 score in Shamanism Ability who added 10 points to theActivation would have no chance of avoiding the trap—75 –77 = -3.

If captured, the shaman is able to dismiss the evil animal spirit, sending it back to the nether dimensions with a command. Alternatively, the evil animal spirit can be left within the trap, but if its line is broken the spirit is freed instantly.

If the evil animal spirit avoids capture, it will flee at full speed, moving away from the area for 1-3 ABs before being able to determine its own actions. So, even in the case of a relative failure the activator is not in immediate peril.

**Capture Malign Human Spirit (Major):** With the successful activation of this Supernatural Power, the subject is forced into immaterial form for the next six minutes, and the shaman is thereafter enabled to create a trap. This trap will draw in and confine any evil human restless dead spirit (apparition, ghost, shadowling, or fright, gloom, haunt) that is within a radius that is equal to or less than five feet per point

of Shamanism Ability the activator possesses. The trap the shaman must create within five minutes after Activation is simply a figure, drawn using a powder or like substance on a plain, flat area 10 feet in diameter. The drawing is a spiraling, connected circle of six rings, the center of which contains a bit of material related to the spirit's nature—dirt from a burial place, a splinter of a coffin, a bit of a shroud, perhaps even a piece of a skeleton.

When the trap is completed, any lurking restless dead spirit within the area of effect will be drawn irresistibly into the confining figure. Just before the spirit is so captured, there is a check against its current Free Will score plus 50 points, minus the shaman's Ability score, plus another 1 point for each additional 1 AEP invested in the Power at time of Activation. Thus, for example, a gloom with 80 points of FW being trapped by a shaman with 67 score in Shamanism Ability but who added 10 points to the Activation would have a solid chance of avoiding the trap—130 –77 = 63.

If captured, the shaman is able to dismiss the restless dead spirit back to the nether dimensions with a command. Alternatively, the spirit can be left within the trap, but if its line is broken the spirit is freed instantly.

If the human restless dead spirit avoids capture, it will flee at full speed, moving away from the area for 1-3 ABs time before being able to determine its own actions. So, even in the case of a relative failure the activator is not in immediate peril.

**Capture Spirit Netherbeing (Extreme):** With the successful activation of this Supernatural Power, the subject is forced into immaterial form for the next six minutes, and the shaman is thereafter enabled to create a trap. This trap will draw in and confine any spirit netherbeing (demon, devil, fiend, oni, or an imp thereof) that is within a radius equal to or less than three feet per point of Shamanism Ability the activator possesses. The trap the shaman must create within five minutes after Activation is a figure drawn using a powder or like substance on a plain, flat area 10 feet in diameter. The drawing is a spiraling, connected circle of nine rings, the center of which contains a bit of material related to that which attracts malign nether spirits—carrion, blood, a desecrated sacred item, etc.

When the trap is complete as noted, any lurking evil nether spirit within the area of effect will be drawn irresistibly into the confining figure. Just before the spirit is so captured, there is a check against its current Free Will score (plus 50 points in regards to imps), minus the shaman's Ability score, plus another 1 point for each additional 1 AEP invested in the Power at time of Activation. Thus, for example, an oni with 190 points of FW being trapped by a shaman with 97 score who added 30 points to the Activation, would have an excellent chance of avoiding the trap—190 –127 = 63.

If captured, the shaman is able to dismiss the evil nether spirit, sending it back to the nether dimensions with a command. Alternatively, the evil nether spirit can be left within the trap, but if its line is broken the spirit is freed instantly.

If the evil nether spirit avoids capture, it will flee at full speed, moving away from the area for 1-3 ABs time before being able to determine its own actions. So, even in the case of a relative failure the activator is not in immediate peril.

**Cleanse Place (Major):** By means of this Supernatural Power the shaman essentially brings a hallowing to a place, something between the Theurgy *Hallow Ground* Ceremony and its *Sanctify Place* Power. Successful Activation enables the shaman to channel benign force to so bless and imbue a building, structure, or area as if consecrated and hallowed, for as many days time as the activator has points of Shamanism Ability. The area affected is 100 square feet (10' x 10') of ground area (and upwards for one foot per point of the activator's Shamanism Ability score) per AEP added to the Power at the time of Activation. Unholy actions of the evil and malign will negate the cleansing, of course. This latter includes the draining of energy through conferring Harm at the rate of one point per second to each such creatures thereupon or in, but each point of which reduces the time of cleansing by one day. The Power thus makes the area inimical to any evil creature, including spirit ones.

No cleansing is possible if any evil or malign force remains in the place to be made clean and hallowed. *Cleanse Place* suppresses evil or malign forces there for no longer a time in hours as the Ability score of the shaman invoking the Power, less the time in hours of the Health/Free Will or Grade of energy times 10, whichever is applicable—or the greater of the two if both apply—of such force. In any event, the Power will serve to hallow for at least as many minutes of time as the Shamanism Ability score of the activator.

**Cloak From Living Dead** (Moderate to Major): Through the successful Activation of this Power the shaman confers upon him or herself, and all others associated with him or her who are within a diameter in feet equal to his or her Shamanism Ability score, invisibility to and undetectability by living dead creatures. The energy persists for one hour, plus one hour for each AEP added at the time of Activation. Note, however, that should any of those thus cloaked from detection by living dead actively attack, by Activation or weapon, such a subject, the effect of the Power is negated at the moment of attack.

Activated as a Moderate Power, the energy prevents detection by Unwilled Living Dead only.

Activated as a Good Power, the energy prevents detection by Unwilled Living Dead and Free-Willed Living Dead.

Activated as a Very Strong Power, the energy prevents detection by Unwilled Living Dead, Free-Willed Living Dead, and Living Dead—Spirit and Material.

Activated as a Major Power, the energy prevents detection by Unwilled Living Dead, Free-Willed Living Dead, Living Dead—Spirit and Material, and Cunning Living Dead.

**Cloak From Malign Animal and Human Spirits** (Low Moderate, Very Good, or Major): Through the successful Activation of this Power the shaman confers upon him or herself, and all others associated with him or her who are within a diameter in feet equal to his or her Shamanism Ability score, invisibility to and undetectability by evil animal and human spirits. The energy persists for one hour, plus one hour for each AEP added at the time of Activation. Note, however, that should any of those thus cloaked from detection by such evil spirits actively attack, by Activation or weapon, such a subject, the effect of the Power is negated at the moment of attack.

Activated as a Low Moderate Power, the energy prevents detection by Animal Evil Spirits .

Activated as a Very Good Power, the energy prevents detection by Animal Evil Spirits and Human Restless Dead.

Activated as a Major Power, the energy prevents detection by Animal Evil Spirits, Human Restless Dead, and Human Supernatural Restless Dead.

**Cloak From Netherbeings** (Strong or Extreme): Through the successful Activation of this Power the shaman confers upon him or herself, and all others associated with him or her who are within a diameter in feet equal to his or her Shamanism Ability score, invisibility to and undetectability by the ordinary nether-dimensional spirits, whether in material or spirit form. The energy persists for one hour, plus one hour for each AEP added at the time of Activation. Note, however, that should any of those thus cloaked from detection by such evil netherbeings actively attack, by Activation or weapon, such a subject, the effect of the Power is negated at the moment of attack.

Activated as a Strong Power, the energy prevents detection by imps of the Nether dimensions only—demon, devil, fiend, and/or oni imps.

Activated as an Extreme Power, the energy prevents detection by Spirits of Nether Dimensions, ordinary imps and also ordinary demons, devils, fiends, and/or onis.

**Counter Witchery Possession** (Very Good): This Supernatural Power protects a person bearing a Witchery Ability *Cursemark* or *Witchmark* from the *Possession* Power of a witch or warlock. The Shaman activator, or such other person touched by him/her, is immediately immune from any attempt at spirit possession by a witch or warlock—if the Activation of *Counter Witchery Possession* Power actually succeeded. This is determined only at the time actual *Possession* is attempted, of course. Note that this Power also functions to bar any sort of spirit possession, including that of a netherbeing such as a demon, devil, etc. If the *Counter Witchery Possession* Power functioned properly, again as determined at the time, its energy gives the subject a bonus of –20 on the d% roll check to avoid being possessed by such a spirit. Thwarting, or otherwise being active in regards to, a possession attempt automatically drains the energy of the Power.

**Destroy Evil Creature** (Minimal): By activation of this Preternatural Power the Shaman is enabled to discharge a ray of positive energy. This attack immediately follows successful Activation of the Power, its range being equal in feet to the activator's Shamanism Ability score. The Harm delivered is, of course, Preternatural, and totals 6-8 points plus an additional 1-2 points for each AEP added at the time of Activation.

**Discover Malign Channel** (Good): Through the activation of this Power the shaman lays hands upon and seeks to discover any dark link placed upon a victim by a Necrourge or Sorcerer. This operation is uncertain, though, and there is a secret check made by the LM. A second Shamanism Ability check is made with a penalty of +10% of the Necrourgy or Sorcery Ability score of the individual that laid the link through curse or imprint. If this second, secret check fails, the discovery is invalid, the Power fails, and it seems as if there is no malign channel from a Necrourge or Sorcerer to the subject being examined.

In the case of failure, the shaman actually opens him or herself to the possibility of likewise having a link from the Necrourge or Sorcerer to his or her person. In this case the LM must compare the shaman's Ability score in Shamanism against the Necrourgy or Sorcery Ability score of the one who laid the imprint or curse. If the latter score is higher, then the shaman is linked by imprint or curse and can never successfully employ this Power, although he or she will not know this.

This Power can be activated only once per day in respect to an individual subject.

**Discover Witch Marking** (Good): Through the activation of this Power the shaman lays hands upon and seeks to discover any dark link placed upon a victim by a witch or warlock. This operation is uncertain, though, and there is a secret check made by the LM. A second Shamanism Ability check is made with a penalty of +10% of the Witchery Ability score of the individual who laid the link through witchmarking the victim. If this second, secret check fails, the discovery is invalid, the Power fails, and it seems as if there is no malign channel from a witch or warlock to the subject being examined.

In the case of failure, the shaman actually opens him or herself to the possibility of likewise having a link from the witch or warlock to his or her person. In this case the LM must compare the shaman's Ability score in Shamanism against the Witchery Ability score of the onewho laid the witchmark. If the latter score is higher, then the shaman is linked by witch mark and can never successfully employ this Power, although he or she will not know this.

This Power can be activated only once per day in respect to an individual subject.

**Drive Out Influence** (Strong): Through successful Activation of this Supernatural Power the shaman is able to drive out or remove a malign influence existing in the target subject. The person to be so freed must be within plain sight of the activator and no more distant than 14 feet. If the influence is of Supernatural energization, the shaman must also spend one minute of additional time per grade of energy over Good (V), expending 1 AEP (cumulative) each minute; i.e. 1 added AEP per minute if the influence is of Grade VI, 3 if Grade VII, 6 is Grade VIII, 10 if Grade IX, and 15 if Grade X.

**Drive Out Evil Spirit** (Extreme): When this Supernatural Power has been activated successfully, the shaman is able to attempt the exorcism of a malign spirit possessing the target subject. The shaman must be within plain sight of the person or thing possessed and no more than seven feet away. If the spirit to be driven out is of human dead sort, then the exorcism is immediate, and the spirit will flee away at fastest movement rate until it is at least 10 feet away per point of Shamanism Ability the activator possesses.

However, if the possessing spirit is of non-mundane sort— a shadow or nether dimensional one—then the shaman must "fight" to drive the spirit out and away. The activator's score in Shamanism Ability is compared to the spirit's Health/Free Will total. If the former is greater than the latter, the shaman need only expend AEPs equal to 10% of the spirit's H/FW total to send it back to its own dimensional matrix. If the activator's score in Shamanism Ability is less than the H/FW of the possessing spirit entity, then the difference is subtracted from 100 to give the percent chance the shaman has of expelling the spirit, sending it back to its own place. In the "fight" the shaman expends AEPs equal to 10% of the spirit's H/FW total, but the outcome is not certain. Each failure on the part of the shaman inflicts 13 points of Harm to his or her Health, but as long as AEPs are sufficient to meet the required expenditure, the shaman can keep attempting the expulsion.

**Expel Witch Possessor** (Extreme): This Supernatural Power enables the shaman to counter the Witchery Ability Possession Power, and all other Witchery Powers like it. When activated successfully, the spirit of the witch or warlock in possession of a subject within 20 feet distance and in plain sight of

the shaman is sent back instantly to her or his own body without harm to the mind or body of the one formerly possessed. The Expel Witch Possessor Power, however, delivers 21-25 Harm to the Free Will of the witch or warlock, manifesting itself as Harm to Health when the spirit returns to the witch's or warlock's body. Thus if the possessing spirit is aware of the shaman's preparation to activate this Power, it is not unusual for the spirit to immediately and voluntarly depart. (GG/PK)

**Fear No Evil** (Moderate): This Preternatural Power protects the shaman activator, or such other person he or she touches, from malign Extraordinary attacks that are based on induced panic—including fear, horror, etc.—or that otherwise interfere with the free-will of the affected person. The energy of the Power persists for one minute, plus one additional minute for each extra AEP invested by the shaman at time of activation. (PK)

**Ghostsee** (Minimal): By means of this Preternatural Power the shaman is enabled to see immaterial spirits, ethereal and invisible creatures. Immediately upon successful Activation, the shaman's sight can detect those things named that are normally unseen by humans and their ilk. The visual power extends to as many feet distance as the activator has score in Shamanism Ability. The energy of the Power persists for 1 AB (4 ABCs), then fades. Each additional AEP expended at the time of Activation extends the duration of its energy by 1 AB.

**Hear No Evil** (Low Moderate): This Preternatural Power protects the shaman activator, or such other person he or she touches, from malign Extraordinary auditory attacks by malign creatures and spirits that are designed to Harm or interfere with the activator's free will. The energy of the Power persists for one minute, plus one additional minute for each extra AEP invested by the shaman at time of Activation. (PK)

**Invoke Benign Spirit** (Very Strong): By means of this Supernatural Power the shaman is enabled to summon a benign spirit to assist him or her in combating an evil that is otherwise too powerful for the shaman to overcome with the resources he or she has available. Upon successful Activation, the benign spirit will come to the shaman, communicating telepathically. An unnecessary Activation of this Power will result in the spirit rebuking the shaman and leaving. Otherwise, in addition to such limited advice as the spirit can give (as determined by the LM), and a benison of 10 AEPs, *one* of the following can be conveyed to the activator:

- Addition to one Ability of from 6-24 (6d4) points for the next one hour of time.
- Conveyance of one Psychogenic Ability Power at 60 to 90 (d4 +5) score for the next one hour of time.
- Restoration of full Health BR, or full Precision BR, or full Speed BR.
- A false Health BR total addition of from 5-20 (5d4) points for the next one hour of time, these points being lost first from any Harm received.
- A false Precision BR total addition of from 4-16 (4d4) points for the next one hour of time, these points being lost first from any Harm received.
- A false Speed BR total addition of from 1-4 (d4) points for the next one hour of time, these points being lost first from any Harm received.

**Mark of Binding** (Very Strong): When this Supernatural Power is activated successfully by the shaman, he or she has created a link to an evil spirit creature (animal, human, or nether dimensional), whether that entity is immaterial or not at the time. This link is one that binds the subject, prevents it from attacking, and actually isolates it in an inter-dimensional prison. The bonds are not necessarily permanent, and immediately upon the mark linking as indicated, the subject spirit shall make a check against its H/FW as compared to the activator's Shamanism Ability score. The positive difference between the two in favor of the subject is the percent chance the evil spirit has of escaping the binding, with a result of 01 always succeeding in avoidance of the Power's effect.

In order to make such escape more difficult, the shaman can invest additional AEPs at the time of Activation, each such point effectively increasing Shamanism Ability score by two. For example, a shaman seeking to place a mark of binding upon an oni so that it will be imprisoned and not trouble the area again has a difficult task. The H/FW of the oni is 190, and the shaman has 90 score in Shamanism Ability. The oni will certainly escape without added AEPs, so knowing this the shaman invests 45 more, thus reducing by 90 the chance of the oni to escape. Unless the check result is 10 or lower on d%, the evil spirit creature is bound, secured and imprisoned.

Note that the *Mark of Binding* Power is not a permanent exile of the evil spirit. If someone of evil nature discovers the inter-dimensional prison, that

one can free the bound subject at will, and the one freed must then serve its liberator for one year. Such discovery is possible through many means, including use of Panprobability Ability. Also, the energy of this Activation lasts for no more than nine years. Unless renewed prior to the expiration of its energy, the bound spirit will become free when that time has elapsed. Renewal requires another such check, for the spirit entity might be able to evade the Power's renewal. Regardless of time expiration, the bound evil spirit has a chance of escaping, this being equal to that of originally avoiding the binding.

**Mark of Sealing** (Major): This Supernatural Activation enables the shaman to actually locate the inter-dimensional prison of an evil spirit entity bound by a *Mark of Binding* Power in an object he or she selects. When successfully activated, the evil spirit bound is then linked to the object that the shaman has made the target of the *Mark of Sealing* Power. A portal is created in the object, this opening to the inter-dimensional prison of the bound evil spirit. The imprisoned evil spirit entity can then escape only through the portal link in the object. The portal is not generally discoverable unless the one seeking it is within close proximity to the object to which it is linked. Thus, the shaman seals the imprisoned subject from general discovery. To further close the chance for escape, the shaman must invest additional AEPs in the Power at time of Activation. Each 2 points so expended extends the time of imprisonment by one year, and denies any chance for the bound evil spirit to escape for a like period.

Similar to the *Mark of Binding* Power, this one can also be renewed, but its renewal does not allow the subject sealed away thus to have an escape opportunity. The sealing Power is again activated, AEPs added to renew it and this automatically extends imprisonment time without chance for escape due to the spirit's endeavor by one year per 2 additional AEPs expended

**Reflect Evil Eye (**Very Minimal): When this Preternatural Power has been activated successfully, the shaman is proof against the Extraordinary assault of the Witchery Ability Power *Evil Eye* and its ilk. Any such Power aimed at affecting the person of the shaman rebounds, affecting the one activating it instead. This causes the energy of the reflecting Power to be used up. The *Reflect Evil Eye* Power otherwise remains active for one hour's time. To extend this duration, each AEP added to it at time of Activation increases its persistence by one hour. To enable the Power to reflect more than one *Evil Eye* attack, the shaman must expend 2 additional AEPs for each such attack to be reflected. Thus, for example, a *Reflect Evil Eye* Power meant to last for four hours and reflect as many attacks would cost 2 + 3 + 6, 11 AEPs all together.

**Reflect Eyebite** (Very Minimal): When this Preternatural Power has been activated successfully, the shaman is proof against the Extraordinary assault of the Witchery Ability Power *Eyebite* and its ilk. Any such Power aimed at affecting the person of the shaman rebounds, affecting the one activating it instead. This causes the energy of the reflecting Power to be reduced by one-third, shortening its duration by 20 minutes, or possibly ending it. The *Reflect Eyebite* Power otherwise remains active for one hour's time. To extend this duration, each AEP added to it at time of Activation increases its persistence by one hour. Thus, for example, a *Reflect Evil Eye* Power meant to last for four hours, that might conceivably reflect as many *Eyebite* attacks as 12, would cost 2 + 3, 4 AEPs all together.

**Return Celerity** (Major): By means of this Supernatural Power the shaman is able to restore Speed Base Rating when its loss was otherwise permanent and caused by Extraordinary attack of any sort. When activated successfully, the shaman need only lay his or her hands on the subject, and for each 10 additional AEPs invested 0.5 points of Speed Base Rating is restored to the subject, to a maximum of the original total of his or her Speed Base Rating.

**Return Exactitude** (Major): By means of this Supernatural Power the shaman is able to restore Precision Base Rating when its loss was otherwise permanent and caused by Extraordinary attack of any sort. When activated successfully, the shaman need only lay his or her hands on the subject, and for each 10 additional AEPs invested 1 point of Precision Base Rating is restored to the subject, to a maximum of the original total of his or her Precision Base Rating.

**Return Vigor** (Major): By means of this Supernatural Power the shaman is able to reverse unnatural aging caused by Extraordinary attack of any sort. When activated successfully, the shaman need only lay his or her hands on the subject, and the aging will be reversed to the extent that the activator has AEPs to do so. Each year of unnatural aging to be reversed costs a full 12 points, so extreme

cases might need to be treated by many successive Activations in order to fully restore the victim to proper age.

**See No Evil** (Good): This Preternatural Power protects the shaman activator, or any other person he or she touches, from malign Extraordinary attacks based on visual delivery. It is important to note that no long term advantage can be gained from this Power. Thus, if the character has viewed a Lilitu demon under the effects of this Power, he or she will be treated as if they were encountering the creature for the first time should they encounter another such demon later in their travels. The energy of the Power persists for one minute, plus one additional minute for each extra AEP invested by the shaman at time of Activation. (PK)

**Sole Wrack** (Extreme): Through this Power the shaman can affect the evildoer—Necrourge, Sorcerer, witch or warlock—with sympathetic magic applying to mere footprints. If the tracks to which this Power is to be applied have been identified through use of the Witch Track Power, or the one who made the footprints is known to the shaman, no check for Activation success is needed, and this Power works automatically. When successfully activated, Sole Wrack enables the shaman to use seven iron nails of at least one-inch length to inflict Harm on the person who left the footprints, the activator having one minute of time to do so. The subject must be no more distant than 10 yards per point of Shamanism Ability score of the activator. When the seven nails are driven or thrust their entire length into the footprint, the Necrourge, Sorcerer, witch or warlock who made the track is lamed instantly in the applicable foot, left or right. Harm inflicted is only 7 points, but the wounds appearing on the subject's foot can be healed only naturally, over seven days' time. Until the eighth day, when healing is complete, the subject will perambulate at reduced speed, 70% reduced on the day after the Activation inflicts the Harm, 60% reduction on the next, etc. Walking will be with a noticeable limp, although only slight on the sixth day after the Harm occurred.

**Ward Against Cunning Living Dead** (Moderate): Upon successful Activation of this Preternatural Power the shaman is able to name one specific type of cunning living dead. The named sort of living dead monster is then barred from an area whose radius is equal in feet to that of the activator's Shamanism Ability score. The duration of the Extraordinary energy warding against the proximity of the named kind of living dead is two hours. Note that if the activator moves to purposefully close upon a proscribed subject or subjects, this enables said subject(s) to ignore the warding and pass into the area formerly denied them.

**Ward Against Demoniacals** (Low Moderate): Upon successful Activation of this Preternatural Power the shaman is able to name one specific type of demoniacal creature. The named sort of demoniacal is then barred from an area whose radius is equal in feet to the activator's Shamanism Ability score. The duration of the Extraordinary energy warding against the proximity of the named demoniacal is a full four hours. Note that if the activator moves to purposefully close upon a proscribed subject or subjects, this enables the subject(s) to ignore the warding and pass into the area formerly denied to them.

**Ward Against Evil Animal Spirits** (Very Minimal): Upon successful Activation of this Preternatural Power the shaman is able to name one specific type of evil animal spirit. The named sort of animal spirit is then barred from an area whose radius is equal in feet to the activator's Shamanism Ability. The duration of the Extraordinary energy warding against the proximity of the named animal spirit is one hour. Note that if the activator moves to purposefully close upon a proscribed subject or subjects, this enables said subject(s) to ignore the warding and pass into the area formerly denied to them.

**Ward Against Evil Human Spirits** (Minimal): Upon successful Activation of this Preternatural Power the shaman is able to name one specific type of evil human restless dead spirit. The named sort of human spirit is then barred from an area whose radius is equal in feet to the activator's Shamanism Ability score. The duration of the Extraordinary energy warding against the proximity of the named evil human spirit is two hours. Note that if the activator moves to purposefully close upon a proscribed subject or subjects, this enables said subject(s) to ignore the warding and pass into the area formerly denied to them.

**Ward Against Evil Supernatural Human Spirits** (Moderate): Upon successful Activation of this Preternatural Power the shaman is able to name one specific type of evil restless dead supernatural human spirit. The named sort of supernatural human spirit is then barred from an area whose radius is

equal in feet to the activator's Shamanism Ability score. The duration of the Extraordinary energy warding against the proximity of the named evil human supernatural spirit is six hours. Note that if the activator moves to purposefully close upon a proscribed subject or subjects, this enables said subject(s) to ignore the warding and pass into the area formerly denied to them.

**Ward Against Free-willed Living Dead** (Minimal): Upon successful Activation of this Preternatural Power the shaman is able to name one specific type of free-willed living dead. The named sort of living dead monster is then barred from an area whose radius is equal in feet to the activator's Shamanism Ability score. The duration of the Extraordinary energy warding against the proximity of the named kind of living dead is two hours. Note that if the moves to purposefully close upon a proscribed subject or subjects, this enables said subject(s) to ignore the warding and pass into the area formerly denied to them.

**Ward Against Living Dead, Spirit and Material** (Good): Upon successful Activation of this Preternatural Power the shaman is able to name one specific type of living dead that is both spirit and material in form. The named sort of living dead monster is then barred from an area whose radius is equal in feet to the activator's Shamanism Ability score. The duration of the Extraordinary energy warding against the proximity of the named kind of living dead is two hours. Note that if the moves to purposefully close upon a proscribed subject or subjects, this enables said subject(s) to ignore the warding and pass into the area formerly denied to them.

**Ward Against Netherbeing Spirits, Imps (**Low Moderate): Upon successful Activation of this Preternatural Power the shaman is able to name one specific type of ordinary malign nether-dimensional spirit of imp sort—demon imp, devil imp, fiend imp, or oni imp. The named sort of nether-dimensional creature is then barred from an area whose radius is equal in feet to the activator's Shamanism Ability score. The duration of the Extraordinary energy warding against the proximity of the named kind of netherbeing is four hours. Note that if the activator moves to purposefully close upon a proscribed subject or subjects, this enables said subject(s) to ignore the warding and pass into the area formerly denied to them.

**Ward Against Netherbeing Spirits, Ordinary** (Strong): Upon successful Activation of this Supernatural Power the shaman is able to name one specific type of ordinary malign nether-dimensional spirit of strong sort—demon, devil, fiend or oni. The named sort of nether-dimensional creature is then barred from an area whose radius is equal in feet to the activator's Shamanism Ability score. The duration of the Extraordinary energy warding against the named kind of netherbeing is one hour. Note that if the activator moves to purposefully close upon a proscribed subject or subjects, this enables said subject(s) to ignore the warding and pass into the area formerly denied to them.

**Ward Against Unwilled Living Dead (Very Minimal):** Upon successful Activation of this Preternatural Power the shaman is able to name one specific type of unwilled living dead. The named sort of living dead creature is then barred from an area whose radius is equal in feet to the activator's Shamanism Ability score. The duration of the Extraordinary energy warding against the proximity of the named kind of living dead is two hours. Note that if the activator moves to purposefully close upon a proscribed subject or subjects, this enables said subject(s) to ignore the warding and pass into the area formerly denied to them.

**Ward Against Vile Dragonkin (Very Good):** Upon successful Activation of this Supernatural Power the shaman is able to name one specific type of malign dragon kin—drake, wyrm, or wyvern. The named sort of dragonkin is then barred from an area whose radius is equal in feet to the activator's Shamanism Ability score. The duration of the Extraordinary energy warding against the proximity of the named kind of dragonkin is one hour. Note that if the moves to purposefully close upon a proscribed subject or subjects, this enables said subject(s) to ignore the warding and pass into the area formerly denied to them.

**Ward Against Were-creatures:** (Minimal): Upon successful Activation of this Preternatural Power the shaman is able to name one specific type of werebeast. The named sort of shape-shifting creature is then barred from an area whose radius is equal in feet to the activator's Shamanism Ability score. The duration of the Extraordinary energy warding against the proximity of the named werebeast is a full four hours. Note that if the moves to purposefully close upon a proscribed subject or

subjects, this enables said subject(s) to ignore the warding and pass into the area formerly denied to them.

**Witch Find** (Extreme): Activation of this Supernatural Power enables the shaman to detect the presence of any one individual living in the area or community who possesses Witchery, Sorcery, or Necrourgy Ability. To employ this Power there must be before the shaman some evidence of the malign Ability in question being employed to injure someone or something. Detection is possible in an area equal to 10 yards per point of Shamanism Ability score the activator possesses. If the perpetrator of the injury used one or more of the Abilities noted, and that individual is within range, the shaman will know the compass direction and the general distance (d10: 1-2 exactly on target, 3-4 being short, 5-6 left, 7-8 right, 9-0 long; d4 for 10s of yards off) to that location. If no such malign Ability is detected, the shaman can move, and the radius of detection moves with him or her.

Detection requires the activator to sniff the air for general direction of the malign Ability. Once the general area is discovered thus, and the malign subject is near (within 40 yards distance), the shaman must actually get down on hands and knees, sniffing for scent as a dog would do while tracking by scent.

When seeking scent on the ground, a secret check against Shamanism Ability is made by the LM. If this is failed, then the LM will send the individual in a direction away from the target subject. Note that a Power preventing detection will cause this check to fail. After "sniffing" the false scent for 20 to 80 yards (2d4 x 10) distance, the energy of the Power fades and is gone. Otherwise, the scent detected by the shaman will bring the activator to the building or locale in which the malefactor resides or is otherwise ensconced.

In any event, the Witch Find Power has a maximum duration of 1 hour. It can be activated no more than once per day.

**Witch Track** (Very Good): The successful Activation of this Supernatural Power enables the shaman to examine at close range (three feet or less) any single set of footprints, human or animal, to determine whether a witch, warlock, Necrourge, or Sorcerer made them. Examples of likely animal footprint types made by a malign activator of the Abilities noted are those of an ass, crow, or wolf. Tracks more than one hour old will be discoverable as being from such persons only if the activator has invested additional AEPs in the Power at time of Activation, each added AEP enabling detection for one-half hour further back in time. For example, tracks four hours old would require at least 6 additional AEPs to "read" thus. However, an activator with a keen (150% or better human norm) sense of smell or visual capacity will extend the base time by one full hour, i.e. two hours time without requiring additional AEPs to detect a practitioner of the malign Abilities noted.

This Power renders to such tracks, at the shaman's determination, either a stench or a disgustingly colored aura if made by such persons. The scent is of excrement for Witchery, decayed flesh for Necrourgy, brimstone (rotten eggs) for Sorcery; the hues seen are putrescent purple for Witchery, botulism black for Necrourgy, rotten red for Sorcery.

The shaman activator's chance of detecting such prints, where a malign Ability possessor has activated counter-measures, is dependent on the difference in skill level between the shaman and the malign individual. A positive difference for the shaman adds to his or her chance of succeeding as if his or her Shamanism Ability score were that much higher, with 100 (00) always failing. A negative difference is added to the shaman's dice roll for success, but a 01 result is always treated as a success.

When employed successfully, the shaman might well utilize the *Sole Wrack* Power to lame and mark the miscreant discovered by his or her tracks.

**To Employ Powers**

Shamanism requires that the Avatar be dedicated to a deital spirit entity of the same concern(s) as is the individual. The individual can retain the Shamanism Ability as long as the Avatar is true to the deity chosen to guide that one and remains true to the avowed principles of the Ability. This is accomplished by knowing and following one or more of the three Ceremonies: 1) Observance of Natural Pathways (a sort of wise-person with a druidical bent), 2) Thwarting Evil (apotropaism, a witch doctor in the correct sense, one who opposes malign things), or 3) Unseen Forces (the medicine man or shaman proper, so to speak). Those who follow these ways are usually called respectively, 1) nature caretaker or nature priest or priestess, 2) apotropaist or witch doctor, and 3) medicine man or shaman. Any such individual with Shamanism ability must also have as an initial Ability either Nomadic, Rustic, or Savagery.

Each Ceremony has its own separate Observance Ceremonial for evoking the attention of the deital spirit entity and for Calling Up of a spirit force, and thus separate propitiation materials and votive summoning materials are necessary for each Ceremonial of an Observance. If the activator has not used the correct propitiation materials, then the spirit invoked will certainly call the activator into account for any and all past transgressions. If the spirit is summoned without correct votive summoning materials, it will simply vanish once Activation is complete.

It requires one minute of time each to prepare propitiation and votive materials for a Ceremonial, so to properly prepare requires two minutes' time. The rite then continues for at least another three minutes' time. Only then is it is possible to activate a Calling Up or a Masque of Shamanism.

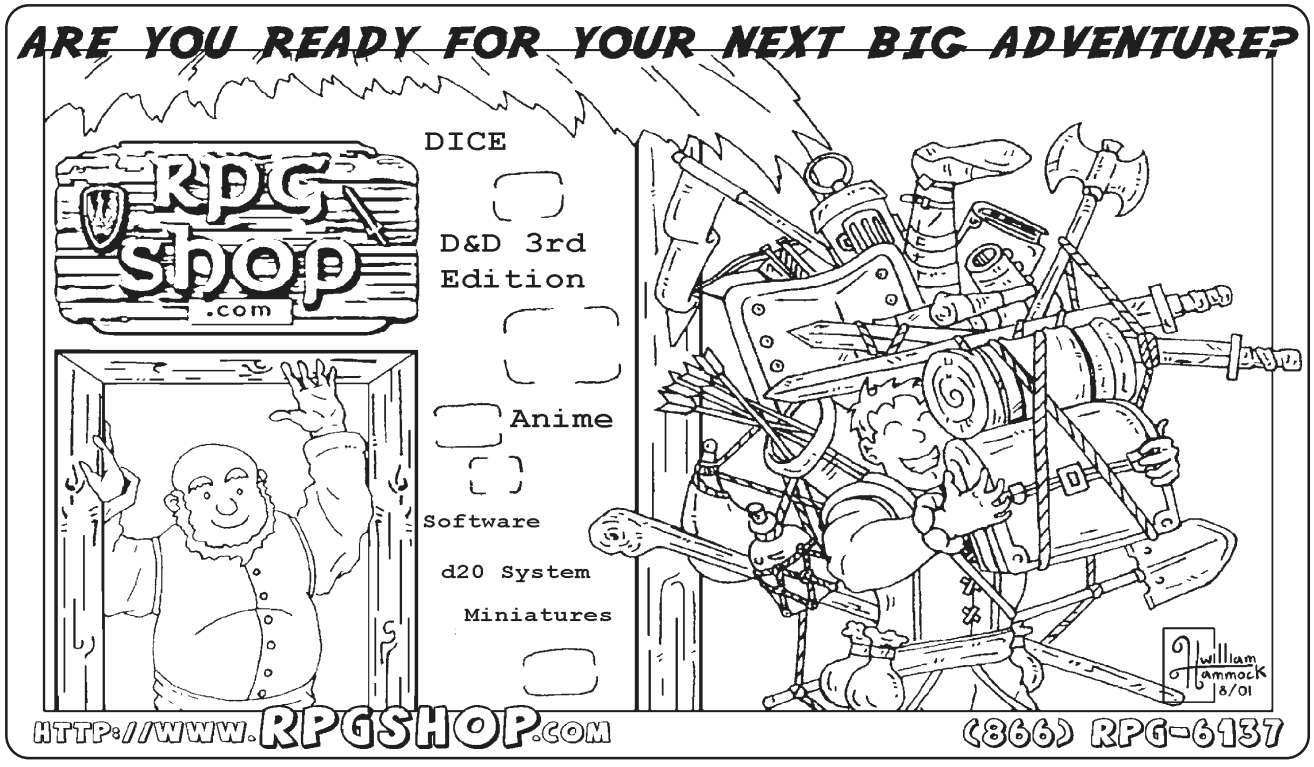
There are three separate Callings Up for the summoning of a spirit, one for each Ceremony. There are six basic Masques, two for each Ceremony, which circumscribe or protect. There are also miscellaneous Powers of Shamanism likewise separated according to Ceremony, with those common to all three Ceremonies, the general Powers, listed separately.

Note that someone with Shamanism Ability who is not dedicated to a Ceremony can know only the General Powers. An Avatar belonging to an Order that does not include Shamanism in its initial Abilities can never be dedicated to a Ceremony of Shamanism.

In addition to the recording of necessary propitiation and votive materials (listed below), each Calling Up, Masque, and Power possessed must be recorded on a Memory Tablet, one of which is able to contain any four such things. In order to possess a Ceremony-specific Power, it is necessary that the individual belong and be dedicated to that rite and know the instructional Observance to which it is attuned. Only when at least one Calling Up and one Masque are known can the individual then possess a Power that is derived therefrom. It is possible to be a member of two or even three of the Ceremonies of Shamanism.

Note that the individual with Shamanism Ability does **not** have capacity to deal with the powerful spirits of nature per se. Only the lesser minions of such mighty Supernatural beings can ever be summoned.

Failure in a check against Shamanism Ability score indicates the AEPs are expended to no effect.



**Propitiation Materials:**
Body marking (with paint or pigment)
Bone(s), animal
Brazier or fire
Devotional object (symbol displayed or worn)
Feathers
Flowers
Fur
Herbs
Icon (drawing, etching, painting etc.)
Icon (statuette)
Mask
Powder (special—colored, dust of sacred sort, etc.)
Rattle
Small sacrificial items (drink, flowers, dolls, food, etc.)
Wand or stick, wood
Whistle (typically bone or wood)

**Votive Summoning Materials:**
Antlers or horns
Bell(s)
Bone(s), animal
Bull-roarer
Claws
Devotional object (symbol displayed or worn)
Deital symbol
Fan
Fire or hot coals
Flowers
Fur
Herbs
Icon (drawing, etching, painting etc.)
Icon (statuette)
Mask
Medicine bag
Pipe
Rattle
Rocks
Service piece (bowl, cup, dish, etc.)
Small sacrificial items (drink, flowers, food, etc.)
Soil
Teeth or fangs
Twigs or plant parts
Wand or stick, wood
Whistle (typically bone or wood)

**Time Required**

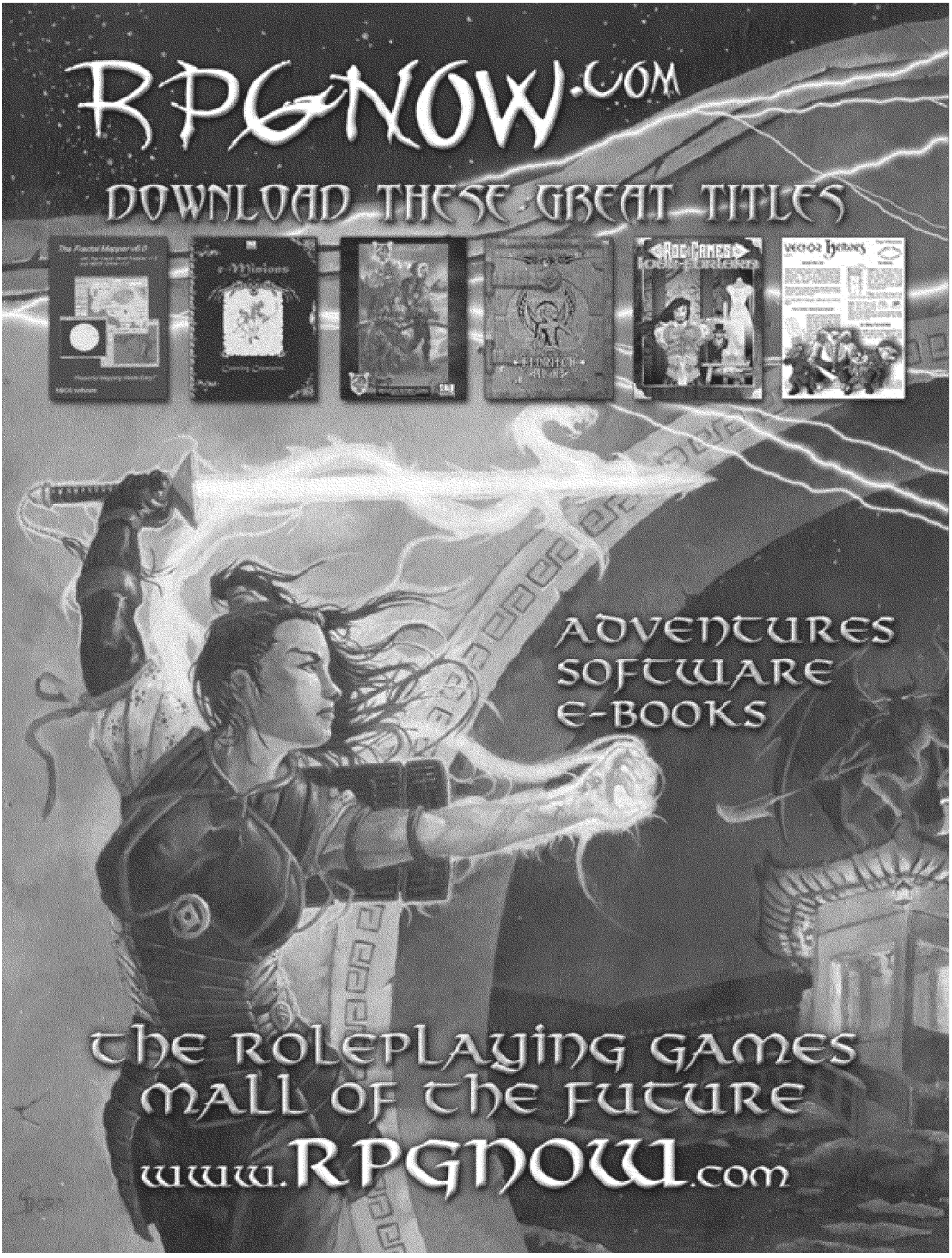
The amount of time required for Activation of a Ceremony, Masque, or Power varies according to the complexity and power cost in AEPs required.

| Grade | Time cost | Power Cost |
|---|---|---|
| I. Minimal | 1 second realtime | Power cost 2 |
| II. Minimal | 2 seconds realtime | Power cost 3 |
| III. Low moderate | 3 seconds realtime | Power cost 4 |
| IV. Moderate: | 4 seconds realtime | Power cost 5 |
| V. Good: | 5 seconds realtime | Power cost 6 |
| VI. Very good: | 7 seconds realtime | Power cost 7 |
| VII. Strong: | 9 seconds realtime | Power cost 8 |
| VIII. Very strong: | 12 seconds realtime | Power cost 9 |
| IX. Major: | 16 seconds realtime | Power cost 10 |
| X. Extreme | 20 seconds realtime | Power cost 12 |

*Continued from page 11*

"Unstoppable" monsters, be they dragons or anything else, are foolish, to put it bluntly, unless those creatures rule the world setting for the game. As with evil deities, there must be checks. In the mundane environment, the check is assumed to be humans. As the monsters proliferate mankind is threatened, so some of its "heroes" go off and slay the monster or monsters. If the game basis is sound but the task is too easy, it's a sign of poor play on the part of the Game Master, not that some monster is too weak. So the answer is not to have super-monsters but rather creatures that are both potent and properly played by the GM.

Show up next issue, and I'll set you straight on something else.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# New Extraordinary Ability: Witchery

**By Gary Gygax**
*Illustrated by Martin Siesto*

Add one-half point to Speed when *initially* selecting this Ability. ***Note that this Ability is intended principally for the creation of Non-Avatar Characters, and is not meant for general selection by players for Avatars, for reasons you will see hereafter.*** This Ability covers all having to do with the Activation of malign Powers, being hateful, spiteful and harmful, causing trouble and dissent, making folks suffer, bringing disease and death, using others to your own ends, working to promote the nether-realms' rulership in the world, etc.

In order to possess this unique Ability at a score of more than 25, the individual *must* have made a compact with a malign deity. Also, all Witchery Powers activated by an individual who has not made such a compact cost *twice the normal amount* of Activation Energy Points. Thus, because of the evil origination of all the Powers of Witchery, enabled individuals not purposefully dedicated to a lord of evil are limited to bare competency.

This "master" with whom a contract is signed will be a nether lord or similar evil deity. The one selling his or her soul to that master swears to always work baneful deeds and to serve the cause of evil on pain of forfeiture of life. They are then able to possess greater skill in the use of vile Powers. This sworn agreement is a pact, and confers the following benefits upon the witch (female) or warlock (male):

1) Speed Base Rating addition as follows:
   Current Speed Base Rating less than 10—adds 2 full points.
   Current Speed Base Rating 10 to 13—adds 1 full point.
   Current Speed Base Rating 14 to 17—adds 1/2 point.
   Current Speed Base Rating 18 or over—adds1/4 point.
2) An additional AEP gain of 6 points, stemming from a mark placed upon the witch or warlock indicating that she or he is the property of the nether lord. This blemish will be on some portion of the witch's/warlock's body not normally exposed to public view.
3) A ***familiar***, as described hereafter.
4) A ***grimoire***, a book in which there are written 6 Powers of the individual's choosing, and in which any number of additional other Powers can be inscribed (thus obviating the need for Memory Tablets).
5) A candle that can be burned for 26 hours' time, each hour of burning restoring 13 points of lost Health to the individual as well as all AEPs, and generating a reserve of 13 additional AEPs that remain for one hour's time thereafter. The relatively brief time of the candle's burning is extended by one hour for each person that the witch or warlock slays after forming the compact.*
6) A small bell, gong, or similar metal percussion instrument, the sounding of which will bring instantly, automatically, and without attack to the witch or warlock, a demon or devil (depending on the nether lord's main servants of this sort). The demon or devil will perform one service that requires no more than one night's (12 hours' time) duration to perform, as instructed by its caller. Upon the completion of the 13th service so rendered, however, the witch or warlock is then carried bodily to the nether-dimensional realms of the master!*



**Note*: Someone other than the witch or warlock can activate this item.

***Pact***: Any individual so wicked as to desire Witchery Ability, or already possessing it in the limited manner described above, can make a pact with a malign deity. The witch or warlock desiring to make such a compact must first bring the attention of the nether lord to her or him. To do so he or she must draw a pentagram with her or her own blood, and within this device make a sacrifice of some animal, naming the nether lord whose attention is sought. At this juncture the malign deity, or more likely a major servant of that being, will appear.

That entity will produce a contract on a parchment or vellum-type substance, this agreement listing the benefits noted above in exchange for both wicked deeds and the soul of the witch or warlock in return. The pact will typically have a time limit of six years, after which payment, in the form of the soul of the witch or warlock, is exacted. The individual can, during the initial pact-signing, negotiate for a longer period by pledging to do especially baneful things and/or killing some minimum number of persons per year (whose deaths will not otherwise benefit the individual in regards to extending the burning time of the candle mentioned above). Swearing great oaths can extend the length of time before collection of the soul of the witch or warlock to 13, 26, or even 39 years. A person corrupted so as to become a witch or warlock adds automatically one year to the length of time before collection. So too does the murder of innocent persons equal to the number pledged in order to extend the period before collection of the witch's or warlock's soul extends the time by one year. The pact is finalized by the witch or warlock signing it in her or his own blood. It is then irrevocable, and there is no chance of escaping from it. Such"benefits" are given to the individual, and the nether being then leaves with the signed contract.

If the witch or warlock is slain, allows the agreed-upon time to elapse without extending it, or acts in default of the contractual agreement signed, she or he is carried off to the dark master's realm—bodily if not already dead, there to spend an eternity in slavery, or (if quite fortunate) immediately consumed body and soul by that vile being.

In the interim, the witch or warlock will be required to attend four sabbats each year. Sabbats are wicked festivals of homage to the nether lord served. Also, the witch or warlock will be benefited by attendance at *esbats*, similar gatherings at the dark of each moon. See *Coven*, below.

***Familiar***: The witch or warlock will be given an imp (demon or devil as befits the nether-lord master's servants) in animal form. The familiar is a servant who must obey the witch or warlock. The imp will retain its statistics regarding Health, Precision, and Speed, except that if one or more of them is higher in the actual animal form, the higher statistic prevails. Also, while in the animal form, regardless of its other attacks, the familiar retains the imp's VT harm addition of 9-12 bypassing armor protection not specific to poison, and the Power to dematerialize and/or rematerialize in 2 ABC's time. (The familiar cannot, however, return to imp form at any time other than a sabbat or esbat.) The size of the familiar is at maximum that of a wolf or large dog, at a minimum that of a toad or soldier spider. The form of the familiar is chosen by the witch or warlock, and typical choices are: badger, baboon, bat, cat, crow, dog, fox, goat, hawk, hedgehog, jackal, monkey, otter, owl, polecat, raven, spider, toad, weasel, or wolf. This familiar imp must always have a name, for that name is also what enables a mind link between the witch or warlock and the creature.

This familiar is linked by telepathic means to the witch to whom it is given. At a distance of up to 39 feet, the witch or warlock is able to make Activations emanate from the familiar (although such gestures, words, and the like that the Activation might require must be performed normally). When the warlock is concentrating upon the familiar, he is always able to sense all that the creature does, up to a distance of one mile for each ten points of Witchery Ability possessed. The two can communicate by mental "speech" as well.

When the familiar is within 39 feet, the witch or warlock gains a "false" or temporary addition to their Health rating equal to the familiar's actual Health—10 if a demon imp, 13 if a devil imp. This addition is lost first in the case of harm accruing to the witch or warlock. If the imp is destroyed, not only is the temporary addition lost instantly, the witch or warlock also suffers the same amount of harm to actual Health, although such a loss can be recovered and is not a permanent reduction in Base Rating.

If a familiar is destroyed, a replacement is not given automatically. The witch or warlock must implore the master to grant a new one, and pay some terrible price to have the request granted.

***Coven***: Witches and warlocks have no guild-type organization to which they belong. Instead, they must form clandestine groups of their own. These groups will be composed of witches or warlocks serving the same master or possibly another malign deity belonging to the same pantheon. Each coven operates fully only when there are 13 members. A full coven of 13 must attend the four annual sabbats, and therein they share such new Powers as are granted to them by their master or his attending representative. Esbats, held at the dark of each moon, are generally mandatory for all coven members, regardless of the number of individuals in the coven. To not attend raises questions...

If two or more individuals belonging to the same coven are within sight of each other, each gains a temporary addition to this Ability score equal to the number of other such individuals present, up to a total of 12 points. I.e,. two present from the same coven adds 1 to each practitioner's score, three present equals +2, etc. As long as they remain in sight of one another, the added AEPs are regained in 6 ABCs of time after being expended.

***Sabbats*** are held in a remote location such as atop a bald prominence or in a wild forest, so the wicked revelry taking place is unlikely to be observed by outsiders. The sabbats are also located so that up to 13 covens can gather together in this ceremonial convocation. The witches and warlocks must fly to the location.

A great fire is built and sacrifice is made before the master or representative thereof. This sacrifice is followed by feasting (provided by the coven's master), dancing, debauched revelry performed with familiars in their imp form, and mandatory oaths from all of continued fealty and obedience. Thereupon each chief of a coven is given two new Powers of choice, each inscribed on a bone Plaque, one to keep for her or himself and another to share with the other members of the coven. All attendees receive three months' worth of the materials they need to work evil Powers and brew malign draughts in their kettles. In parting, each receives gold equal to their bad deeds, from $6,000 to $13,000 in coins as is appropriate to their working of evil.

***Esbats*** are monthly gatherings held in the dark of each moon save for those lunar months in which a sabbat is held, and must be attended by all members of the coven with their familiars. If there are 13 members present, then the coven is fully operational, and each attendee regains 13 AEPs at the end of the gathering, such gain not to†exceed their normal AEP total. After dark ceremonies and vile sacrifice in honor of their master, or of the malign deities of a single pantheon to which diverse masters belong, the coven members share information and intelligence. Each also gains 1 AEP per witch or warlock gathered there, or twice that, a total of 26, if the coven is complete. This additional Activation Energy is a "false" or temporary gain above the normal. It lasts for no more than 26 days and then is lost, so it must be used before that time expires. The head of the coven receives, from a demon or devil appearing there, $100 in gold coin for each other member of the coven present at the esbat. Similarly, each witch or warlock there gains the sum of $300 paid in copper coins.

Each five Ability points possessed above a score of 100 points adds one point of Activation Energy to the pool of points available to the Avatar. For example, a score of 117 in this Ability adds 3 additional AEPs to the Avata'rs pool.

Use Starting Equipment List Magical, and only Witchery Powers, general equipment, and Memory Tablet selections can be chosen.

See the Witchery section of the Rules (as printed in Lejends Magazine Issue 6) for details of the Powers.



# Out of the Wilderness

**New Lejendary Earth™ World Setting Creatures**

By Gary Gygax (with additional contributors as noted)

*Illustrated by Nita Lewis*

| Creature | No. Appearing | Health | Precision | Speed | Attack | Defense |
|---|---|---|---|---|---|---|
| Grave Blight | special | | all special | | | |
| Mage's Blight | special | | all special | | | |
| Peppermint, Dangerous | 1 patch sp. | 4 | 10 | 1 | 1-4 | 1 |
| Spearmint, Dangerous | 1 patch sp. | 3 | 20 | 1 | 1-8 | 1 |
| Woodling | 1-4 or 10-40 | 11-30 | 21-40 | 17-22 | special | 7 |
| Wormweed | 1 patch sp. | 3/1 | 0/10 | 1/3 | 1-2 "worm" sp. | 1/22 |

*A travelling merchant who stops occasionally in the vicinity of the Keep recently returned from a journey to the mysterious lands in the northeast of Hazgar. Knowing of our continuing interest in tomes of lore, he presented us with a strange and ancient volume bound in an exotic leather. Here I detail a few extracts from this "curious Herball," with the sincere hope that any who might have more knowledge of such things may respond and enlighten us all with discourse either upon the nature of these plant-like things, or upon the book in which they are detailed. – A.*

**Grave Blight**

***All Special***

This fungus is a lifeless gray in color. It flourishes on long-dead things, drawing faint nutrition from such unpalatable things but growing profusely nonetheless. Accordingly the mold is most often found in tombs and crypts. Any rough disturbance causes the grave blight to discharge hundreds of tiny spores. These fill the air around it for a distance of five times the area of the mold. Thus a patch of grave blight filling an area of 18 square feet would discharge spores over an area of 90 square feet. All within the cloud suffer 1-10 points of VT per ABC of exposure; if they have open wounds, the spores settle within them and begin to grow. This has the effect of absolutely preventing any form of Extraordinary or natural healing successfully treating these injuries. What is worse, the mold's growth causes the afflicted individual to lose one percent of Health BR each day thereafter until death results.†The Theurgy Activation Exterminate Internal Parasites is required to cleanse the victim's wounds, and only thereafter can natural and/or Extraordinary healing can occur. Note that the same Power will absolutely destroy this mold, but the activator must add one AEP for each square foot of mold above nine square feet. The spore cloud persists for 1-3 ABs of real-time unless there is strong air movement in the affected area, in which case they remain dangerous for but a single AB. Acid, fire and extreme cold destroy one square foot of growth for each point of Harm inflicted. (JC )



**Mage's Blight**
***All Special***

This odd growth springs up in underground areas where powerful magic has long lain dormant. It feeds off the magical radiation given out by Extraordinary Items and constructs. Its presence is easily noted by the faint, bluish glow it emits. Any form of disturbance causes the mage's blight to spray forth thousands of tiny spores that fill the air around it for a distance of 10 times its physical area. Thus a patch of blight that covers an area of 100 square feet would emit spores that fill an area of 1,000 square feet. These spores begin instantly to feed on any Extraordinary energy they contact. While Powers activated before the spores release will continue to function, as will Extraordinary Items, it is quite impossible to activate a new Power within a spore cloud or to direct Extraordinary energy against a target in the cloud. This includes Extraordinary Items that create Activation-like results by releasing energy. Also take special note that the spores are particularly drawn to invisible objects or creatures, and that such become effectively visible while within a cloud as the spores sparkle and wink about them. The cloud persists for 1-4 ABs realtime and then the spores settle upon the floor. A strong flow of air in the area reduces this time period to 1-2 ABs. Note that any further disturbance of the mold causes another spore cloud to be released and the number of clouds that can be generated is effectively unlimited. The presence of spores in the air is easily noted as each glows briefly when absorbing Extraordinary energy, thus a party will note beautiful shimmering in the air each time they activate a Power. Should an Avatar think to carry some of this stuff about to use against enemy enspellers, they should take note that the blight will be continuously puffing spores and will soon die unless kept in a cool dark place near to a source of Extraordinary Power.

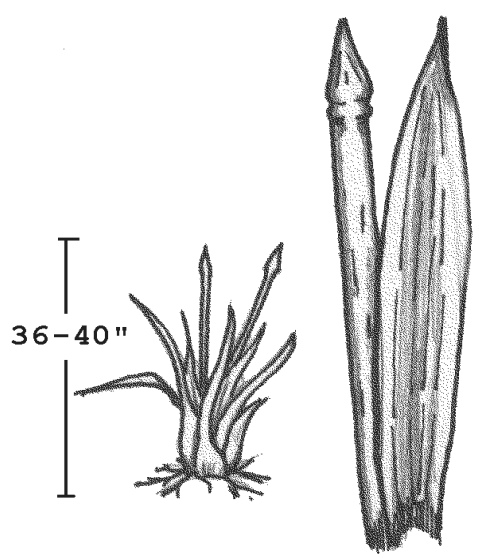
Any Activation directed against the mold will fail automatically as the fungus merely absorbs its Extraordinary energy, thus Extraordinary fire, acid or cold does not affect it. Non-Extraordinary fire or acid destroys 1 square foot of it for each point of Harm inflicted, but this causes an immediate release of spores from all unaffected areas. If a whole patch is somehow submerged in water it will be unable to release its spores until the water drains away. (JC )

**Peppermint, Dangerous**
***Appearing: 1 plant per square foot, in patches of 100, 400, 900, or 1,600 square feet***
***H: 4 P: 10 S: 1 (per plant)***
***Attack:*** 5-8 "peppercorns" fire up to 30 feet, each hit inflicting 1-4 points of Harm.
***Defense:*** 2 points of armor protection are conferred by its fibrous substance.




This is a semi-mobile plant that shoots sharp, pointed seeds at what it deems a threatening predator (or likely fertilizer). Dangerous peppermint is likely a mutant hybrid created from normal peppermint plants by ancient adepts. Patches of it are detectable only by those who have skill regarding flora recognition (such as Ability in Alchemia, Nomadic, Ranging, Rustic, and Savagery). A dangerous peppermint that has discharged its seed missiles will grow a new batch in one week.

**Spearmint, Dangerous**
***Appearing: 1 plant per square foot, in patches of 100, 400, 900, or 1,600 square feet***
***H: 3 P: 30 S: 1 (per plant)***
***Attack:*** 1 "spear" (a sharp, very hard dart about six inches in length) fires up to 40 feet, a hit inflicting 1-8 points of Harm.
***Defense:*** 2 points of armor protection are conferred by its fibrous substance.




This is another semi-mobile plant that shoots sharp missiles at whatever it deems as a threatening predator (or likely fertilizer). Dangerous spearmint is also likely a mutant hybrid created from normal spearmint plants by ancient adepts. Patches of it are detectable only by those who have skill regarding flora recognition (such as Ability in Alchemia, Nomadic, Ranging, Rustic, and Savagery). A dangerous spearmint that has discharged its "spear" missile will grow a new one in one week.

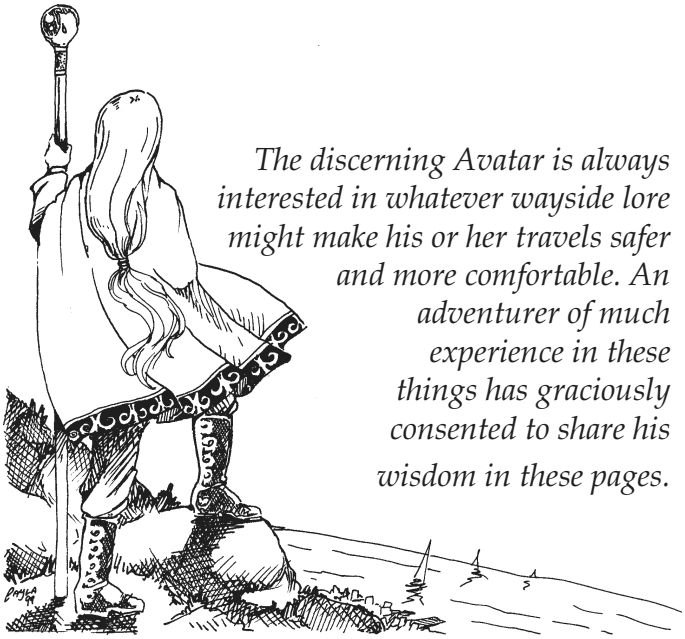
**Wormweed**
***Appearing: 1 plant per square foot, in patches of 100, 400, 900, 1,600, 2,500, or 3,600 square feet***
***Plant: H:3 P:0 S:1***
***Worm: H:1 P:10 S: 3***
***Attack:*** The worm can bite for 1-2 points Harm from acid secretion, Harm bypassing all armor protection.
***Defense:*** The plant has 2 points of armor protection from its fibrous substance, while the worm has 4 points conferred by its small size and fibrous nature.

This is a part-plant, part-animal creature. Wormweed is a voracious predator; an infestation of these creatures will attack and devour an entire crop field in a matter of days. Worse still, they prey on animals, people, virtually anything that will provide them with food.

A wormweed is from two to three feet tall, composed of five roots, one woody stem, a few leaves and tendrils on the stalk, and a single large pod on top. It can uproot itself and travel at a speed of 1. When a desirable locale is found, the creature re-roots. A patch of wormweed gives off a sweet fragrance at a distance of 50 feet, ten times that downwind. One exposed to the scent can actually taste its delectable flavor by breathing it in through the mouth. The taste is so exhilarating that the subject experiencing it craves it like a drug. Any subject not free of the fragrance after four ABCs time will experience an uncontrollable urge to seek out the source, and only a successful Disaster Avoidance check will prevent the fatal reaction. The closer the patch, the stronger the aroma and taste. Entering a patch of this stuff subjects the one so doing to the full force of the wormweeds' assault.

Each pod forms a single carnivorous "worm" each day. The worm is a plant-animal of about six-inch length, sporting a set of incredibly powerful mandibular pincers. Each worm attacks any non-wormweed food source, biting it, devouring its substance, then returning to regurgitate what was consumed thus into the pod. The pod, in turn, sends the nutrients throughout the parent plant.

Worms have a sensory range of 30 feet, and if they do not sense food within the vicinity each will move about the area randomly questing for nourishment. Of course, there are always as many worms in the vicinity of a patch of the parent plants as there are such plants. If animals are sensed nearby, the "worms" will wait until their prey has come within the center of the weed patch to attack. (SW)



*The discerning Avatar is always interested in whatever wayside lore might make his or her travels safer and more comfortable. An adventurer of much experience in these things has graciously consented to share his wisdom in these pages.*

# The Watcher's Way

**by Daniel Lewis**

*Illustrated by Jay Witthoft*

As I have promised, in this entry of the journal, I shall finish my recounting of the works of the Watchers and, where I may, discuss briefly the occurrences of events over the course of the last year of our works and their results...

Among the councils of the Varanian officers, reports of a general nature were given covering any situations that involved two or more Watchers. Of these, almost all dealt with petty despots and the abuses they had directed at the holdings within their control. Only three other cases of note remained after the darker abuses of men to their brothers. One of these I am still not at liberty to discuss as it continues to be a situation in flux.

Of the remainder, a problem dealing with an abundance of the greater snow worm in the northern reaches came to a head. These creatures thrive within the colder climes and, after a banner year (for them), the reproductive and survival rates of the young dramatically increased due to a series of meteor showers across the ice flows. Surely one would think that the results of such an incident would have a much more global effect, and from whispers around the various campfires this is true, but to a much lesser extent south of the Endless Day line far in the north. The meteors have created a short-term cloud cover that should dissipate within the next year or two. This, we are reassured by our caste of lore masters, should reverse itself and stabilize once more at previous levels, forcing the worms back into the ice flows and glacial reaches. Of course, this is far from comforting to the great races of North men who ply their trades in the icy mountains and waters, hunting the huge bears, beasts and even whales that inhabit such waters. Trade with these North men has already had an impact upon the markets far to the south and even across the oceans separating the lands. As a result, many of my folk have been ordered from hearth and home, to hunt the greater ice worms and create a safe border around the timbered homesteads of these peoples. I have been tasked personally with a tribe of these ice people and in their protection, with three of my kin, I shall be away from home once more within a turning of the moon to their mountain fortress home. It has been decided that our main purpose shall be to learn more of the worm's ways and teach the icemen how to hunt, and possibly utilize, the worms in their day-to-day life. Sadly, not much of information has been offered by our lore masters on the worms themselves, so careful notes and records need be kept for our learned cadre of wizards. As such information is discovered, surely I shall divulge such to you, fellow travelers.

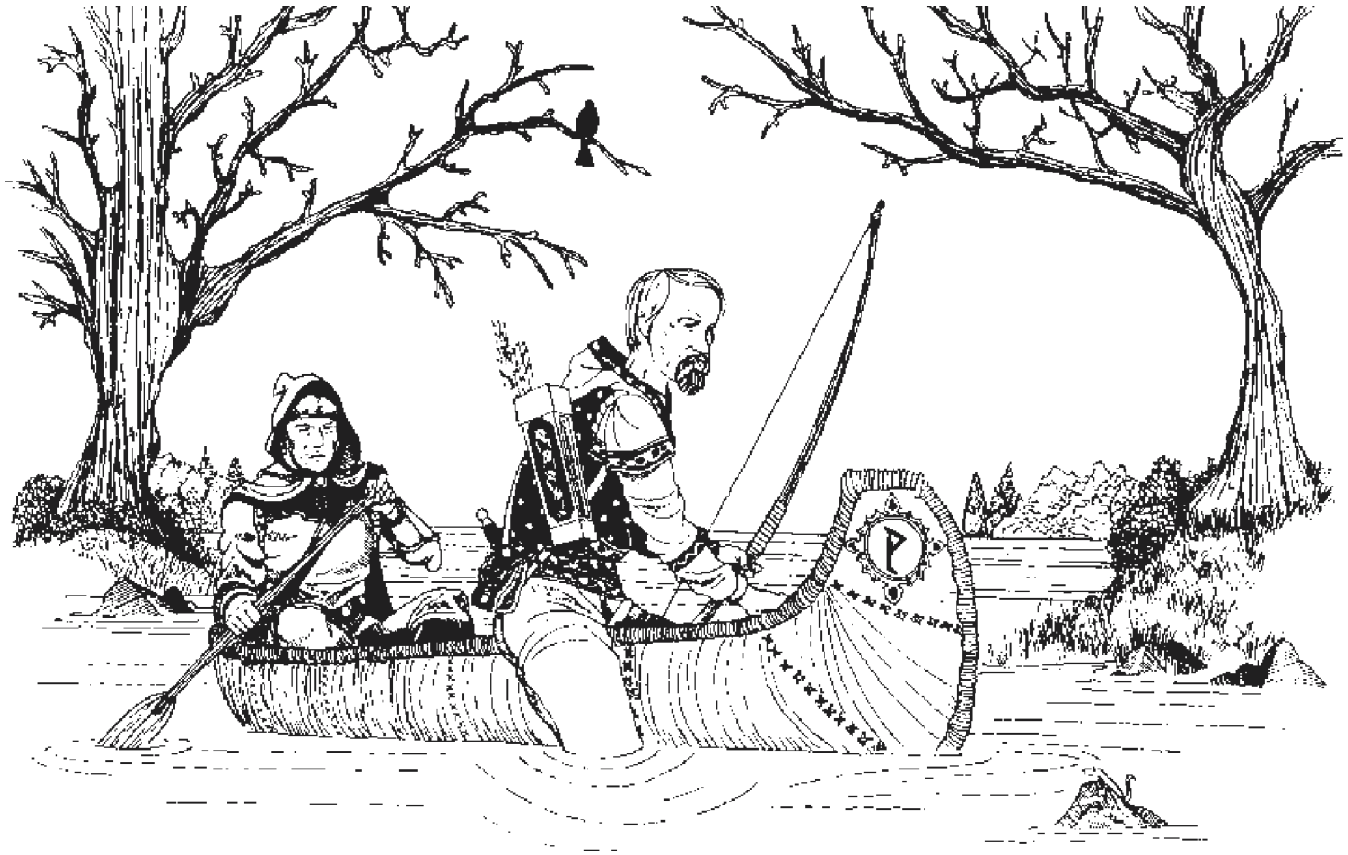
The second deals with a foul-smelling mold infesting the stately oaks of the coastal reaches of Varan. Due to an influx of warmer waters from far out in the Atlantean Ocean, this mold has taken hold and killed many of the great trees along the coastal areas; now it threatens to move inland, decimating much of the woodlands. In this case, we Watchers spent most of our time collecting samples of the infected wood and transporting it to the alchemists and wizards dealing directly with the problem. With great joy, I must say that the lore-wise men have created a solution to the mold infestations and created a number of largish machines to dispense the airborne salve into the mold infested areas. The problem is at this point receding but as yet has not been completely eradicated. A number of those strange, aerial vessels now patrol the forests affected and estimates say that by the turning of new leaves the problem will have been resolved.

Surely this may seem as a very small problem to most! But not, I can assure you, to those whose livelihood was directly affected by the deforestation. The oath taken by the Watcher kin does very plainly cover the protection of all lands under our care.

In addition to the councils specific to Varan (for that is my demense), a number of issues arose of a more global nature that included all of my kin in council. To these, all attended unless there were other important functions set before individual Watchers of a particular skill or knowledge required for a very specific task. Great wooden tables were placed around the glen, some nearly forty feet long, with benches. Huge volumes of roast meats, cheeses and fruit were constantly being placed upon the tables by comely lassies and flagons of wine and ale were consumed by the wagonload on a seemingly never-ending basis. The speakers as such were, for the most part, the Guardians overseeing our works. Noblemen from far and wide came to give thanks for our assistance in one venue or another as well as asking our assistance in a situation that requires greater aid than they can commit. The central dais of the speaker spanned a full thirty feet and for those upon the dais, all respect was given. Surely, other conversations occurred but they were always in quiet tones. At the central councils, we mingled freely, choosing to meet and greet brothers from far lands. After all, we never meet as a clan more than once every other year, the interspersed years reserved for the individual Guardians and those under their command to meet.

For almost a week, the councils continued. Many a friendship was renewed, new ones made. I met a man and woman from the deep jungles of Apphir. Husband and wife, Bhartaq and Ushara had joined our clan no more than three years hence, yet knew their lands and the charges within better than any other I had ever met. Strange tales they regaled our small group with by a campfire one night and, as with most folk, the open invitation of visiting was given and well received. Perhaps one day when the requirements of my position are less for a time, I shall take the Lady and travel to such a colorful land.

The last day of the councils was solemn. As is our long tradition, the list of our fallen was read as well as their deeds in life. Over two hours was spent telling the tales of our fallen, a full ten minutes alone on my friend Captain Leighton Zyrtech. As was our custom, any of the kin may stand and speak of their friends now gone, and five spoke freely of the love they felt for Leighton and his works in life. He shall be sorely missed. Our final task, as is again our custom, is the drawing in and oath-taking of the new Watchers and the assignment of these doughty men into the guidance of a proven Watcher. One hundred and fifty new lads and lassies were sworn into our fold and given the rights and privileges of the Watcher's Way. As their names were called, most



I was to find were to be placed in the Hazgarian and Irojhan reaches of the world. They had taken the greatest losses over the last years and needs must be bolstered by new folk to maintain our works.

Surprised I was to find a lanky lad of 25 years placed in my care! I laughed heartily and rose to greet the young man and find out some bit about him before we began our journey home the next day. His name is Urgent Noramist; he had worked under one of the better known Watchers in Maylus during a campaign against a barbaric king with thoughts of piracy. After the realignment of the kingdom (and finally the overthrow of the king), Captain Garath Kingsfisher spoke to him of the Watchers and asked of his interest in devoting his life to our causes. Having lost his family to the barbarian and nothing else to keep him there, he had accepted and returned to our councils with Garath to join our ranks. Garath spoke with a gleam in his eye of young Urgent's deeds, thinking very highly of him obviously. He regaled us with the tale of this young man, hanging desperately on the outside stoneworks of the castle walls, defending against a huge gryphon whilst the remainder of his men escaped into a small tunnel passage below. We laughed at hearing of Urgent falling to the cobbles, landing upon the gryphon's carcass as his grip failed, not during the combat as he held on the a knob of rock one handed while fighting, but after the battle and he had all his hands and feet free. Embarrassed, yet happy, Urgent shyly assented to the facts and their accuracy, trying to defend his clumsiness by attributing them to exhaustion and blood loss.

The call for quiet came once more and Urgent and I settled to the bench beside us for the last part of formal business before us. Promotion...

Never would I have thought that I could carry the mantle of the Captain in our works, yet now it has been thrust upon me. I am to replace our own beloved commander, Sharlot Sandstyn who as of this meeting has retired. (Unlike most retiring from the work, we maintain availability and always answer any call sent to us if able.) Fifty years has he spent in the Watcher's Way, thirty-five in the capacity of Watch Captain; he is still a spry small man with a mind sharper than a rose thorn and an unbelievable memory. At age seventy-three, nevertheless, he has earned it thrice over.

I and the other 21 men and women, most of whom I know personally after 15 years of service, rose and approached the dais to renew our vows to the world. Proud of my works and willing to continue them I accepted the promotion along with 18 others of my friends. Three turned down the promotion and maintained their ranks as field-men, never to be looked down upon by any other as that is where the majority of our work resides and as such, some folk love their place more than promotion. Perhaps one day I shall retire the commission and return to the field, but not as yet. I have been asked to monitor and manage a small part of my Varan, and so I shall, for a time at least.

The final prayers rang out across the glen and countryside as we all spoke the words of promise and fidelity, asking for aid from above to guide us through the next years.

Music began as the Guardians finished the final well-wishes and begged all business to be put aside for the remainder of the day and revelry to take charge of the night. Although the number of women within our ranks is small, the lovely lassies and stout lads of the surrounding lands, some far away, all arrived within the hour and the dancing began. As is our custom, we share the festivities of the last night with others. Giving back some of the thanks for allowing us this time to use the lands we work to protect, the coffers (never really full, anyway) were broached to pay for our stay here and feed us for the Meet. During the previous week, not a single townsman had showed a head in the area in respect for the business of our work (outside the servers of our fare, of course, and they are always respectful and quiet, but a charming addition).

Most of my kin would begin their return journeys on the morrow, myself included; I had yet to make arrangements for my self and my young charge as well as the records of Captain Sandstyn and a chest of new tomes covering all forms of knowledge to be entrusted to myself and ultimately the fabled Wizard Xagig after my reading. Urgent, I was to find, is a capable young man. By the time I had awoke the next day (with a somewhat foggy head, I must admit), he had berths for me, Bargel, and himself aboard the same *Natathiel Brow-fist* for our return home. This would allow ample time for reading as well as teaching the young lad some of our work. Almost two months have I been gone, and now, as always, my thoughts turn to home, a warm fire and my Lady.

It is time to go home...

## Welcome to the
# Gamesmyth's Faire

This is the place to find players, swap game materials, and find a retailer near you who carries the *Lejendary Adventures*™ FRPG line of products. There's a place here for passing messages to other players, as well as for listings of upcoming game conventions where you can play the Adventure. And best of all, a message of up to 35 words is free!

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512-454-2399
www.dlair.net

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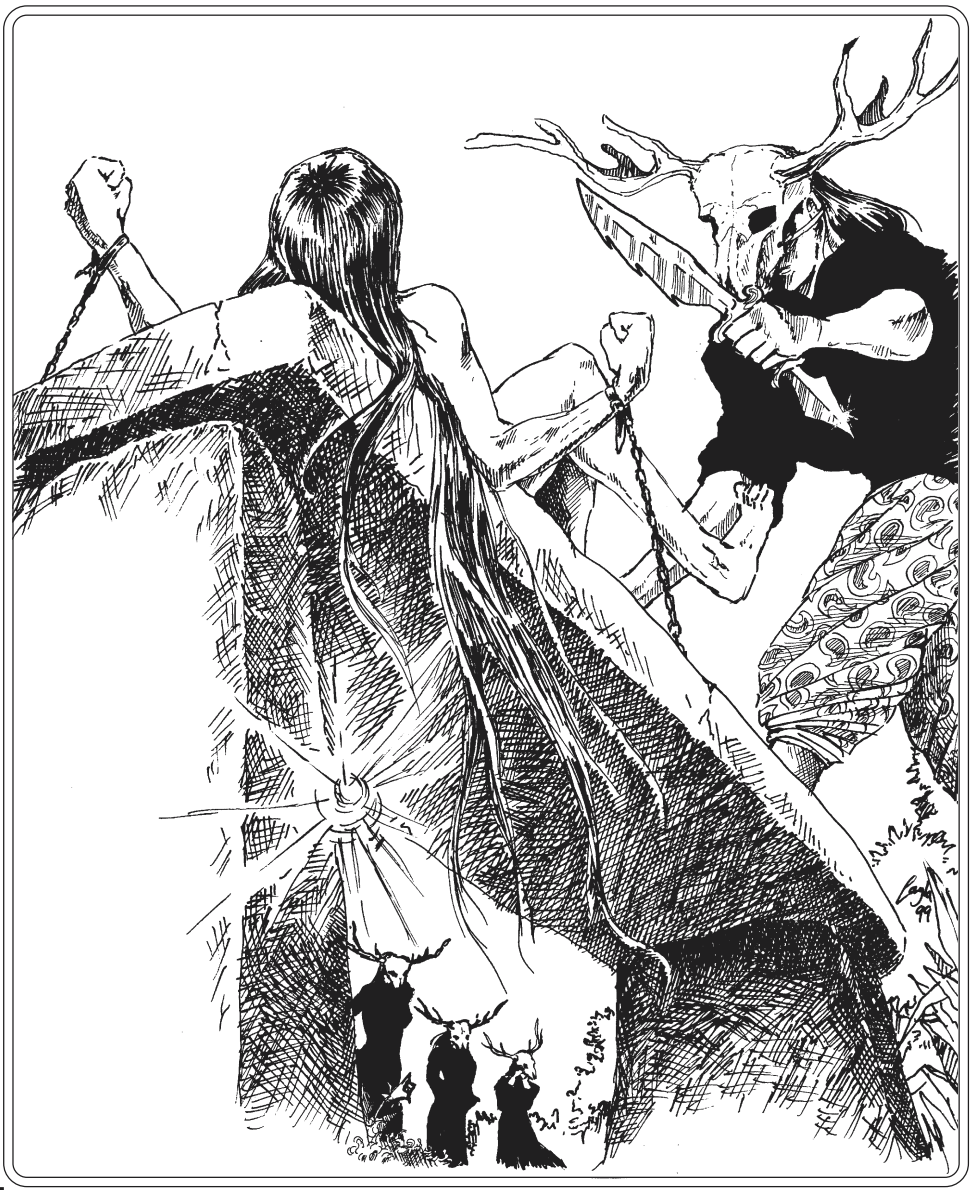
# Legends Magazine

*December 2001*
*Vol.I, Issue 8*



Within the Scroll:

*Shamanism:* **Part II**

*Alfar Avatars:* **An Optional Order**

*Wild Rants:* **Mechanist Gaming**

Ochaforge Productions

Total Reality Studios



**SCENES FROM DESMURIAK'S CANVAS:**
**Layla Lawlor**

Layla Lawlor is an artist and writer currently living in Illinois with her husband and dog, after growing up on a farm in the backwoods of Alaska. Her work appears in a wide variety of venues: she self-publishes the comic *Raven's Children*, contributed art to several Red Cross benefit books in the wake of Sept. 11, sold a fiction story to the magazine *Another Realm*, and writes for the comics webzine *Sequential Tart*. Layla has contributed many fine pieces to the *Lejendary Adventure*™ core rule books as well, and also on occasion to *Lejends Magazine*. At her day job, she is responsible for the layout and typesetting of a weekly newspaper and other publications.

Visit *Raven's Children* at http://www.ravenschildren.com and *Sequential Tart* at http://www.sequentialtart.com.

# Legends

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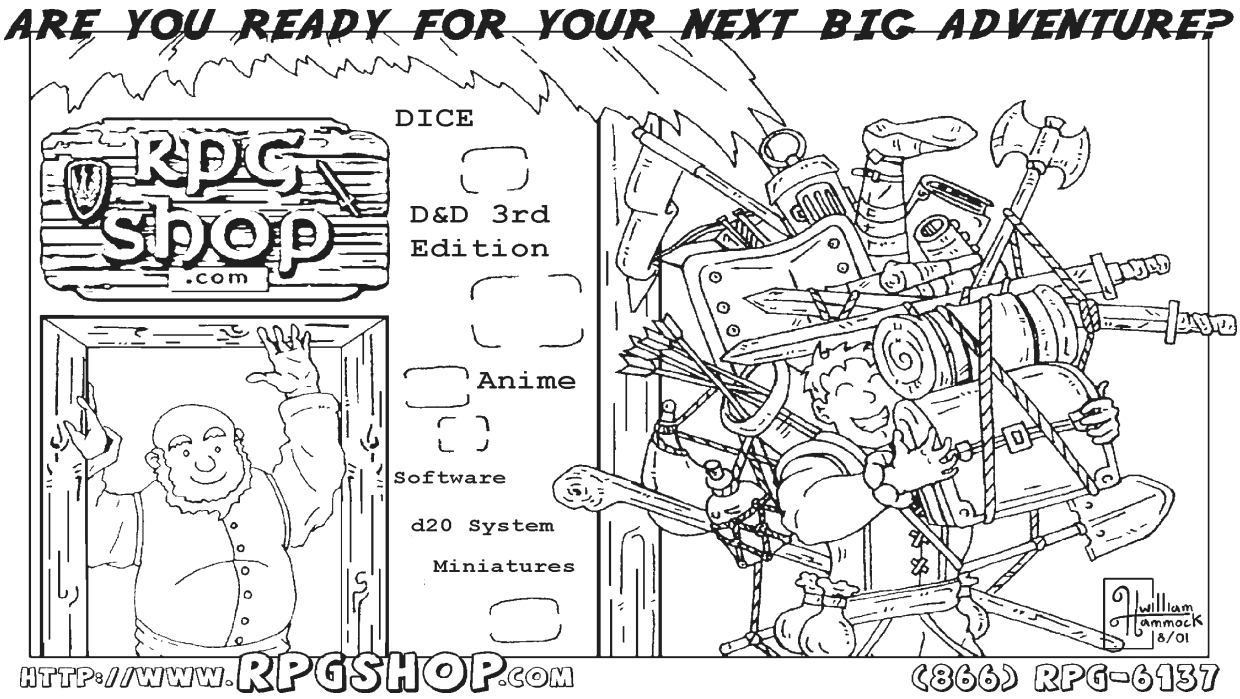
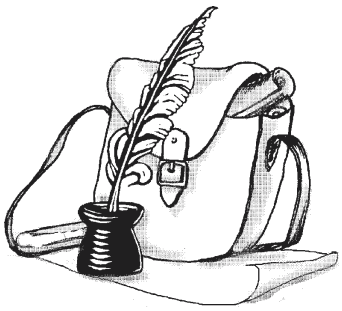




## THE COURIER'S POUCH

Greetings, gentle adventurers!

Winter has finally come to Falconsflight. We awoke yesterday to squirrel tracks in the fluffy drifts at the windows, branches creaking and groaning in the chill wind, steam writing the passage of men and beasts in breathy puffs on the crystalline air. My dear Aryen and his new apprentice, Urgent, have gone out this fair morning to bring in pine boughs to deck our main hearth, kept well ablaze against the cold. Any who pass our way in this season are welcome to warm themselves at its ruddy side, to take a cup of cheering drink and join us in celebrating the turning of the year. Indeed, it is our fond hope that, whatever the season, any adventurer travelling through our demesne and the lands about will stop to pass the news and carry our greetings along.

Though to all appearances the lands are quietly slumbering, the truth is far otherwise. No one has seen the ForgeMaster or the Great Mage in some time, nor has word come from the smithy; but mysterious clanks and whistles, the stream of chimney-smoke and the glow at the windows indicate that some great project goes forward. I trust that by the time I next set pen to paper in addressing you, we will have more knowledge of what now occupies our dear friends in such secrecy.

Meanwhile, let us move to the business at hand. Despite this expanded issue, we find that the lore of Shamanism is still too voluminous to fit entirely into a single month's magazine. So, we shall conclude its presentation next month in Part 3 of what appears to be a quite popular and useful subject. We also have included in this issue the first optional Order for Alfar Avatars, with another to appear soon.

Aryen and I, as well as all the good people here at the Keep and those who contribute to this scroll from afar, wish you all the blessings of the season and a happy and prosperous new year.

Health and Peace,

Lady Amanda

*The Master LejendWeaver shares his thoughts on matters diverse and occasionally arcane. Draw 'round and listen to…*

# XAGIG'S FABLES

## STATS FOR NAC VOCATIONS

By Gary Gygax

It is really quite a simple matter to detail a Non-Avatar Character of the ordinary sort. All that is necessary for the LM to do is find the base stats for a similar NAC in the *Beasts of Lejend*™ book and write them down. The next step is to select what Abilities an individual with the vocation in question would have. Increase the Abilities in regards to the vocation and apply them. When dealing with areas of Ability use outside the normal for the vocation, cut them back by half.

Rather than go further with an explanation, here is an example:

**TINKER** (Human, General: Cook/Laborer/Lascar)
***H: 17-28 P: 11-30 S: 7-12***
***Abilities:***

Pantology* (200% Health, basic tinker work done at -30 bonus) 34-56
Mechanics* (150% Health, ditto) 21-42
Commerce* (100% Health, basic dealings done at -30 bonus) 17-28
Metallurgy* (50% Speed x 4, basic work done at -30 bonus) 11-24
Luck: (20% Speed x 4) 6-10
Weapons: (default) 10
*Vocation specific Ability

Where a tinker has been long at his vocation, assume an increase of 1 point each in Pantology and Commerce Ability, in regards to work applicable only to the tinker's trade, should be given for each year after five spent practicing the vocation. In such a case, however, remember that the increase applies only to tinkering work, not Pantology in general. Where a tinker is a vagabond, with a wagon, add Nomadic Ability at 100% Precision (11-30). Where a tinker is associated with the criminal underclass, add Stealing Ability at 200% Precision (22-60).

There you have it. Following this example, you will be able to devise the Abilities for any NAC whose role is sufficiently important in play to warrant such treatment.

*Just as the nations of Lejendary Earth each have their own distinct set of laws and customs, so too does each Lejend Master bring his or her own viewpoint and customs to the playing table. In this continuing series, we will look at different styles of customizing play, and the reasons they arose.*

# Laws of the Realms

**Dialogue and Narrative Role-Playing**

By Daniel Cross

Sometimes a player might have an easier time slaying a dragon with an illusionary sword than finishing a full sentence at the gaming table. This is not uncommon, as each player has his character's life at stake and wants not a single detail to be missed by the LM, or to have his ideas go unheard by the group. Unfortunately, this creates a situation whereby only the boisterous are decision makers, and communication becomes a brouhaha. This is why there is such a strict hierarchy in the military and governments, to keep those attempting to usurp authority under control; the insubordinate speaking out of turn is swiftly chastised. Invariably, there emerges a leader in an adventuring group, though under normal circumstances that character will earn his or her position slowly, without sudden election. The dangers of sudden promotion are well known in any corporate or military environment (jealousy, disloyalty), and heroes are far more autonomous than the average soldier. It is no surprise then that each player wants his say and will not likely acquiesce in the name of obedience, unless his character concept dictates such a reaction. Obviously, character concept is an excellent guideline for reaction in situations of dissension, and it is acceptable to play one who is simply a bully, a follower, a noble leader, etc. But regardless of character types, if the in-game dialogue fails to flow, the story suffers.

So the following table rules are designed to promote story flow, allowing novel-like dialogue at the game table where no player needs to fight for attention or worry about sudden interruption.

**Narrative Dialogue**

1) Only ONE character may speak at a time, as in a novel, until finished or interrupted *narratively*.

a) Don't interrupt another character while he or she is speaking without warning. If you feel your character would interrupt, then announce, "my character interrupts" and pause a second to make sure that everyone shifts attention. An interrupting character ought to be allowed at least two full sentences before being likewise interrupted. If your character would interrupt rudely, add that to the description, as in "I interrupt rudely." If the first player says "OC" before speaking, meaning Out of Character, then this rule does not apply.

b) Avoid using a narrative interrupt in lieu of speaking in turn, as that is a cheap shot by the impatient and unravels the core intent of these table rules. If unsure of when to speak, or if tired of constant interrupters, then raise your hand (not a weapon of any kind) and the group must allow you at least a few sentences before an interrupt. This is important! In real life, conversations between more than two people invariably hedge people out, and most split into several groups unless in a classroom situation.

2) If your character is directly spoken to, you must reciprocate with some sort of in-narrative response, if even to say, "I shrug," or "I ignore her comment." If the player says "OC" before speaking, then this rule does not apply.

3) Don't indulge in cross-talk! Listen to the character speaking, if for no other reason than to make the player feel that people think he or she is a worthy player. And don't ever tell that person the truth. If the player says "OC" before speaking, then this rule does not apply (just be nice).

4) The LM must follow these rules for NACs as well, although he may interrupt normally within reason, such as for the following examples:

a) To announce sudden changes in game circumstances or environment.
b) To commence battle or warn of incoming danger.
c) To make a ruling on an OC discussion or question.
d) To call for skill checks, or game rolls of any sort.

5) You may suppress a NAC's dialogue through intimidation if need be, but with fellow players even heated verbal battles should stick to narrative form.

**Caveats:**

1) Be sure your fellow players are aware of whether you are in or out of character when speaking, particularly if your character happens to be a

*Continued on page 5*

# New Optional Orders for Alfar

## Veshoge Sellsword

By Gary Gygax
*Illustrated by Martin Siesto*

From the standpoint of game design and overall balance between human and Alfar/Veshoge Avatars, I do not believe that any "ordering" of the latter is needed. Frankly, the tone and balance of the game is solidly established with things as they are—human Avatars can belong to an Order, most Alfar and Veshoge ones can not. The campaign setting envisioned and delivered in the *Lejendary Earth*™ World Setting and its related Sourcebooks is a *human-dominated* one. The other races were brought to the world by humans to serve in their wars. If a player does not find the built-in advantages of an Alfar or Veshoge race Avatar attractive, my inclination is to say, "Create a human Avatar."

Some others clearly take another viewpoint. For the edification of all it seems a good idea to present here one of the special new Orders that *LA*™ game fans have suggested be included so as to bolster the Alfar and Veshoge races…and Avatars.

If you would like to add to this optional Order list, please feel free to do so. Format the new Order in the same manner as those below, then send it to me at ggygax@genevaonline.com. When I receive a submission I will review it and get back to the author as to whether or not it is acceptable. If I find that one seems to have potential for inclusion as an Optional Order, I'll develop and edit it, then submit it to the Discerning Editor of this periodical—with credit given to the original designer, of course. If for some reason I find the suggested Order unacceptable, I will return it with an explanation as to why it has been declined.

Please note that accepted submissions become the property of Trigee Enterprises Company, owner of the copyright to the underlying game system.

**Veshoge Sellsword Order**
*(with thanks to "Dusty Tomes")*

Because the Veshoge are a race of highly skilled mercenaries but are unable to join the Soldier Order, they have their own organization.



**Veshoge Sellsword Order:** Low to Middle Society. This armed brotherhood is encountered in places where there is a considerable minority of the Veshoge race as well as considerable need for armed forces. The Abilities needed are those of the Veshoge race, plus the three special ones indicated. Veshoge Sellswords are recognized, but likely neither liked nor respected, by those concerned with the military and protection—Merchant, Soldier, and even Noble Orders. As members of this Order attain rank they become somewhat more accepted in the upper middle class. Typical places for association are city slums where their organization has headquarters, some frontier outposts, border forts, etc.

Racial Requirement: **Veshoge**.

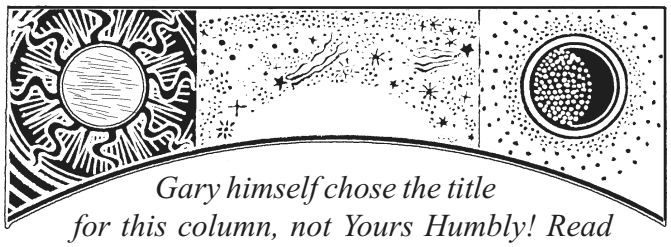
The six required Abilities are **Stealth, Commerce, Weapons, Physique, Ranging,** and **Planning**.

- **12th Rank, Combatant.** Race mandatory (Commerce, Stealth, Weapons) Abilities only. No benefit save contact or temporary service enlistment in the lowest ranks.
- **11th Rank, Brawler.** Race mandatory and Physique Abilities possessed. Guild membership possible; add 2 points to Weapons Ability.
- **10th Rank, Fighter.** Race mandatory plus both Physique and Ranging Abilities possessed. Gain half steel mail armor; add 1 point each to Physique and Weapons Ability.
- **9th Rank, Sellsword.** Race mandatory plus Physique, Ranging and Planning Abilities possessed. Full brotherhood membership available. Gain a courser, and add 2 points each to all six Abilities, but addition to Weapons Ability can not then cause the Avatar to move to a higher (numerically lower) Rank. If this would occur, limit addition to the last point total in the category, i.e. 60, 70, 80, 90 etc.
- **8th Rank, Sellsword Regular.** Weapons at 61. Add 2 points each to any three of the following Abilities: Commerce, Physique, Planning, Ranging, or Stealth.
- **7th Rank, Sellsword Corporal.** Weapons at 71. Add 2 points each to any three of the following Abilities: Commerce, Physique, Planning, Ranging, or Stealth.
- **6th Rank, Sellsword Serjeant.** Weapons at 81. Add Tricks Ability at 20, or add 10 to Tricks if that Ability is already possessed.
- **5th Rank, Sellsword Subaltern.** Weapons at 91. Add 2 points each to any three of the following Abilities: Commerce, Physique, Planning, Ranging, or Stealth.
- **4th Rank, Sellsword Lieutenant.** Weapons at 101. Add Waylaying Ability at 20, or add 10 to Waylaying if that Ability is already possessed.
- **3rd Rank, Sellsword Captain.** Weapons at 111. Add 2 points each to any three of the following Abilities: Commerce, Physique, Planning, Ranging, or Stealth.
- **2nd Rank, Sellsword General.** Weapons at 121. Add Pretense Ability at 20, or add 10 to Pretense if that Ability is already possessed.
- **1st Rank, Sellsword Captain General.** Weapons at 131. Add Luck Ability at 20, or add 10 to Luck if that Ability is already possessed.

*Continued from page 3*

condescending jerk. If, however, you are already a condescending jerk, then the distinction becomes even more important; but we won't go deeply into that problem. Try to describe tone and body language in the third person rather than in any potentially disturbing display, unless in a location devoid of neighbors who might call the police and with a group who is very comfortable with such a style of play. When speaking emphatically, it becomes even more important to follow the narrative dialogue rules.

2) Never feel compelled to explain the "whys and wherefores" of your character's inner thoughts and motivations. That is privileged information, and not even the LM must know unless some creature is probing your character's mind.



*Gary himself chose the title for this column, not Yours Humbly! Read on and decide for yourself whether 'tis deserved…*

## Wild Rants From The Awful Gygax; a/k/a

# The Star Chamber

**MECHANIST GAMING**

By Gary Gygax

Maybe I don't despise "storytelling" after all. Actually, I really like it! Like it, that is, as a part of the RPG, not as the be-all and end-all of things. Furthermore, it is correct if, and only if, the players' interactivity through their game personae—whatever they be labeled—create the "now" and the conclusion of the tale which the game master was responsible for introducing and participating in. To clarify that completely, the game master did not script from beginning to end, not dictate or direct the middle or the conclusion, but simply played the proper roles in concert with, and in counterpoint to, the players' game personae.

What engenders this outpouring are the mechanics-oriented gamers. There seem to be not a few who think that there must be a list of all possible situations, rules and mechanics in an RPG that cover every situation. Look it up, read the regulations, consult the proper table, roll the dice, and…wow! What a *great* game! Quite so if all the participants are basically unimaginative, virtually brain-dead, and can't reason logically.

Because of the current debates about what is and is not an RPG, I have more and more considered the subject. Hearkening back to the first episodes of play in 1972 and 1973, before the publication of the original D&D game, one thing struck me. The system had few tables or guidelines as to the myriad possibilities that might occur in an adventure. The DM was assumed to be a rational, thinking person, the players likewise capable individuals. When something occurred in the game that was not codified, the process was one of logic. The DM considered the situation, made judgements he kept to himself, then asked the players what their characters were doing, thinking, whatever. From that an exchange took place, and reasoning from the actual to the fantastic, logical results could be extrapolated. Results were based on actual things and translated to the make-believe of the game, bringing realism where possible and verisimilitude overall.

This demanded not only thinking and interaction between DM and players, but also strong role assumption—placing oneself in the imaginary position of the character—and role playing. What has changed over the decades since then? Certainly not the human mind, but perhaps the mindset has altered. Too many mechanical computer games centering on reflexes and following a rote formula perhaps? I don't know. I suspect, though, that the over-reaction to such gaming has resulted in the "diceless" and "storytelling" claims to being "true role playing" themes. On reflection, such assertions are almost justified when confronting the mechanists who think that an RPG must be like the IRS tax codes to be considered "good." Those rules lawyers expect the game master to be nothing more than a conduit to the rules as a mass. Pitiable, such a state, but insufficient reason nonetheless to throw away all but the "story," claiming it as the main part or only part(!) of the game. One offense does not justify the other.

In all RPGs, even the most mechanical and rules-intensive ones, the game master serves both as storyteller and arbiter of all not controlled by the players through their game personae. In the mechanical sort of game, the story is one ruled by strictures and the frequent, demanded, roll of dice—the game master is mastered by the rules. In the story-centered game more likely than not the players become puppets performing to the manipulations of the game master. The players have no recourse to the game reality as set forth by rules. In either case there is no denying that those who enjoy such play are correct. They are playing a game and having fun. What is factual, though, is that they are not actually engaging in the RPG per se. They are doing something else.

A role playing game is a mix of story, rules, and all manner of other elements. While a system or a group might well choose to concentrate on one or several of these elements and downplay others, the whole gamut of the components that are factors in the RPG must be available to the game master and

*Continued on page 13*

# THE ADEPT'S VAULT

**EXTRAORDINARY ITEMS OF SHAMANISM**

By Gary Gygax

*Illustrated by Karri Murphy*

*The mask items were suggested and given details by another person, upon whose premises I have based that part of this work. Sadly, I must admit to having lost the original material and forgetting the name of the person who provided the suggestions. If you are the Generous Contributor, get in touch with me immediately. You'll receive name credit and an issue credit for this magazine.*

**Medicine Beads** (Very Strong): This item appears to be a string of primitive beads of bone, nutshells, shell, wood, etc. with separator pieces at intervals of about 10 beads. An individual with Shamanism Ability will recognize it as what it is, however. When worn by such an individual, the possessor can imbue the beads with whatever Preternatural Power(s) of Shamanism as he or she chooses. A Power thus contained will be activated automatically in two seconds of time after the wearer touches the energized beads. Imbuing beads with a Power requires one bead to hold the name of that Power, and one additional bead for each AEP invested in its activation and effect. As a typical string of *Medicine Beads* has 50 beads, plus six separators, the average string is capable of holding up to five Powers with no more that 10 AEPs invested in any single one of them. The energy (AEPs) imbued to the beads by the Shaman is transitory, however, and it lasts no more than one day per 10 points of the wearer's Shamanism Ability score.

**Medicine Bowl** (Good): Made of shell or wood, this small bowl is obviously of primitive craftsmanship, with a capacity of one pint. An individual with Shamanism Ability who possesses this Extraordinary Item can, at will, cause it to fill with one of the following, with an AEP cost as noted:

1) Simple food sufficient for one person for one average meal (cost: 1 AEP).

2) Pure water that will refill once when emptied, thus generating one quart (32 ounces) of this liquid (cost: 1 AEP).

3) Eight ounces (one cup) of an alcoholic beverage of 20 proof, with the intoxicating effect of strong wine (cost: 2 AEPs).

4) One gill (four ounces) of a tonic that restores 1-2 points of Health Base Rating of a Harmed person who drinks it (cost: 3 AEPs).

5) Two ounces of an anti-venom liquid, is sufficient to neutralize 6-12 points of any VT affecting a person or animal, or heal Harm therefrom of 3-5 points (cost: 4 AEPs).

6) Vapors that issue forth and instantly fill an area whose radius is equal in feet to the possessor's Shamanism Ability score. These vapors reduce vision of others to a range of three feet, and all within them, other than the possessor, lose all sense of direction (roll d8 for compass direction each such subject faces and moves each ABC within the vapors). The cloud persists for one minute. (Cost: 5 AEPs.)

7) Smoke-like vapors that fill the container and, when the shaman concentrates upon them, then show a miniature view of the current state of any individual, thing, or area the possessor is familiar with that is within a range of one mile per point of Shamanism Ability score the viewer possesses. The radius of view around a person or thing, or the total view of an area known, is equal in feet to the possessor's Shamanism Ability score. (Cost: 6 AEPs.)

The *Medicine Bowl* can be used as frequently as the possessor desires and has AEPs available to generate the desired effects.



**Medicine Drum** (Extreme+): A small, primitive percussion instrument usually fashioned of wood and skin, the *Medicine Drum* can be sounded properly only by one possessing Shamanism Ability who has had opportunity to familiarize him or herself with the instrument for a week. Thereafter, the possessor can use the drum to sound the following sound-rhythm effects, one at a time:

1) The Preternatural Activation of any Power of Shamanism the drummer knows and mentally considers at the time of playing, the time required for such Activation being one ABC longer than normal, but the AEP cost being reduced to 1.

2) The Supernatural Activation of any Power of Shamanism the drummer knows and mentally considers at the time of playing, the time required for such Activation being two ABCs longer than normal, but the AEP cost being reduced to one-half normal, rounded down.

3) The bolstering of all friendly with or allied to the one beating the instrument within a radial distance of the drum equal in yards to the drummer's Shamanism Ability score. The effect is to strengthen each such hearer so as to increase Harm delivered by weapon attacks by 3 points. Ferocity is also engendered, so that such hearers' Precision using weapons is increased by 5. Bravery is total, so the hearers' morale is unflinching, and they will not cease combat as long as the drumming continues.

4) Communication to another, known and associated shaman who is no more distant in miles than 10% of the drummer's Shamanism Ability score. Each ABC of tapping communicates information equivalent to six spoken words. This message is "readable" only by another, incidental hearer with Shamanism Ability that is in excess of that of the drummer.

The normal sound of this drum being beaten can be heard for a considerable distance, of course. It is as loud as a larger instrument of normal sort, about equal to the noise from a conventional snare drum struck vigorously with sticks, for example.

**Medicine Shirt, Preternatural** (Good): This leather garment provides protection to a wearer with Shamanism Ability, equal to 8 points of armor against normal Harm and 4 points against Preternatural Harm. It will absorb up to 30 points of harm from each single attack in each ABC without suffering damage itself, but harm above 25 is damaging to the material, and each 10 harm so absorbed reduces its protection by 10%. Each time the shirt absorbs Harm, the wearer is drained automatically of one AEP, and if the wearer has no AEPs left, the item becomes a normal shirt. Repair is possible by Extraordinary means only. There is no speed penalty for this garment.

**Medicine Shirt, Supernatural** (Strong): This leather garment provides protection to a wearer with Shamanism Ability, equal to 10 points of armor versus normal Harm or 5 points versus Preternatural Harm. It will absorb up to 35 points of harm from each single attack in each ABC without suffering damage itself, but harm above 35 is damaging to the material, and each 10 harm so absorbed reduces its protection by 10%. Each time the shirt absorbs Harm, the wearer is drained automatically of one AEP, and if the wearer has no AEPs left, the item becomes a normal shirt. Repair is possible by Extraordinary means only. There is no speed penalty for this garment.

**Medicine Whistle** (Major): This primitive musical instrument is typically made of bone, although one might be fashioned from reeds, wood, horn, etc. When possessed by someone with Shamanism Ability who plays it for at least a week of time so as to become familiar with it, the Medicine Whistle can be used to activate certain Extraordinary effects in addition to other playing on it. The following effects can be activated, one at a time, thus:

1) *Fascinated listening* by all hearing subjects within a radius in feet equal to the player's Shamanism Ability score. Those hearing will not do anything other than remain motionless and listen while the whistle is being played, although physical attack upon one or more subjects will break the fascination effect. The AEP cost to the shaman for this effect is 1 per ABC.

2) *Terrifying sounds* to all hearing subjects hostile to the shaman who are within a radius in feet equal to the player's Shamanism Ability score. Each such individual hearing the sounds emanating from the whistle must check against current Health Base Rating, and a score on d% greater than such Health indicates that the individual turns directly away from the player of the instrument and flees at fastest possible movement speed for as long as the sound of the whistle can be heard. The AEP cost to the shaman for this effect is 2 per ABC.

3) *Comforting music* to all hearing subjects within a radius in feet equal to the player's Shamanism Ability score. Those hearing will consider the shaman playing the whistle as well as his or her

associates and/or people, trustworthy and good individuals, reliable and friendly. For as many *minutes* of time after the playing ceases as the number of ABCs' time the shaman sounded the whistle, the subjects will remain convinced of this beneficence. Such individuals will be relaxed, compliant, and amenable to suggestions that seem normal and non-threatening. The latter includes such things as removal of armor so as to be more comfortable, putting aside weapons to take up drinking and food vessels, etc. The AEP cost to the shaman for this effect is 1 per ABC.

*4) Wind traveling "air"* that after one ABC of being played lifts the shaman and carries him or her off in the direction mentally desired by the player. Upwards movement is at a rate of up to 10 feet per second, while horizontal travel is at a movement speed of as much as 20 feet per second. Such movement does not interfere with the shaman's playing on the whistle, and as long as he or she continues to play thus, the effect will be maintained. The AEP cost to the shaman for this effect is only 1 per AB or fraction thereof.

The normal sound of this whistle being played can be heard for a distance beyond its area of Extraordinary effect. Under normal conditions, the whistling sound can be heard for a distance in *yards* equal to 20 plus the player's Shamanism Ability score.

**Medicine Sash** (Extreme): Appearing to be a colorful strip of woven cloth or leather for use as a belting device at the waist, the Medicine Sash is actually a very potent object of Extraordinary sort. The individual possessing Shamanism Ability who wraps the sash around his or her waist is then able to touch an item to it. This causes the item to become instantly depicted on the sash, shown as a stitchery or painted representation of the actual. 10 plus as many real items as the shaman has 10s of score in Shamanism Ability can be changed thus to be shown on the sash. By touching one of such "decorations," the wearer can cause the object depicted to resume instantly its actual physical form and shape. An object as large as a cube 10 feet per side or as small as a dagger can be made subject to this magic, even Extraordinary items of Preternatural sort. No more that one object can be made into a depiction, or returned to its normal state, in any one AB, however.

**Shamans' Armband** (Very Strong): Though it appears to be a primitive decorative body ornament, sometimes a leg band, this Extraordinary item actually conveys to a wearer who possesses Shamanism Ability an addition to Archery and Physique Ability of 10 points score each. If a pair of bands are possessed and worn, the enhancement is doubled to 20 points of score in each stated Ability. No more than a pair can be used together.

**Shamans' Fan** (Moderate): This feather or woven-leaf device resembles a normal fan, but its decoration (markings, attached beads, shells, etc.) will likely make it sufficiently distinctive to identify it immediately in the eyes of one with Shamanism Ability. By plying this Extraordinary Item vigorously for one ABC the individual with such Ability will create air movement in the direction in which the open fan is aimed. The area in which the wind will be felt is centered on the shaman, having a radius in feet equal to 10% of the wielder's Shamanism Ability score and a length in feet equal to that score. Wind speed is 5 MPH. Each additional ABC of fanning increases the length of the gust of moving air by the noted number of feet, while the wind's speed increases by 5 MPH. Thus, after 10 ABCs of plying such a fan, the shaman will project a column of wind of considerable length (10 x the Shamanism Ability score in feet) and of 50-MPH velocity from the device. Any fanning longer than 10 ABCs (30 seconds) risks destroying the device. Each such ABC so used there is a cumulative 5% chance for the item breaking and being thereafter totally useless.

**Shamans' Headdress** (Major): Such a bonnet or hat will be of primitive sort, obviously made by such folk, and have such things as a skull, animal hide and horns, or feathers as its most outstanding feature. A wearer with Shamanism Ability will know instantly upon donning it that this is an Extraordinary Item. The headdress enables such a wearer to know and activate once per day one of any of the four element-connected Primary Power-bids of Geourgy Ability—those of Air, Earth, Fire, or Water. The element of the Power-bid group so enabled can be assigned by the Lejend Master, found at random, or selected by the possessor of the item, at the discretion of the LM. The AEPs necessary for such Activation are drawn from the wearer's person.

Such a wearer of the headdress can at will, in one second, become invisible to normal sight, becoming visible again in a like moment. All normally worn and carried by the wearer will likewise become invisible or visible thereafter. The AEPs for this Power come directly from the *Shamans' Headdress* item. The headdress has a total of 12 AEPs,

each AEP enabling one minute spent invisible.

**Shamans' Masks of Spirit Mastery** (Various Grades): These ancient, finely crafted masks are of unknown origin. They are reputed to bestow upon a wearer possessing Shamanism Ability the capacity to possess the body of the creature each mask represents. The "masker" (wearer) must find a place where he will not be disturbed, donning the mask and entering a meditative trance. The masker must be undisturbed, concentrating for no less that two minutes of time, or nothing will happen. If this concentration succeeds, the wearer then melds his mind and spirit with a creature of the type depicted by the mask. For as long as the mask is then worn thereafter, up to 24 hours time, the masker is in control of the creature but retains his own full cognitive capacities. However, no Powers of the masker other than those pertaining to Psychogenic Ability can be utilized unless conferred by the mask type.

***Preternatural Masks***

*Mask of the Eagle* (Good): This mask allows the wearer to spiritually inhabit the body of the nearest normal eagle (or similar raptor) that is within five or less miles distance, and perform as a normal eagle, save for retaining the shaman's normal intellect. The masker can remain thus for up to five hours before having to return to his or her body.

*Mask of the Salmon* (Low Moderate): This mask allows the wearer to spiritually inhabit the body of the nearest normal salmon (or similar fish) that is within three or less miles distance, and perform as a normal salmon, save for retaining the shaman's normal intellect. The masker can remain thus for up to three hours before having to return to his or her body.

*Mask of the Wolf:* Moderate: This mask allows the wearer to spiritually inhabit the body of the nearest normal wolf (or similar animal) that is within four or less miles distance, and perform as a normal wolf, save for retaining the shaman's normal intellect. The masker can remain thus for up to four hours before having to return to his or her body.

***Supernatural Masks***

*Mask of the Drache* (Extreme+): This mask allows the masker the chance to possess the body of any drake, including wyrms and wyverns, within a 20-mile radius of his location. A battle of wills is fought for possession of the target subject's body. Each individual makes a check against Speed Base Rating times four. If both fail, possession attempt continues with another check, and this goes on until one or the other individual triumphs. If the masker fails, then the attempt at possession was unsuccessful. If the target subject fails, then that individual has been possessed by the spirit of the masker. If they both succeed, then the one who succeeded by the most points wins. (Example: The masker needed a 60 or lower, scored 45, so succeeded by 15 points. The target subject needed 68, scored 60, succeeded by only 8, and so loses the battle.) If the masker fails he must rest for a full day (24 hours), but can try the same subject, or another potential host thereafter. If successful, the masker will have near complete control of the host for a full day's time (24 hours). The possessor can use his own Abilities normally, as well as those of the host's, but at 90% of capacity only.




If the possessor is distracted by some threatening situation, the host mind/spirit will have the opportunity to attempt to regain control, and thus another battle of wills ensues. If the possessor is rendered unconscious by any means, he or she is dispossessed. The host mind is totally aware at all

times of everything the masker is doing through the host, and a drake or a wyrm will know the masker's identity and surface thoughts—but not the location of that individual's body. Any attempt at suicide or endangering of the host body result in an automatic test of wills, the host body gaining a survival instinct bonus to regain control. The degree of the bonus is determined from the danger involved—typically from –10 to –30.

*Mask of the Hag* (Very Strong): Upon donning this mask the wearer's spirit leaves the body and forms visibly or invisibly, at will, in front of the masker. The image is that of a gruesomely ugly hag-like entity, a variation of the masker's physical image. The hag can remain visible or invisible and move in the aethereal dimensional matrix through solid physical objects. Transition from non-material to material form requires one ABC of time. This form is immune to non-Extraordinary physical attacks. Its main offensive power is visual, as anyone who sees the "Hag" is subject to fear and loathing. Non-intelligent creatures of animal sort will simply retreat from the manifestation. Semi-intelligent and intelligent ones who fail a Disaster Avoidance check will drop anything held in their hands and flee at fastest speed directly away from the manifestation. Mindless creatures, as well as Living Dead and spirits, will not be affected by this manifestation. The masker can remain thus for up to eight hours before having to return to his or her body.

*Mask of the Mage* (Major): This mask is usable only by those shamans who also possess the Extraordinary Ability of Enchantment. It allows the shaman-mage to spiritually leave the body and move around aetherially, becoming material at will, taking 1 ABC to change from non-material to material form or back. The form assumed can be that of any human or human-like creature of from about seven feet height to as small as two feet. The masker is able to use all Abilities fully unless restricted by physical state, i.e. being non-material. The masker can remain thus for up to nine hours before having to return to his or her body.

*Mask of Man* (Extreme): This mask allows the masker to attempt to possess the body of a human or Alfar subject within a radius of his location that is equal in miles to 10% of his or her Shamanism Ability score. A battle of wills is fought for possession of the target subject's body. Each individual makes a check against Speed Base Rating times four. If both fail, the possession attempt continues with another check, and this goes on until one or the other individual triumphs. If the masker fails, then the attempt at possession was unsuccessful. If the target subject fails, then that individual has been possessed by the spirit of the masker. If they both succeed, then the one who succeeded by the most points wins. (Example: The masker needed a 60 or lower, scored 45, so succeeded by 15 points. The target subject needed 48, scored 10, succeeded by 38, and so wins the battle.) If the masker fails he must rest for a full day (24 hours), but can try the same subject or another potential host thereafter. If successful, the masker will have near complete control of the host and can remain thus for up to one full day (24 hours) before having to return to his or her body. The possessor can use his own Abilities normally, as well as those of the host's, but at 90% of capacity only. If the possessor is distracted by some very threatening situation, the host mind/spirit will have the opportunity to attempt to regain control, and thus another battle of wills ensues. If the possessor is rendered unconscious by any means, he or she is dispossessed. The host mind is totally aware at all times of everything the masker is doing through the host, but not the masker's identity or thoughts. Any attempts at suicide or endangering of the host body result in an automatic test of wills, the host body gaining a "survival instinct" bonus to regain control. The degree of the bonus is determined from the danger involved—typically from –10 to –30.

*These are the known masks, but there may be others as it is claimed by some that adepts, mystics, and shamans of ages long gone knew of the ways and means of crafting such items.*

**Shamans' Pipe** (Very Good): Although a seemingly ordinary smoking pipe of primitive sort, the *Shamans' Pipe* is far from that. This Extraordinary Item will function as a blowpipe inflicting 3-5 Preternatural penetration Harm with VT addition of 21-25 points, the dart shot forth thus having a range of 90 feet, a speed penalty of only 1, and a Precision bonus of 10 plus 10 as a deduction from the d% roll to hit. Although the pipe is able to generate only one such magical dart each AB, it can also become an Extraordinary fighting staff. When willed to this form by the shaman possessor, the weapon does 1-20 shock Harm with a Preternatural bonus of 13-16, its range being 5, speed penalty only 3, and giving a Precision bonus of 10 plus 10 as a deduction from the d% roll to hit. Whenever the shaman wills, the pipe will assume the form desired, the transition made in one

second of time.

**Shamans' Pouch** (Extreme): This item is variously known as a medicine bag or pouch, tricken bag, mojo, etc. After an individual possessing Shamanism Ability has kept the device for one week, it serves as a supplementary Activation Energy Point store for the person. Each day the *Shamans' Pouch* will generate AEPs equal to 10% of the possessor's Shamanism Ability score (rounded down; i.e. someone with a score of 68 can obtain 6 AEPs per day from the pouch). This reserve can be used at any time the shaman desires, or it can be allowed to accumulate to a maximum, each pouch holding a maximum AEP total equal to one-half the possessor's own when fully charged.

The *Shamans' Pouch* will also permit the possessor to use one Psychogenic Ability Power at will, just as if he or she possessed that Ability and knew the Power, activating it successfully according to a check against Shamanism Ability. The Power so enabled can be assigned by the Lejend Master, found at random, or selected by the possessor of the item, at the discretion of the LM.

**Shamans' Rattle** (Very Strong): This rattle of shell or gourd or like substance is easily identified by an individual with Shamanism Ability as something belonging to the shaman's calling. By plying this Extraordinary Item vigorously for one AB such an individual causes an aura of positive energy to come into being. This area is centered on the shaman and is equal in diameter in feet to the wielder's Shamanism Ability score. Any and all spirits of malign nature and/or evil origination within the area of effect of the rattle will be alerted to danger at this time. Each successive AB of time spent by the shaman shaking and sounding the device delivers one point of Harm to the Free Will of such spirits.

Similarly, foes of the shaman will become uneasy when within the area of effect of the rattle. A second AB of such exposure to the Extraordinary sound causes each subject within the area to suffer a temporary loss of one-half point of Speed Base Rating. This loss will be recovered only after the sound has ceased, and each one-half point of Speed BR lost thus takes one-half hour of time to be recovered.

**Spirit Bullroarer** (Extreme ++): This thonged piece of wood, horn, ivory or bone appears to be a normal bullroarer. The individual with Shamanism Ability, however, need only swing it around several times to hear that it is a an Extraordinary Item of Supernatural energy. The shaman using it in the proper manner can evoke the following effects, one at a time:

*1) Earth Tremor*: By whirling the *Spirit Bullroarer* overhead for 10 ABCs while mentally calling for a shaking of the earth, an earthquake of 8 on the Richter Scale will occur at a distance that is in plain sight of the activator and no further away from that individual than 10 yards per point of his or her Shamanism Ability score. The earthquake is small and localized, with a radius of effect in feet equal to the activator's Shamanism Ability score. The effect of the shock of the instantaneous movement of the ground beneath the area of effect is to cause all constructions therein that are not of stone and fortress-like sort to collapse in ruins. Strong buildings will suffer Harm to Health equal to the activator's Shamanism Ability score plus a variable of 1-30 additional points. The shaman automatically loses 1 AEP per ABC as he or she plies the bullroarer thus.

*2) Whirlwind*: By whirling the *Bullroarer* overhead for 5 ABCs as a wind is mentally called for, a whirlwind of tornado velocity (120 MPH) will appear at a distance of 60 feet from the activator at such location as the shaman mentally wills and looks at. All within a 30-foot radius of the shaman plying the bullroarer will be untouched by the wind, but otherwise the surrounding area will be affected by the tornado. The whirlwind has a radius of effect in feet equal to the activator's Shamanism Ability score. While the shaman continues to whirl the bullroarer, it travels in the direction the shaman wills, up to a distance equal in *yards* to the activator's Shamanism Ability score, doing so at the rate of 10 yards per second. It then dissipates instantly. Effects of the tornado in the indicated radius are: Trees are uprooted or broken off, structures not of fortress-like construction are blown down, heavy objects are picked up and carried off to be dropped in wrecked condition, water vessels will be dismasted and subject to being sunk or blown aground. Any living thing caught in the whirling wind is subject to 9-12 each points of piercing and shock Harm to Health per one second of exposure. The shaman is drained automatically of 1 AEP per ABC as he or she plies the bullroarer thus.

*3) Lightning Play*: By whirling the *Spirit Bullroarer* overhead for 4 ABCs while mentally calling for an electrical storm, a dark cloud will appear overhead, some 200 feet above the ground and at a

distance that is in plain sight of the activator and whose nearest edge is no further away from that individual in *yards* than his or her Shamanism Ability score. The electrical storm is small and localized—the cloud has a radius in feet equal to the activator's Shamanism Ability score. Each ABC after the cloud appears and the shaman continues to sound the bullroarer, the activator maintains it in being, and he or she can cause it to move at a speed up to as fast as his or her own running speed in any direction desired, as long as the shaman can see the location over which it moves. Anything within the area beneath the cloud will be subject to a lightning strike. One-seventh of total area will be affected. Use a rosette of seven circles (hexagons) to determine the location of the strike. The center is 1, the surrounding sub-areas are 2-7 counting clockwise from the point furthest from the activator. A d7 is rolled to find the location of the strike, and anything in that sub-area is subjected to electrical Harm of 26-35 points, doubled if the subject is touching conductive metal or the ground is wet, tripled if both conditions apply. The shaman is drained automatically of 1 AEP per ABC as he or she plies the bullroarer thus.

*4) Illumination*: By whirling the *Bullroarer* overhead for 3 ABCs time as light is mentally envisioned, the air around the shaman will glow. The brightness will be equal to full noontime sunshine on a cloudless day, illuminating an area with a radius in feet around the activator equal to his or her Shamanism Ability score. This bright light will last as long as the shaman whirls the bullroarer. The shaman is drained automatically of 1 AEP per ABC as he or she plies the bullroarer thus.

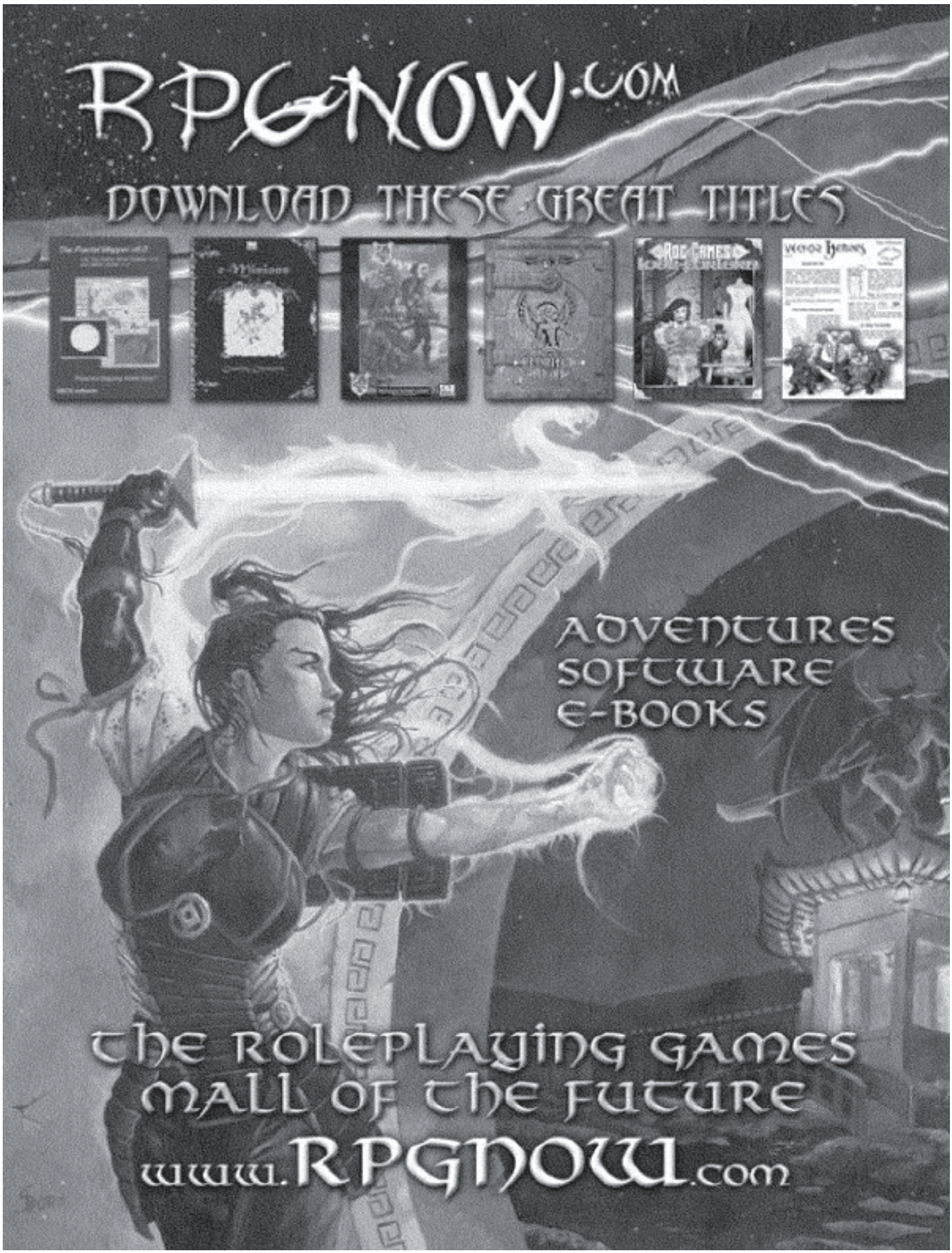
*5) Animal Stampede*: By whirling the *Spirit Bullroarer* overhead for 2 ABCs time as typical herd animals of the environment are concentrated upon mentally, the shaman will cause unease and panic to be engendered in all such animals within range. The sound of the bullroarer will expand to a radial distance equal in *100s of yards* to the activator's Shamanism Ability score. Herd animals affected will run towards the sound in stampede as long as the shaman continues whirling the device. The number of such animals can be determined only by the LM. They will trample all in their path, of course. When coming to the location of the shaman, the stampeding animals will run around and past him or her and avoid a radial distance around the activator that equals in feet to 50% of the activator's Shamanism Ability score. Once past the origination point, the stampeding animals will continue to run directly away from it for as long as the bullroarer is sounded, plus as many additional ABCs as it had been whirled thus prior to cessation. The shaman is drained automatically of 1 AEP per ABC as he or she plies the bullroarer to bring about this Power's effect.

**Spirit Necklace** (Good): This is an obviously primitive neck ornamentation fashioned of a series of pierced claws, teeth, or tusks from a single kind of animal strung together so as to make a necklace. The spirit of the species of animal whose body parts are used is linked to a wearer possessing Shamanism Ability who honors the species. When the shaman, being threatened or attacked by foes, places a hand on the necklace and mentally calls upon that spirit for 1 ABC of time, this evokes an animal of the sort represented. Thus, some great feline, a bear, boar, or even a hippopotamus can be caused to materialize. The animal species honored by the shaman's wearing of its natural weaponry will appear beside the shaman, know instinctively his or her foes, and attack the nearest of them instantly, ferociously and fearlessly. If the evoked animal is slain another can not be summoned into being for a full day (24 hours).

*Continued from page 6*

player in order to qualify the game in the category of "role playing". Rules that preclude thinking and innovation actually remove the game from the category, as do systems that deny the critical elements of the game form to participants.

When next we meet I'll gladly share more wisdom with you. Meantime send along your own to enlighten me. Astonishingly, I have been known to overlook small things—to actually be in error. Rarely, of course, but…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# Lost Lore: Shamanism Powers and Ability, Part II

By Gary Gygax

**Shamanism**: Add one-half point to Speed only when *initially* selecting this. All having to do with nature, its spirits and deities, dedication and faithful service to those things, the summoning of energy from such spirits, the doing of approved things, what is proper, protection of the faithful, and the cleansing of malign things from the natural world, are governed by this Ability.

*Each five Ability points possessed above a score of 100 points adds one point of Activation Energy to the pool of points available to the Avatar. For example, a score of 117 in this Ability adds 3 additional AEPs to the Avatars pool.*

Use Starting Equipment List Magical, and only Shamanism Activations, general equipment, and Memory Tablet selections can be chosen. Automatically add one Memory Tablet as a benison from on high, thus allowing, in effect, an extra choice.

See the Shamanism section of the Rules for details of its Observances as well as the Ceremonies, Callings Up, Masques, and Powers.

**Shamanism Power Listing: Listing of All Activations**

**Instruction of Nature Priest:** Extreme Ceremony (Observance of Natural Pathways)
**Instruction of the Bane Fighter:** Extreme Ceremony (Observance of Thwarting Evil)
**Instruction of the Spirit Worker:** Extreme Ceremony (Observance of Unseen Forces)
**Masque of Assimilating the Unseen:** Masque (Observance of Unseen Forces)
**Masque of Propitiation of the Unseen:** Masque (Observance of Unseen Forces)
**Masque of the Land:** Masque (Observance of Natural Pathways)
**Masque of the People:** Masque (Observance of Natural Pathways)
**Remove Malign Channel:** Masque (Observance of Thwarting Evil)
**Remove Witchmark Link:** Masque (Observance of Thwarting Evil)
**Call Up Life Spirit:** Major Power (Observance of Natural Pathways)
**Call Up Sentinel Spirit:** Major Power (Observance of Thwarting Evil)
**Call Up Sky Spirit:** Major Power (Observance of Unseen Forces)

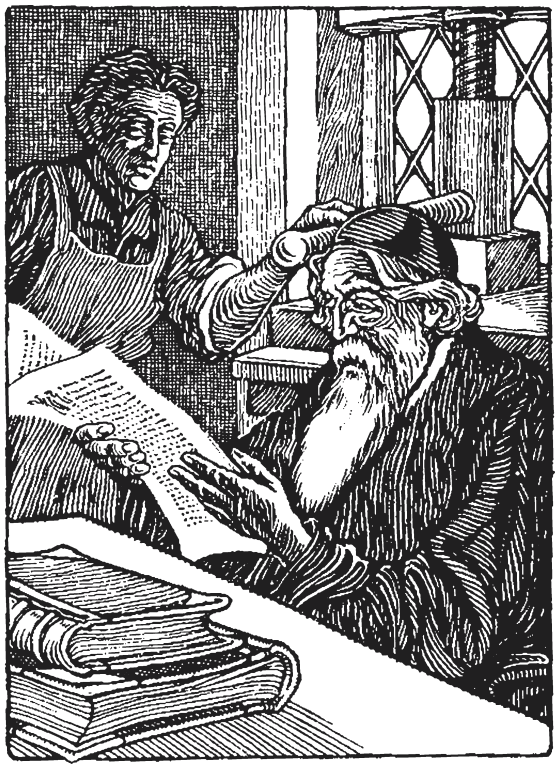
**Alert Animal**: Good Power (General)
**Alleviate Burns:** Moderate Power (General)
**Alleviate Wounds:** Moderate Power (General)
**Animal Care:** Low Moderate Power (Observance of Natural Pathways)
**Animal Healing:** Moderate Power (Observance of Natural Pathways)
**Animal Spirit Armor**: Minimal Power (Observance of Unseen Forces)
**Attract Animal Herd:** Moderate Power (Observance of Natural Pathways)
**Attract Bird Flock:** Moderate Power (Observance of Natural Pathways)
**Attract Fish School:** Moderate Power (Observance of Natural Pathways)
**Beguile Animal:** Good Power (Observance of Natural Pathways)
**Bolehaven:** Minimal Power (Observance of Natural Pathways)
**Breath of Air:** Minimal Power (Observance of Natural Pathways**)**
**Breeze Along:** Very Good Power (Observance of Natural Pathways)
**Bring Rain:** Extreme Power (General)
**Calm Winds:** Extreme Power (General)
**Capture Malign Animal Spirit:** Very Strong Power (Observance of Thwarting Evil)
**Capture Malign Human Spirit:** Major Power (Observance of Thwarting Evil)
**Capture Spirit Netherbeing:** Extreme Power (Observance of Thwarting Evil)

**Charm Against Animal Spirit Attack:** Very Strong Power (General)
**Charm Against Disease:** Good Power (General)
**Charm Against Drowning:** Very Good Power (General)
**Charm Against Falling:** Minimal Power (General)
**Charm Against Human Spirit Attack:** Major Power (General)
**Charm Against Poison:** Moderate (General)
**Charm Against Supernatural Spirit Attack:** Extreme Power (General)
**Cleanse of Parasites:** Low Moderate Power (General)
**Cleanse of Toxins:** Moderate Power (General)
**Cleanse Place:** Major Power (Observance of Thwarting Evil**)**
**Cloak From Living Dead:** Moderate Power (Observance of Thwarting Evil)
**Cloak From Malign Animal & Human Spirits:** Low Moderate Power (Observance of Thwarting Evil)
**Cloak From Netherbeings:** Strong Power (Observance of Thwarting Evil)
**Commune with Local Spirit:** Very Strong Power (Observance of Unseen Forces)
**Contacting a Spirit**: Moderate Power (Observance of Unseen Forces)
**Counter Witchery Possession:** Very Good Power (Observance of Thwarting Evil)
**Crystal Flora:** Minimal Power (Observance of Natural Pathways)
**Destroy Evil Creature:** Minimal Power (Observance of Thwarting Evil)
**Determine Auspices:** Good Power (Observance of Unseen Forces)
**Discover Malign Channel:** Good Power (Observance of Thwarting Evil)
**Discover Witch Marking:** Good Power (Observance of Thwarting Evil)
**Discover Witch Marking:** Good Power (Observance of Thwarting Evil)
**Discover Malign Influence:** Good Power (General)
**Discover Spirit Possession:** Major Power (General)
**Doubleheal:** Very Minimal Power (General)
**Dowse for Water:** Minimal Power (General)
**Drive Out Influence:** Strong Power (Observance of Thwarting Evil)
**Drive Out Evil Spirit:** Extreme Power (Observance of Thwarting Evil)
**Dryplace:** Very Minimal Power (Observance of Natural Pathways)
**Dugout:** Very Good Power (General)
**Early Ripening:** Extreme Power (Observance of Natural Pathways)
**Enlist Spirit Guide:** Major Power (Observance of Unseen Forces)
**Enscribed Circles:** Strong Power (General)
**Expel Witch Possessor:** Extreme Power (Observance of Thwarting Evil)
**Fascinating Flames:** Low Moderate Power (Observance of Unseen Forces)
**Fearlessness:** Strong Power (Observance of Unseen Forces)
**Fear No Evil:** Moderate Power (Observance of Thwarting Evil)
**Feathercloak:** Major Power (Observance of Natural Pathways)
**Finskin:** Major Power (Observance of Natural Pathways)
**Fleetfoot:** Minimal Power (Observance of Unseen Forces)
**Folding Roads**: Major Power (Observance of Unseen Forces)
**Forest Giant:** Very Strong Power (Observance of Unseen Forces)
**Free Physical Bonds:** Very Minimal Power (Observance of Unseen Forces)
**Furcover:** Major Power (Observance of Natural Pathways)
**Ghostsee:** Minimal Power (Observance of Thwarting Evil)
**Greatcat:** Extreme Power (Observance of Unseen Forces)
**Greenbeing:** Low Moderate Power (Observance of Unseen Forces)
**Hear No Evil:** Low Moderate Power (Observance of Thwarting Evil)
**Hidden Deadfall:** Strong Power (Observance of Natural Pathways)
**Hidden Pit:** Good Power (Observance of Natural Pathways)
**Hidden Snare:** Good Power (Observance of Natural Pathways)

**Hidden Springtrap:** Strong Power (Observance of Natural Pathways)
**Human Spirit Armor**: Very Good Power (Observance of Unseen Forces)
**Hunting Spirit:** Strong Power (Observance of Unseen Forces)
**Ignis Fatuus:** Very Minimal Power (General)
**Increase Another's Archery Ability:** Very Good Power (Observance of Unseen Forces)
**Increase Another's Hunting Ability:** Good Power (Observance of Unseen Forces)
**Increase Another's Ranging Ability:** Good Power (Observance of Unseen Forces)
**Increase Another's Savagery Ability:** Good Power (Observance of Unseen Forces)
**Increase Another's Stealth Ability:** Good Power (Observance of Unseen Forces)
**Increase Another's Waylaying Ability:** Good Power (Observance of Unseen Forces)
**Increase Another's Weapons Ability:** Very Good Power (Observance of Unseen Forces)
**Intuit Danger:** Strong Power (General)
**Jungle Mist:** Moderate Power (Observance of Unseen Forces)
**Killing Spear:** Strong Power (Observance of Unseen Forces)
**Know Green Plant:** Very Minimal Power (Observance of Natural Pathways)
**Know Fungus:** Minimal Power (Observance of Natural Pathways)
**Locate Edible Vegetation:** Very Minimal Power (General)
**Locate Game Herd:** Very Strong Power (General)
**Longshot:** Very Minimal Power (Observance of Unseen Forces)
**Luck Charm:** Moderate Power (General)
**Manna Shell:** Very Strong Power (Observance of Unseen Forces)
**Manna Shield:** Low Moderate Power (Observance of Unseen Forces)
**Manna Weapon:** Minimal Power (Observance of Unseen Forces)
**Mark of Binding:** Very Strong Power (Observance of Thwarting Evil)
**Mark of Sealing:** Major Power (Observance of Thwarting Evil)
**Medicine Club:** Very Minimal Power (Observance of Unseen Forces)
**Medicine Paint:** Minimal Power (Observance of Unseen Forces)
**Medicine Point:** Low Moderate Power (Observance of Unseen Forces)
**Medicine Power of Health:** Moderate Power (Observance of Unseen Forces)
**Medicine Power of Speed:** Moderate Power (Observance of Unseen Forces)
**Mighty Animal:** Major Power (Observance of Unseen Forces)
**Monkey Agility:** Very Good Power (Observance of Unseen Forces)
**Moss Boots:** Low Moderate Power (Observance of Natural Pathways)
**Nosound:** Minimal Power (Observance of Natural Pathways)
**Oakarm:** Very Good Power (Observance of Natural Pathways)
**One with Nature:** Low Moderate Power (Observance of Natural Pathways)
**Pinnacle of Protection:** Major Power (General)
**Plant Form:** Low Moderate Power (Observance of Natural Pathways)
**Plant See:** Very Minimal Power (Observance of Natural Pathways)
**Power Pod:** Very Good Power (General)
**Prairiefog:** Very Good Power (Observance of Natural Pathways)
**Rankweed Hedge:** Very Strong Power (Observance of Natural Pathways)
**Receive Dream:** Good Power (General)
**Receive Vision:** Strong Power (General)
**Restore Sight:** Major Power (General)
**Reflect Evil Eye:** Very Minimal Power (Observance of Thwarting Evil)
**Reflect Eyebite:** Very Minimal Power (Observance of Thwarting Evil)
**Retard Fire:** Extreme Power (Observance of Natural Pathways)
**Return Celerity:** Major Power (Observance of Thwarting Evil)
**Return Exactitude:** Major Power (Observance of Thwarting Evil)
**Return Vigor:** Major Power (Observance of Thwarting Evil)

**Reveal True Features:** Power (General)
**Screen Insects:** Very Good Power (Observance of Natural Pathways)
**Share Extraordinary Sight:** Very Minimal Power(General)
**See No Evil: Good Power** (Observance of Thwarting Evil)
**Seeking the Spirits**: Very Minimal Power (Observance of Unseen Forces)
**Share Extraordinary Sight:** Very Minimal Power (General)
**Sign of Turning:** Extreme Power (Observance of Unseen Forces)
**Sole Wrack:** Extreme Power (Observance of Thwarting Evil)
**Spontaneous Combustion:** Minimal Power (General)
**Spirit Reading:** Extreme Power (Observance of Unseen Forces)
**Spritely:** Major Power (Observance of Unseen Forces)
**Stoneforce:** Low Moderate Power (General)
**Tabu Object:** Extreme Power (Observance of Unseen Forces)
**Tabu Place:** Extreme Power (Observance of Unseen Forces)
**Tallgrass:** Very Good Power (Observance of Natural Pathways)
**Thaw:** Extreme Power (Observance of Natural Pathways)
**Thorn Spray:** Minimal Power (Observance of Natural Pathways)
**Trans-Plant:** Strong Power (Observance of Natural Pathways)
**Treehouse:** Very Strong Power (Observance of Natural Pathways)
**Tundrastretch:** Major Power (Observance of Unseen Forces)
**Unmask Necrourge:** Very Good Power (General)
**Unmask Sorcerer:** Strong Power (General)
**Unmask Witchcrafter:** Very Strong Power (General)
**Vegetate:** Moderate to Major Power (Observance of Natural Pathways)
**Vine Control:** Good Power (Observance of Natural Pathways)
**Ward Against Animals:** Strong Power (Observance of Unseen Forces)
**Ward Against Cunning Living Dead:** Moderate Power (Observance of Thwarting Evil)
**Ward Against Decay:** Very Strong Power (Observance of Unseen Forces)
**Ward Against Demoniacals:** Low Moderate Power (Observance of Thwarting Evil)
**Ward Against Evil Animal Spirits:** Very Minimal Power (Observance of Thwarting Evil)
**Ward Against Evil Human Spirits:** Minimal Power (Observance of Thwarting Evil)
**Ward Against Evil Supernatural Human Spirits:** Moderate Power (Observance of Thwarting Evil)
**Ward Against Fire:** Major Power (Observance of Unseen Forces)
**Ward Against Free-willed Living Dead:** Minimal Power (Observance of Thwarting Evil)
**Ward Against Living Dead, Spirit and Material:** Good Power (Observance of Thwarting Evil)
**Ward Against Netherbeing Spirits, Imps:** Low Moderate Power (Observance of Thwarting Evil)
**Ward Against Netherbeing Spirits, Ordinary:** Strong Power (Observance of Thwarting Evil)
**Ward Against Unwilled Living Dead:** Very Minimal Power (Observance of Thwarting Evil)
**Ward Against Venomous Creatures:** Very Strong Power (Observance of Unseen Forces)
**Ward Against Vile Dragonkin:** Very Good Power (Observance of Thwarting Evil)
**Ward Against Were-creatures:** Minimal Power (Observance of Thwarting Evil)
**Warming Fire:** Low Moderate Power (General)
**Water Spring:** Extreme Power (Observance of Natural Pathways)
**Wicker Shield:** Very Minimal Power (Observance of Natural Pathways)
**Witch Find:** Extreme Power (Observance of Thwarting Evil)
**Witch Track:** Very Good Power (Observance of Thwarting Evil)
**Woodforce:** Low Moderate Power (Observance of Natural Pathways)
**Woodsmaze:** Major Power (Observance of Natural Pathways)

Each Observance has its peculiar Activations listed separately by type and the Powers by Grade; General Powers are listed by Grade.



*For the Lore Masters of Lejendary Earth, no scrap of knowledge – no matter how arcane – is too little or too obscure to preserve. From time to time some small piece of their research is revealed to us for our enjoyment and edification. Enter these words into your own tomes of lore for your use and that of your Avatars!*

# SHADOWEAVINGS

## General Powers of all Observances

By Gary Gygax

Grade I, Very Minimal:
1. Doubleheal
2. Ignis Fatuus
3. Locate Edible Vegetation
4. Share Extraordinary Sight

Grade II, Minimal:
1. Charm Against Falling
2. Dowse for Water
3. Reveal True Features
4. Spontaneous Combustion

Grade III, Low Moderate:
1. Cleanse of Parasites
2. Luck Charm
3. Stoneforce
4. Warming Fire

Grade IV, Moderate:
1. Alleviate Burns
2. Alleviate Wounds
3. Charm Against Poison
4. Cleanse of Toxins

Grade V, Good:
1. Alert Animal
2. Charm Against Disease
3. Discover Malign Influence
4. Receive Dream

Grade VI, Very Good:
1. Charm Against Drowning
2. Dugout
3. Power Pod
4. Unmask Necrourge

Grade VII, Strong:
1. Close Death's Door
2. Intuit Danger
3. Receive Vision
4. Unmask Sorcerer

Grade VIII, Very Strong:
1. Charm Against Animal Spirit Attack
2. Cloak in Power
3. Locate Game Herd
4. Unmask Witchcrafter

Grade IX, Major:
1. Charm Against Human Spirit Attack
2. Discover Spirit Possession
3. Pinnacle of Protection
4. Restore Sight

Grade X, Extreme:
1. Beastform
2. Bring Rain
3. Calm Winds
4. Charm Against Supernatural Spirit Attack

**Alert Animal** (Good): By the use of this Power a faithful domesticated animal can be endowed with the capacity to detect the presence of nearby strangers/enemies as well as that of malign spirits. Upon activation of the Power the shaman need only touch the chosen animal to enable the capacity. The animal will make such sounds as are normal to it when it detects an enemy, at the same time looking at or in the direction of the one(s) sensed. The base range for detection is 60 feet, and for each added AEP expended at time of activation the range is extended by 20 feet, the range being radial from the affected animal. (TW)

**Alleviate Burns** (Moderate): This Power accelerates the natural healing of all injuries caused by acid, caustic, fire, flame, heat, and similar harm-causing things. One subject, the activator or another individual touched, can be treated by this Power. For each two AEPs added to it at time of activation, five points of Health (up to a maximum of 50 points) lost to the stated cause is restored slowly over the course of an hour. This Power can be used no more frequently than once per day on the same subject. (NDW)

**Alleviate Wounds** (Moderate): This Power accelerates the natural healing of all injuries caused by abrasions, breaks, bruising, contusions, cuts, fractures, punctures, sprains, tears, and so on. One subject, the activator or another individual touched, can be treated by this Power. The accelerated healing, like that of *Alleviate Burns*, takes place over the next hour, but restores five points of lost Health BR plus three points per each extra AEP (up to a maximum of 60 additional points) expended in the activation. This Power can be used no more frequently than once per day on the same subject. (NDW)

**Beastform** (Extreme): Activation of this Supernatural Power begins a shape-shifting process that can result in the individual being capable of transforming him or herself into the form of some mighty beast (e.g. a wolf, a stag, etc.). The form of beast assumed by the shaman will not be that of an ordinary member of the species. Rather, the shaman will assume the form of a lord of such creatures, a *beastlord*—a deital minion of between 15th and 12th rank, most usually found in the service of some beast god or, on rare occasions, in the service of some other deity with animal associations, and having a position within the beast hierarchy roughly equivalent to that of a lord or general. The activator and all worn in normal fashion, as well as anything inanimate and non-living carried in his/her hand, will be changed into the beast. Transformation will be into one of the following forms, with each sub-type/breed (e.g. black, brown, grizzly, or polar bears) constituting a separate form: ape, baboon, bear, boar, bovine, canine, deer, equine, feline, gar, or raptor.

Upon transformation the activator will appear as a perfect specimen of the type, of at least 50% greater size than normal for such creatures. The Power will confer the physical characteristics and physical capabilities of the *beastlord* form of beast form upon transformation. It will also confer those natural abilities possessed by all members of the form assumed. The Power will *not*, however, confer any of the Powers or Abilities, whether Extraordinary or otherwise, that would normally be possessed by a beastlord, except the following, which are weaker versions of capacities common at varying strengths to all beastlords:

- The capacity to summon 6-36 small (e.g. house cats, terriers, etc.), 4-16 medium (lynxes, large dogs, etc.), or 1-4 large (lions, bulls, etc.) creatures of like kind that have allegiance to the supreme overlord of the beast form assumed (e.g. the Monkey King is the overlord of all simians excluding possibly baboons), but only if such are present within a 1-mile radius of the shaman. All creatures will move at twice normal Speed to reach the shaman's location.
- The Ability to issue simple instructions or commands to any creature within 120 feet of the shaman, whether or not in sight, that has allegiance to the overlord of the beast form assumed by the shaman. All commands so given are delivered via a mental link between the shaman and the subject creature(s). The creature(s) concerned will follow and complete all instructions to the best of their ability.
- Immunity from attacks from creatures that have allegiance to the overlord of the beast form assumed. This protection against attack overrides even Preternaturally and Supernaturally motivated attacks, but fails when the being commanding the attack is also of a nature aligned with the creature(s) concerned *and* is either a deity or deital minion *or* has a Witchery or Shamanism Score higher than the shaman's own Ability Score.

Whilst in beast form, and as suggested above, the shaman will be treated by those creatures having allegiance to the overlord of the beast form assumed as a beloved lord. The shaman is warned, however, that this sort of adoration does not come without responsibility. Whilst in beast form and, more importantly, exercising any of the abilities of summoning or command, the shaman is required to act in the best interests of the beasts (considered as a whole kind) *first and foremost* above all other considerations. It is thus not enough that evil is thwarted, it must be an evil that poses a menace to the supreme overlord of the beasts in question, or a portion of its kind. If the shaman does not follow this requirement, and any harm thereby results to a beast, the shaman is in great trouble indeed. Immediately after the shaman's transgression the

Power will cease to function, if necessary forcing the shaman out of beast form, and will continue to do so from that time onwards. Thereafter, it will only be a matter of time before retribution, whether in blood or deed, is demanded of the shaman.

In the process of altering form, the activator gains a temporary Health increase of 20% of that of the beast form assumed. This Health bonus will last for as long as the shaman remains in beast form, and for as long as the shaman suffers no Harm. All Harm suffered whilst in beast form will accrue to the bonus Health before accruing to the shaman's own natural total. It is important to note that for the duration of the time spent in beast form, the activator can and may have Health in excess of the activator's own Base Rating as a result of the bonus points.

The form assumed will be based on statistics for the male, even though the creature's actual form might be female. In beast form the shaman's Ratings, attacks and percentage armor protection will be that of the beast in question—see ***Beasts of Lejend*™** for the statistics, modified as follows:

| *Beast Form* | *H* | *P* | *S* | *Harm** | *Armor** |
|---|---|---|---|---|---|
| Ape | +70 | +30 | +1 | +10 | +10 |
| Baboon | +70 | +40 | +2 | +12 | +12 |
| Bear | +90 | +10 | +1 | +10 | +10 |
| Boar | +60 | +30 | +1 | +10 | +12 |
| Bovine | +90 | +25 | +1 | +12 | +12 |
| Canine | +50 | +40 | +1 | +12 | +12 |
| Deer | +80 | +35 | +2 | +10 | +10 |
| Equine | +40 | +45 | +3 | +10 | +12 |
| Feline | +50 | +45 | +1 | +10 | +10 |
| Gar | +100 | +55 | +0 | +14 | +12 |
| Raptor | +100 | +35 | +0 | +14 | +12 |

*Preternatural in nature.

| *Form Rank* | *H* | *P* | *S* | *Harm** | *Armor** |
|---|---|---|---|---|---|
| 15th | | | - No Adjustments - | | |
| 14th | +20 | +10 | +1 | +5 | +4 |
| 13th | +40 | +20 | +2 | +10 | +8 |
| 12th | +60 | +30 | +3 | +15 | +12 |

*Preternatural in nature.

The number of forms available to the shaman for transformation is dependent upon the Shamanism Ability score of the individual concerned, whilst the rank of the beastlord beast form that can be transformed into is subject to both AEPs and the individual's Shamanism Ability score. For both number of forms and maximum rank the following applies:

| *Shamanism Ability Score* | *Forms* | *Maximum Rank* |
|---|---|---|
| 71-90 | 1 | 15th (no added AEPs) |
| 91-110 | 2 | 14th (+5 AEPs) |
| 111-130 | 3 | 13th (+10 AEPs) |
| 131 + | 4 | 12th (+15 AEPs) |

Five AEPs per rank must be expended to assume a rank better than 15th, as noted above.

Shamans will usually possess forms useful to, and common in, the area where they live. It will thus be rare for a desert-dwelling shaman to be able to transform into a tiger or a snow leopard. Adventurers, being better traveled, may well possess forms that are, climate-wise, at odds with each other.

Once the Power is activated with additional AEPs invested to reflect the rank of the beastlord whose beast shape is to be assumed, the shaman must go through the shape-shifting process gradually. Each one second of time after Activation causes a 10% change in the form of the activator: the skull broadening or narrowing, facial features lengthening or shifting position, fur beginning to cover clothes and skin, etc. For the initial ABC of transformation, the activator is treated as if no change were taking place in regards to armor protection. In the second ABC, the transforming individual will have armor protection of 10, in the third ABC the armor protection of the complete beastlord form. The transformation is completed in the first third of the fourth ABC after Activation, so initiative for the shape-shifter individual is only Speed BR +1 in that ABC.

Because of the extensive time required for Activation, the shaman can expend 32 AEPs in order to "ready" the Power, preparing it to activate in but one second. This changes the transformation process to an 11-second affair, but is a great advantage otherwise, as it cuts 19 seconds from the standard 30-second time of Activation and transformation. Of course, the AEPs necessary for a rank greater than 15th need only be expended when final Activation occurs. The *r*eadied *Beastform* can be activated up to 24 hours time after being so prepared, but thereafter all energy fades, and the AEPs are lost. Note that no more than one form can be readied at any given time.

If successfully activated, the energy of the Power enables the individual transformed to retain the beast form for up to 32 minutes of time. Each added AEP prior to Activation extends the time of transformation for one minute. (PK/GG)

**Bring Rain** (Extreme): Through the successful Activation of this Supernatural Power the Shaman causes the sky to gradually fill with clouds, and those clouds to release precipitation. When the Power is active, an area of one mile in radius per ten points of the activator's Shamanism Ability score, centered on the shaman, is affected. Precipitation amount is dependent upon the climate of the region and also the number of additional AEPs invested by the shaman at the time of Activation. The base amount of rainfall is .4 inches over one day's time in a climate that has annual precipitation considered as being average for the growth of flora. In arid climates, the amount is .2 inch, in semi-arid ones .4; for wetter climates, .8, 1, and 2 inchs (rainforest climate) apply. For each 12 AEPs added to the Power at time of Activation, the amount of precipitation released by the clouds is doubled, but the duration of is not lengthened.

Double normal precipitation is certain on a score of 01. A special success, a roll equal to 10% or less of the total Shamanism Ability score of the activator, brings precipitation in as many minutes of time as the d% roll indicates. Otherwise, the delay between successful Activation and precipitation onset is the total of the d% roll in hours of time.

Note that successive Bring Rain Power Activations in the same area will work, and the total precipitation caused thus will be equal to the total of the Power's effect in the area where all have effect. For example, if three shamans used the Power successfully at the same time, the area of effect of the least able of the three would have triple precipitation fall within it over some period of time.

**Calm Winds** (Extreme): Through Activation of this Supernatural Power the Shaman causes the current wind speed to drop. When the Power is active, an area of one mile in radius per ten points of the activator's Shamanism Ability score, centered on the shaman, is affected. Each point of Shamanism Ability score of the activator causes a one-for-one drop in wind speed in the affected area. For example, a shaman with 50 score in the Ability would reduce wind speed by 50 MPH within a radius of five miles surrounding his or her person. Each 2 additional AEPs invested at time of Activation extend the radius of effect by one mile.

Double normal wind speed reduction is certain on a score of 01. A special success, a roll equal to 10% or less of the total Shamanism Ability score of the activator, brings wind speed reduction in as many seconds of time as the d% roll indicates. Otherwise, the delay between successful Activation and wind speed reduction onset is the total of the d% roll in ABCs.

**Charm Against Animal Spirit Attack** (Very Strong): Through this Supernatural Power, the shaman confers to his or her own person, or another touched, an invulnerability to any sort of attack by an animal evil spirit. When successfully activated,

the energy of this Power persists for from nine to 12 hours, then fades and is gone. In any situation where the subject would be vulnerable to the attack of an animal evil spirit, the individual is protected from that attack. However, the energy of the Power is reduced by 10% each time an attack is negated, essentially shortening the life of protection by one hour, but while so doing extending the persistency to the full potential of 12 hours. Thus, if recently activated, the invulnerability provided will last for 11 direct attacks, but then the energy is exhausted and no further protection exists.

**Charm Against Disease** (Good): Through this Preternatural Power, the shaman confers to his or her own person, or another touched, an immunity to any sort of disease later contacted. When successfully activated, the energy of this Power persists for from six to eight days, then fades and is gone. Note that should a disease be active in the body of the subject at the time of the use of *Charm Against Disease,* the charm will halt the progress of that infection, but in so doing the Power is negated, and the subject is not restored in regards to any lost Health because of the disease formerly suffered.

**Charm Against Drowning** (Very Good): Through this Supernatural Power, the shaman confers to his or her own person, or another touched, an immunity to any sort of drowning. When successfully activated, the energy of this Power persists for from 21 to 25 days, then fades and is gone. In any situation where the subject would otherwise drown, the protected individual rises to the surface and floats, or goes into a state of suspended animation if submerged and unable to breathe air, no foreign liquid entering the subject's breathing passages or lungs.

**Charm Against Falling** (Minimal): Through this Preternatural Power, the shaman confers to his or her own person, or another touched, an immunity to any sort of falling. When successfully activated, the energy of this Power persists for from nine to 12 hours, or until it acts to prevent a fall, then fades and is gone. In any situation where the subject would otherwise be precipitated, the protected individual avoids the misstep, slip, stumble, trip—whatever accident or error would lead to falling. In the case of something breaking or crumbling from under the protected subject, being hurled so as to fall, operation of a trap that precipitates such thing, etc. the subject will float downwards so as to not be harmed. Each AEP added to the Power at time of Activation extends the number of incidents of operation, not duration, by one. Thus 3 AEPs added would serve to protect against four successive operations of the Power preventing a fall.

**Charm Against Human Evil Spirit Attack** (Major): Through this Supernatural Power, the shaman confers to his or her own person, or another touched, an invulnerability to any sort of attack by a human evil spirit. When successfully activated, the energy of this Power persists for from nine to 12 hours, then fades and is gone. In any situation where the subject would be vulnerable to the attack of a human evil spirit, the individual is protected from that attack. However, the energy of the Power is reduced by 10% each time an attack is negated, essentially shortening the life of protection by one hour, but while so doing extending the persistency to the full potential of 12 hours. Thus, if recently activated, the invulnerability provided will last for 11 direct attacks, but then the energy is exhausted and no further protection exists.

**Charm Against Poison** (Moderate): Through this Preternatural Power, the shaman confers to his or her own person, or another touched, an immunity to any sort of poison—breathed, contacted, ingested, insinuated, or conveyed by other ordinary or Extraordinary means of any sort. When successfully activated, the energy of this Power persists for from six to eight hours, or until it acts to prevent poisoning, then fades and is gone. When the Power's energy acts to protect the subject from a poison, each point of Harm nullified thus equals one minute of energy persistence. Each AEP added to the Power at time of Activation extends the number of minutes of time the energy will last by 60 (one hour), and thus extends actual Harm nullification potential as well as Power duration.

**Charm Against Supernatural Spirit Attack** (Extreme): Through this Supernatural Power, the shaman confers to his or her own person, or another touched, an invulnerability to any sort of attack by a Supernatural evil (nether) spirit. When successfully activated, the energy of this Power persists for from nine to 12 hours, then fades and is gone. In any situation where the subject would be vulnerable to the attack of a Supernatural evil (nether) spirit, the individual is protected from that attack. However, the energy of the Power is reduced by 10% each time an attack is negated, essentially shortening the life

of protection by one hour, but while so doing extending the persistency to the full potential of 12 hours. Thus, if recently activated, the invulnerability provided will last for 11 direct attacks, but then the energy is exhausted and no further protection exists.

**Cleanse of Parasites** (Low Moderate): By successfully activating this Preternatural Power, the shaman is able to eliminate any and all internal parasites of harmful nature from the body of the person touched, including fungus and worms. The energy does not heal any Harm caused by the parasites it removes from the subject's body.

**Cleanse of Toxins** (Moderate): This beneficial Preternatural Power allows the shaman to neutralize and eliminate any and all poisons, toxins, and venoms within the body of the subject to a maximum Harm potential of 20 points. If toxins inside the person of the subject exceed this limit on potential Harm, the shaman must add 1 AEP to the Power at time of Activation to cleanse each additional 10 points of such Harm. The energy does not heal any Harm caused by poisons removed from the subject's body.

**Cloak in Power** (Very Strong): When this Supernatural Power is activated successfully, the shaman, or whoever he or she touches immediately thereafter, is covered with a shimmering aura. Although difficult to discern, the color of this energy is that of the prevailing environment. This aura is Preternatural energy that provides the subject with 80 points of protection, a Health BR, if you will, that absorbs all normal and Preternatural Harm first, so only when it is gone does the individual suffer Harm to his or her own Health. In addition, each 10 points of aural energy gives the subject individual a one-point increase in chance to hit, and conveys an additional one point of Preternatural Harm to attacks delivered by weapons. If not dissipated by attack Harm, the energy of this Power persists for eight hours.

**Close Death's Door** (Strong): By means of this Supernatural Power the shaman is able to bring a dying person or animal back to a stable, living condition. Immediately after successful Activation, the shaman must lay his or her hands upon the near-dead subject. The energy of this Power draws from the shaman such AEPs as are necessary to bring the subject to 1 point of Health Base Rating, each point of Health needed requiring 1 AEP; thus, an individual struck down to a Health BR of –4 would draw 5 AEPs from the attending shaman.

**Discover Malign Influence** (Good): This Preternatural Power enables the shaman to detect a malign influence upon a subject touched immediately after successful Activation. The nature of the malign influence is not revealed unless the shaman has invested at least as many additional AEPs in the Power as those expended by the activator who caused the malign influence to be placed upon the person, place, or thing.

**Discover Spirit Possession** (Major): By means of this Supernatural Power the shaman is enabled to detect a spirit possessing a subject touched immediately after successful Activation. The general nature of the spirit is known to the shaman—whether benign, malign, mixed, or neutral sort. The exact sort of spirit in possession of the subject is not revealed unless the shaman has invested at least as many additional AEPs in the Power as were expended to cause the spirit possession discovered.

**Doubleheal** (Very Minimal): When this Power is activated successfully, and the shaman touches a human or Alfar subject immediately thereafter, the healing of that individual is increased by one point per day. The energy of this Power lasts only for one day, but each AEP added at the time of Activation increases the duration of the *Doubleheal* Power by two days. The healing applies to Harm suffered from any cause—burns, toxins, traumas, etc.

**Dowse for Water** (Minimal): Use of this Preternatural Power enables the shaman to locate any underground water. When activated successfully the shaman is able to "feel" the presence of underground water as many feet below the surface as he or she has Shamanism Ability score. The activator can use hands only, but this limits the radius of the search area below ground to three feet. If the shaman holds the small ends of a forked stick or branch in his hands, the radius of effect is extended to nine feet. The energy enabling the dowsing lasts for two minutes, and if a longer search is required, the shaman must invest 1 additional AEP for each additional two-minute period.

**Dugout** (Very Good): When this Supernatural Power is activated successfully, the shaman causes a dugout in the soil within 20 feet of his or her location. This space is three feet underground, with a small entrance that is two feet square, at the small end through which a person can crawl down to enter it. The entrance angles down at one corner of the end to the far corner at the bottom, so it is steep, but slight

ridges along its lower edge facilitate climbing. There is a no closure to this opening, but one can be fashioned if there is the wherewithal to do so. The interior space has a floor eight feet beneath the surface, with a length of seven feet and a width of five feet. As the height is five feet, the cubic area of the space is 875 feet. The space provides all protection from the elements than a normal dugout of this kind does, plus the Extraordinary energy of the Power supports it against collapse against as much as 10 tons weight on one square foot of it. The size of the space can be increased by one foot in length and width by adding one AEP at time of Activation, but with a limit of five AEPs—size limit 12 feet length by 10 feet width. Height is constant. The energy of this power lasts for exactly 10 hours time, then dissipates. Anyone or anything in the former space is buried in soil that is undisturbed save for the presence of such intrusive material.

**Enscribed Circles** (Strong): Through the successful Activation of this Supernatural Power the shaman is enabled to draw one or more circles and pentacles of protection to keep out dangerous things. Each circle must be drawn with an iron or wooden object on the surface on which the shaman stands. Where the ground will not show a mark from this action, some form of powder must be used as the drawing implement. Each separate figure takes one minute to draw, assuming a 12-foot diameter, each added foot of diameter increasing the time by 12 seconds. The energy that wards the area marked by the drawings lasts for one hour. Each AEP added at the time of Activation increases the duration of the protection by one full hour. Only those persons inside the figure drawn can touch the markings to break them; this will immediately drain the energy of the Power. Note that Powers do not pass through the area of the figure drawn, nor do other forms of attack. The form of the *Enscribed Circles* drawn determines what sort of protection is accorded.

*Circle only*: Natural animals are excluded.

*Circle within circle*: Natural animals and unnatural creatures are excluded.

*Hexagram within circle*: Natural animals and demonical creatures are excluded.

*Pentagram within circle*: Evil spirits of animal and human are excluded.

*Square within circle*: Human and human-like enemies are excluded.

*Triangle within circle*: Creatures and spirits of elemental nature are excluded.

*Hexagram within double circle*: Natural animals and unnatural and demonical creatures are excluded.

*Pentagram within double circle*: Evil spirits of animal and human kind, and ordinary spirits of the nether dimensions are excluded.

*Square within double circle*: Human and human-like enemies and living dead are excluded.

*Triangle within double circle*: Creatures and spirits of elemental nature as well as all forms of dragonkind are excluded.

**Ignis Fatuus** (Very Minimal): Upon the Activation of this Preternatural Power the shaman instantly causes a floating globe of light to appear within a distance of one foot per point of the Shamanism Ability possessed. This glowing sphere sheds light equal to a torch. It follows the will of the activator, staying at such distance as desired within the indicated range in feet. The energy of the Power persists for 10 minutes realtime or until the shaman wills it to dissipate. If a longer duration is desired, each AEP invested at time of Activation extend the time by 10 minutes.

**Intuit Danger** (Strong): This Supernatural Power allows the shaman to convey to his or her person, or to that of another subject touched immediately after Activation, the capacity to sense intuitively (with 90% certainty) any danger that is within one foot per point of the shaman's Shamanism Ability score. The threat can be passive (such as a dangerous bridge, a trap, etc.) or active (a hunting animal, a lurking foe, etc.). Normal duration of the Power is two hours, but each time its energy is called upon, successfully or not, 10 minutes' duration is drained from the remaining energy.

**Locate Edible Vegetation** (Very Minimal): By means of this Preternatural Power the shaman is able to mentally determine if there is any edible flora within a radius in *yards* equal to his or her Shamanism Ability score. Upon successful Activation the shaman moves and/or turns as desired, and when facing in the direction of edible vegetation that is within range, he or she will sense its presence in that direction. This sense includes the location of nourishing berries, flowers, fruits, leaves, nuts, pods, roots, shoots, stems, and tubers. The energy of the Power persists for one minute plus one additional minute for each AEP invested at time of Activation.

**Locate Game Herd** (Very Strong): Through this Preternatural Power the shaman is able to mentally determine if there are any considerable number of game animals within a radius of *100 yards*

*per point* of his or her Shamanism Ability score. Upon successful Activation the shaman moves and/or turns as desired, and when facing in the direction of game that is within range, he or she will sense its presence in that direction if in relatively large numbers. This sense includes the location of arboreal animals such as monkeys, birds, fish and aquatic animals. The energy of the Power persists for one hour plus one additional hour for each AEP invested at time of Activation.

**Luck Charm** (Moderate): Activation of this Preternatural Power bestows upon the subject touched immediately thereafter Luck Ability, or an increase in existing Luck Ability, equal to one-half the activator's Shamanism Ability. The Luck Charm Power is usable only once, however.

**Pinnacle of Protection** (Major): When this Supernatural Power is activated successfully, the shaman creates a protective sphere that bars living dead and demoniacal creatures, spirits, and demons, devils, fiends, and onis from entering its precincts. The energy of this Power is drawn from the planet, nature itself, which is in opposition to the unnatural and the nether. To prepare an area for the protective sphere, the shaman must have a clear space of at least 20 feet diameter. Around the outer perimeter of this space there must be a circle of at least 13 stones of fist-size or greater, plus a larger central stone in the center of the area. When successfully activated, the *Pinnacle of Protection* Power englobes an area of up to 20-foot diameter. The diameter of the protective sphere can be increased by one foot for each 1 AEP the shaman adds to the Power at the time of Activation. No barred creature, spirit, or entity can enter the sphere, nor can they cause any Power or other effect otherwise possible to them to operate within the protected area. If deital-level entities are to be barred from entering the area, an additional 5 AEPs per Rank must be invested in the Power at time of Activation. To bar 14th Rank entities this means 10 extra AEPs must be added, 15 AEPs to protect against 13th Rank, etc. (GG/PK)

**Power Pod** (Very Good): Through successful Activation of this Supernatural Power the shaman is able to turn berries, fruits or nuts into explosive missiles. Small subjects of the energy infusion, those no larger than 0.5 inch diameter, will be from 3-6 in number, inflict 6-8 Preternatural Harm on the subject struck, and have a throwing range of 30 feet. Medium subjects of the energy infusion, those larger than 0.5 inch to 1.5 inch diameter size, will be from 2-4 in number, inflict Preternatural 6-8 Harm on the subject struck, with collateral Preternatural Harm of 3-5 to any creature within a 3-foot radius, and have a throwing range of 60 feet. Large subjects of the energy infusion, those larger than 1.5 inch diameter size, will be from 1-2 in number, inflict 9-12 Preternatural Harm on the subject struck, with collateral Preternatural Harm of 3-5 to any creature within a 6-foot radius, and have a throwing range of 90 feet.

If the shaman invests 6 additional AEPs at time of Activation, the maximum number of possible missiles. Each AEP added to increase Harm adds 1 to each missile's total Harm when successfully striking a target, delivering collateral Harm as well.

**Receive Dream** (Good): Upon successful Activation of this Preternatural Power the shaman must immediately retire, fall into slumber, and remain thus for at least five hours. Upon awakening, the shaman will have received a dream that contains information relating to something that he or she was concentrating on before slumbering. This means that the matter must be detailed, in writing, for the LM's perusal and response at the appropriate time.

The *Receive Dream* Power will generally be similar in form to ancient responses to questions put before an oracle. That is, the answer will be vague, in riddle form, or otherwise contain clues that relate to the question, problem, or information sought. For instance, the shaman wonders what has happened to a neighboring tribe that has disappeared. The dream that follows shows an evil-looking figure in scarlet robes, veils of flames, and a line of shrieking warriors that disappears into the shimmering conflagration, then a deserted hut with a glowing skull in the center. What could this mean? Well, perhaps it means that some potent evil being forced the tribe into the nether realms. On the other hand, it might mean that an evil presence, the skull, influenced the tribe to follow the robed figure as a master, to embrace evil and go out to kill and burn.

**Receive Vision** (Strong): Upon successful Activation of this Preternatural Power the shaman must immediately retire to be alone, go into a trance, and remain thus for at least seven hours. Upon awakening, the shaman will have received a vision that contains strong and important information relating to whatever he or she was concentrating on before going into the trance. This means that the matter must be detailed, in writing, for the LM's perusal and response at the appropriate time.

As with *Receive Dream* (q.v.) the *Receive Vision* Power will generally be similar in form to ancient responses to questions put before an oracle, but with more details. While the possible interpretations of what is seen in the vision will have several possible interpretations, what appears will be detailed. For instance, the shaman wondering what has happened to a neighboring tribe that has disappeared and seeking a vision, will gain more details. A vision may show an evil-looking figure in scarlet robes who is smiling and beckoning, veils of flames with what looks like huts vaguely discernable behind the fiery curtain, and a line of shrieking warriors dancing as they disappear into the shimmering conflagration, then a deserted hut with a glowing skull in the center with tribal elders sitting around staring raptly at the thing.

**Restore Sight** (Major): By means of this Supernatural Power the shaman is able to cure blindness or even regenerate a lost eye. Before Activation, the shaman must determine the number of additional AEPs needed to accomplish the sight restoration. A disease-related blindness will be cured by from 6-9 extra AEPs, depending on the severity of the disease. Congenital or traumatic blindness requires from 10-15 additional AEPs.

Regeneration of a lost eyeball is a far more difficult task. After Activation and investment of 20 more AEPs to begin the process, the shaman must wait for 21 days for the eyeball to reform. Then this Power must be used again, with 15 extra AEPs invested so as to cure traumatic blindness in the newly regenerated eyeball, this serving to connect its nerves to the brain. If Activation fails, the regenerated eyeball is lost, and the process must begin again.

**Reveal True Features** (Minimal): This Preternatural Power enables the shaman to see the actual visage of any subject within 10 or less feet, the energy of the Activation penetrating any Extraordinary (not natural) disguising of the subject's face. If the target subject is further distant, the shaman must expend 1 AEP at time of Activation for each additional 10 feet or fraction thereof to the target to be viewed. Only one subject can be so examined by means of this Power.

**Share Extraordinary Sight** (Very Minimal): By means of this Preternatural Power the shaman is able to share with the subject touched immediately after it is activated successfully such Extraordinary visual capacity as the shaman possesses through a previously or subsequently activated Power. The duration of this special shared sight is 1 AB.

**Spontaneous Combustion** (Minimal): Upon successful Activation of this Preternatural Power the shaman instantly causes a candle-sized flame to come into being within a distance in feet equal to his or her Shamanism Ability score. This fire must be located in a substance that is easily combustible, of course—such as dry leaves, hair, paper, punk, tinder, a fuel wick etc. Once ignited, the flame will continue to burn if conditions such as moisture and/or wind force do not prevent this. Continuation of fuel source will also dictate the growth in size of the flame.

**Stoneforce** (Low Moderate): Through the successful Activation of this Preternatural Power the shaman accomplishes two things. First, the subject touched immediately after Activation will wield any stone or stone-headed weapon with a Preternatural bonus to Harm of 3-5 points; second, that individual will be protected by 4 points of "armor" from any Harm caused by a stone weapon. The energy of this Power has a duration of three minutes. For each AEP invested at time of Activation, the duration is extended by one minute.

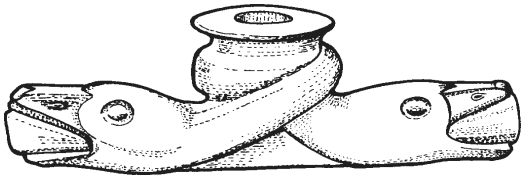
**Unmask Necrourge** (Very Good): Upon successful Activation of this Supernatural Power the shaman will know if a given person possesses the Necrourgy Ability. The target subject must be within plain sight and no more than 70 feet away. If successful, the target subject radiates a dark purple aura apparent to the activator and all others possessing Shamanism Ability of like or greater score than the activator's own Shamanism Ability score. The aural effect lasts for only 1 AB, then vanishes.

**Unmask Sorcerer** (Strong): Upon successful Activation of this Supernatural Power the shaman will know if a given person possesses the Sorcery Ability. The target subject must be within plain sight and no more than 70 feet away. If successful, the target subject radiates a red aura apparent to the activator and all others possessing Shamanism Ability of like or greater score than the activator's own Shamanism Ability score. The aural effect lasts for only 1 AB, then vanishes.

**Unmask Witchcrafter** (Very Strong): Upon successful Activation of this Supernatural Power the shaman will know if a person possesses the Witchery Ability. The target subject must be within plain sight and no more than 70 feet away. If successful, the

target subject radiates a black aura apparent to the activator and all others possessing Shamanism Ability of like or greater score than the activator's own Shamanism Ability score. The aural effect lasts for only 1 AB, then vanishes.

**Warming Fire** (Low Moderate): Activation of this Preternatural Power by the shaman instantly causes a bonfire-sized fire to appear within a distance in feet equal to his or her Shamanism Ability score. This fire radiates light equal to a normal bonfire as well as heat, even though it consumes no fuel—it can actually burn atop water or in a rainstorm. Note that it does not cause any collateral flame or fire from its presence. Those in, or within one to six feet of, its four-foot diameter area will be warmed as if from a natural bonfire. Those further removed from the area of effect will be illuminated, but they will garner no warmth from the Extraordinary blaze. The Power's duration is one hour, and if the shaman desires a longer persistence, each AEP invested at time of Activation adds one additional hour of effect.



## Ceremony of Natural Pathways

**Observance of Natural Pathways:**
**Instruction of Nature Priest** (Ceremony: Extreme)
**Call Up Life Spirit:** Major
**Masque of the Land:** Strong
**Masque of the People:** Strong

**Powers**

Grade I, Very Minimal:
1. Dryplace
2. Know Green Plant
3. Plant See
4. Wicker Shield

Grade II, Minimal:
1. Bolehaven
2. Crystal Flora
3. Know Fungus
4. Nosound
5. Thorn Spray

Grade III, Low Moderate:
1. Animal Care
2. Moss Boots
3. One with Nature
4. Plant Form
5. Woodforce

Grade IV, Moderate:
1. Animal Healing
2. Attract Animal Herd
3. Attract Bird Flock
4. Attract Fish School
5. Vegetate

Grade IV, Good:
1. Beguile Animal
2. Hidden Pit
3. Hidden Snare
4. Vine Control

Grade VI, Very Good:
1. Oakarm
2. Prairiefog
3. Screen Insects
4. Tallgrass

Grade VII, Strong:
1. Hidden Deadfall
2. Hidden Springtrap
3. Trans-Plant

Grade VIII, Very Strong:
1. Animal Companion
2. Rankweed Hedge
3. Treehouse

Grade IX, Major:
1. Feathercloak
2. Finskin
3. Furcover
4. Woodmaze

Grade X, Extreme:
1. Early Ripening
2. Retard Fire
3. Thaw
4. Water Spring

## Ceremony, Call Up, Masque, and Power Descriptions

**Ceremony of Natural Pathways:**

**Instruction of Nature Priest** (Ceremony: Extreme) This is a necessary Ceremony of the nature caretaker that is enacted prior to any Calling Up or Masque of this Ceremony. Without first activating it, no Calling Up or Masque will have any meaning, for through the Ceremony an energy channel is opened and through it comes the force for the completion of such special Activations. After Propitiation and Votive preparations, Activation of the Observance ritual requires at least another three minutes of time spent chanting, singing, dancing, praying, and/or other ritual activities.

**Call Up Life Spirit** (Major): The nature-caretaker shaman has an intuitive consciousness of living things, felt as an aura of a living and sentient nature. When calling up the Life Spirit, this aura is focused through the will of the shaman to become suddenly self-aware. The "body" of the spirit called is comprised of each ordinarily unconscious living thing that exists within a radius of the activator equal in furlongs (one-eighths of a mile) to the activator's Shamanism Ability score. The Life Spirit can utilize the eyes and ears of the shaman as its own sense organs but does not possess the activator's body or mind. In addition to seeing through the eyes of its invoker, this spirit can telepathically sense and alert the shaman to approaching danger within a five mile radius, provided the danger is caused by a creature or spirit being with foul intent.

The Life Spirit is capable of animating any of those living things which comprise its body, whether natural animals or plants such as a tree, a vine, grass, etc. It can cause them to act against some attacker or malign creature. Thus, this spirit is a kind of combined animal and plant "elemental" possessing all of the capacities of that fauna or flora it motivates, and in as many environments, but able in addition to connect telepathically with the summoner. In addition to thus informing the shaman of what is occurring in the area, the flora and fauna can oppose foes.

If motivating flora to hinder or attack, this will reduce the movement rate of enemies through it by from 10% to 50% as the LM determines according to the plants and their incidence in the path of those to be slowed. Attacks by otherwise immobile plants consist of such things as lashing branches (P 80 and shock Harm of 1-10 points) falling limbs (P 50 and shock Harm of 1-30 points), and toppling trees (P 20 and shock Harm of 1-50 + 9-12 points).

Fauna, native animals, can likewise be motivated by the life spirit to attack. This is done only if the intruding foes are malign and posing a dire threat to the area and the shaman, along with the native folk in the area who otherwise respect nature. The LM needs only to know what fauna of dangerous sort is in the area, then have successive numbers of these animals attack the intruders. Between such attacks, otherwise non-threatening animals can move and act so as to impede progress, distract, and otherwise make the passage of the malign individual or group difficult.

In extremis, the shaman can invest additional AEPs to cause the Life Spirit to take corporeal form and physically assail foes. This investment of AEPs is after Activation, and the result is a *Vitality Entity* with the following statistics:

***H: 120 P: 60 S: 15 (60 AEP)***
***Abilities at 180:*** Physique
***Abilities at 120:*** Hunt, Ranging
***Abilities at 80:*** Shamanism (Natural Pathways Powers), Stealth, Waylaying
***Abilities at 60:*** Planning, Unarmed Combat, Weapons
***Attack:*** Preternatural javelins (6): 3-20 +18 Physique Ability bonus Harm + 6-8 Preternatural Harm; range 50/100/300, speed 1, P bonus 10 = 76 score to hit. Also: Preternatural hand, giant-sized (2 separate attacks): 5-10 + 30 (Physique and Unarmed combat Abilities) bonus Harm, P bonus 10 = 76 score to hit.
***Defense:*** 90% undetectable if in natural surroundings and unmoving. Preternatural energy provides 24 protection against shock Harm, 12 against all other forms of Harm save Supernaturally energized Extraordinary sort.
**I*nvulnerabilities:*** Any and all fear, leeching of Base Rating points, and possession; weapons comprised of stone and/or wood with or without animal parts such as horns, teeth, etc.

The Vitality Entity will move as swiftly as possible, stealthily seeking out the destructive and/or malign intruders in the effect area and attack them with cunning. The Vitality Entity will remain material and perform thus for one hour per AEP expended by the shaman to bring it into physical manifestation. If destroyed in material form, the Vitality Entity simply becomes non-material and returns to the surroundings.

This Calling Up can be performed no more often than once per month in the same area.

**Masque of the Land** (Strong): Through the successful Activation and performance of this Masque, the shaman brings conditions to the surrounding environment (as indicated in the Calling Up) that are favorable to the flora and fauna, its soil and water. After Activation the shaman must chant, sing, and dance and gesture to imitate the conditions that are to prevail in the surrounding area. He or she must perform according to the season, indicating each major element, to banish the forces and effects that would be harmful within the designated circle. Diseases and blights, damaging storms, excessive heat and cold, are mitigated; fertility and favorable climate are encouraged. This Masque can be performed no more often than once per month in the same area.

**Masque of the People** (Strong): Through the successful Activation and performance of this Masque, the shaman brings conditions to the surrounding environment (as indicated in the Calling Up) that are favorable to the people he or she serves. After Activation the shaman must chant, sing, and dance and gesture to imitate the conditions that are to prevail in the community. He or she must perform according to the season, indicating each major element, to banish the forces and effects that would be harmful within the designated circle. Diseases and hunger, dissent and quarrels, and evil acts are mitigated; fertility and harmony are encouraged. All of the people guided by the shaman who seek to benefit from the Activation must join the Masque after the shaman initiates it. In all, the time for this Masque to be completes ranges from two to eight hours. This Masque can be performed no more often than once per month in the same area.

**Powers**

**Animal Care** (Low Moderate): Use of this Activation enables the nature priest to cleanse a single natural animal subject of diseases, insect pests, internal parasites, and accumulated body toxins. All parasitic foreign life-forms are killed instantly by use of this Activation, and their remains thereafter either drop harmlessly from the subject (if external), or are eliminated normally from the body (if internal). For every two additional AEPs expended at the time of Activation, 2d4 points of Health lost to poison, toxins, venom, and all like Harm-causing things are restored to the subject in addition to the effect noted above. Cold-blooded animals bring a penalty of from +10 to +30 to the dice roll check for success.

Harmful things like those noted above can be eliminated from most animals thus, although kinds not native to the shaman's world will be affected at some considerable penalty addition to the dice roll. The more alien the animal creature, the greater the penalty, to an additional maximum of +60 or so for the most exotic. (GG/NDW/TW)

**Animal Companion** (Very Strong): Through this Supernatural Power, a nature priest is able to call and bind to him or herself one animal, which will act as a companion, ally, spy, and confidant for all of its days. This animal will be of a sort normally found in the area where the Power is activated, and cannot have more than half as many health points as the nature priest has points of Shamanism Ability score. This animal is larger and more able than others of its type (+20%, rounded up, to all of its Base Ratings), and is considerably more intelligent than a typical animal of its species. This animal companion is more than a friend; it is a liaison between the priest and the natural order he serves. As such, the priest is empowered to understand the speech of his animal companion, who in turn understands the common tongue. Despite its links with the spirits of nature, the animal companion is not oracular, although its advice is often valuable. While it is possible for a nature priest to procure another animal companion should the one in his service perish, any taint of guilt for its death will result in a failure of the Activation. Of course, the animal companion must be treated fairly and well at all times; it does not suffer callous or indifferent treatment gladly. (NDW)

**Animal Healing** (Moderate): This Power accelerates the natural healing of all injuries. One animal subject touched by the Nature Caretaker at the time of Activation can be treated by this Power. The accelerated healing takes place over the next hour, but restores five points of lost Health BR plus three points per each extra AEP added at the time of Activation, up to a maximum of 60 additional points of lost Health so restored. This Power can be used no more frequently than once per day on the same subject. (NDW)

**Attract Animal Herd** (Moderate): This Preternatural Power enables the nature priest to summon a group of like herbivorous animals. These animals can be drawn to the activator from up to a league in any direction, provided that the animals in question have means of travelling to the priest. Any

type of natural amphibian, mammalian, or reptilian animal can be attracted, provided that such variety of animal is available in the area, and that they are herbivores. This Power will continue to operate for one hour, during which time all animals of the sort desired will perform their utmost to reach the nature priest. At the end of the hour, any animals not within sight (dependent upon the eyesight of the animal type) of the activator will be freed from the Power's effect. If the type of animal desired is not available, the Power has no effect. The animals that do arrive at the nature priest's location will be non-hostile towards the activator, his or her associates, and one another. Any other individuals may be subject to unfriendly actions (if such is the nature of the animal type attracted), or may merely scare away the gathered animals. Once called together, the animals will remain in attendance of the nature priest for no more than a single half-hour, after which time they begin to wander away. (NDW)

**Attract Bird Flock** (Moderate): This Power (Preternatural) operates much in the same general manner as *Attract Animal Herd*, save that it is restricted to avian creatures, with no necessity that they be herbivorous. (NDW)

**Attract Fish School** (Moderate): This power (Preternatural) operates much in the same general manner as *Attract Animal Herd*, save that it is restricted to fish, has no herbivorous requirement, and can be used only in or very near to water. (NDW)

**Beguile Animal** (Good): This Preternatural Power causes any animals in its area of effect, of the type mentally pictured by the shaman, to be kindly disposed towards the activator. The area is a radius of 120 feet around the activator. The beguiled animals will follow the nature priest about at a distance of from 11 to 110 feet, and each and every one will serve him or her in any capacity which it can be made to understand. This Power persists for a day, plus a day per additional AEP spent at the time of the Activation, with 25 making the *beguiling* permanent. The nature priest cannot have more of a species of beguiled animals than three times the total of his Shamanism Ability score in points of their Health BR. The shaman can dismiss the creatures at any time, but that ends the effect of the Activation. (GG/NDW)

**Bolehaven** (Minimal): The Preternatural energy of this Activation allows the nature priest, and other individuals of his or her choosing, to take refuge in the trunk of a tree. The tree, which must be of a natural sort and of at least three feet in diameter, functions as a gateway to an extra-dimensional space. Upon successful Activation of the Power, the shaman must touch the tree that is to serve. This extra-dimensional space is approximately 15 feet in diameter, half as high, and resembles the inside of a tree. Every three feet along the wall is what appears to be a knot-hole (each between one and three inches in diameter) that functions as a window to the outside. One of these knot-holes appears in the center of the "door" through which the party entered the space. The temperature and atmospheric conditions within the tree are initially identical to those conditions outside of the tree at the time of entry, and breathable air is not a problem. Sounds from outside the tree are audible (if somewhat muffled) to those within, although the reverse is not true. If the tree should be felled, or otherwise destroyed, those inside will be forced out into the surrounding area, appearing within 12 feet of the trunk's location. Barring any such occurrences, those creatures taking refuge inside the extra-dimensional space may remain therein for up to one entire day. (GG/NDW)

**Breath of Air** (Minimal): Through the successful Activation of this Preternatural Power the shaman causes a zephyr to spring up. This air movement will sweep along through his or her immediate area, begin centered on the shaman. The zephyr-like wind moves at 10 MPH speed, its general front area covering as many feet in height and width as the activator has score in Shamanism Ability, subject to any confining space in which the activator is located. Although the moving air lasts for only 1 ABC, it brings oxygen, moves smoke or fog, etc. Each additional AEP invested at the time of Activation allows the shaman to extend the duration of air movement by 1 ABC.

**Breeze Along** (Very Good): When this Supernatural Power is successfully activated, the shaman's weight (body plus all normally worn and carried) is magically reduced to 10% of normal. He or she rises in the air up to 10 feet above the surface upon which he or she was standing, the height at the activator's option as mentally willed. The shaman then can move at a constant 10 MPH speed, mentally willed as to rate and direction, for up to 7 ABCs' time. Duration can be extended by 1 ABC for each AEP added to the Power at time of Activation. The Power can not be directly conferred upon another by the shaman, but another person can be included in the effect by expending 5 additional AEPs per individual at the time of Activation.

**Crystal Flora** (Minimal): The energy of this Preternatural Activation enables the nature priest to see through the corporeal stuff of living plants as if they were purest crystal. Some distortion occurs, and the priest's vision range is considered halved for the purposes of seeing through plant matter. Any Activations which require a line of sight, but no line of travel, to operate can be utilized in conjunction with *Crystal Flora* as normal; any weapon discharge, power use requiring a line of travel, or similar ranged activity is delayed by four plus d6 tenth-seconds (subtract 4+d6 from all initiative rolls). This delay is due to the confusing nature of *Crystal Flora*, as the activator must distinguish between those lines of sight that are true, and those that lie through intervening material. (GG/NDW)

**Dryplace** (Very Minimal): Through this Preternatural Power the shaman is able to create a hemispherical area of force that extends in a diameter equal in feet to 20% of his or her Shamanism Ability score, the apex of the dome rising to a height in feet equal to 10% of that score. Within the area affected by the energy of the successfully activated *Dryplace* Power the surface is dry, moisture in the air is low, and no precipitation from above falls, nor does any liquid from the surrounding area enter. The energy of the Power lasts for one hour, plus an additional hour for every AEP expended in its Activation. Note that if the shaman is in a body of liquid when this Power is activated, the effect creates a floating half-bubble of force with no liquid within it.

**Early Ripening** (Extreme): When the shaman activates this Supernatural Power, he or she can cause crops within the area of effect to grow and mature more rapidly than normal, thus bringing it to maturation and readiness for harvesting before like flora have ripened. The area of effect is centered on the shaman at the time of Activation, radiating outward from him or her to a distance in *yards* equal to his or her Shamanism Ability Score. The base time of maturation is 10% less than normal, and for each AEP added to the Power at time of Activation, this time is reduced by another 1%. For example, a maize crop normally requires 100 days to bear ripe ears, but this Power, activated with an additional 40 AEPs invested in it, shortens the time to only 50 days, so that in many places a second crop can be planted and harvested assuming the Power is also utilized on it.

**Feathercloak** (Major): Upon the successful Activation of this Supernatural Power the shaman is able to change instantly into an avian—an eagle, hawk, hummingbird, owl, songbird, swan, vulture, any sort at all. The shaman must have a feather from the type of bird he is to change into. Thus equipped, the activator and all normally worn and carried become a bird. The energy of the Power lasts for up to five hours. During its active period, the shaman can switch back to normal form, then return to that of an avian, but each such change shortens the duration of the Power by one-half hour.

**Finskin** (Major): Upon Activation of this Supernatural Power the shaman is able to change instantly into a piscian—a barracuda, carp, eel, minnow, marlin, pike, scorpionfish, shark, any sort at all. The shaman must have a scale or bit of skin from the type of fish he is to change into. Thus equipped, the activator and all normally worn and carried become a fish. The energy of the Power lasts for up to five hours. During its active period, the shaman can switch back to normal form, then return to that of a piscian, but each such change shortens the duration of the Power by one-half hour.

**Furcover** (Major): Upon the successful Activation of this Supernatural Power the shaman is able to change instantly into a mammal or marsupial of any sort—an ape, black bear, boar, kangaroo, monkey, opossum, otter, raccoon, squirrel, stag, wolf, any sort at all. The shaman must have a bit of fur or hair from the type of mammal or marsupial he is to change into. Thus equipped, the activator and all normally worn and carried become that creature. The energy of the Power lasts for up to five hours. During its active period, the shaman can switch back to normal form, then return to the creature form, but each such change shortens the duration of the Power by one-half hour.

**Hidden Deadfall** (Strong): The successful Activation of this Supernatural Power enables the shaman to create a trap in wooded surroundings, a deadfall in which 2 to 4 (d3 +1) foes will be caught if they enter the 100-square foot (10 feet square) area of effect. Avoidance is possible with a check against modified Speed Base Rating. Those not avoiding the trap suffer 9-30 (d30, 1-8 counting as 9) points of Harm, and a natural 30 adding 1-15 additional points of Harm. This trap operates once only.

**Hidden Pit** (Good): The successful Activation of this Preternatural Power enables the shaman to create a trap in the soil, a hidden and covered pit in which 1 to 3 (d3) foes will be caught if they enter the 100-square foot (10 feet square, 10-foot deep) area of effect. Avoidance is possible with a check against

modified Speed Base Rating. Those not avoiding the trap suffer d10 points of Harm, a natural 10 indicating no Harm from the fall, but a 9 adding 1d10 to Harm potential. This trap operates once only.

**Hidden Snare** (Good): Activation of this Preternatural Power enables the shaman to create a trap, a snare in a wooded area by which 1 foe will be caught if they enter the 25-square foot (five feet square) area of effect. Avoidance is possible with a check against modified Speed Base Rating. Those not avoiding the trap suffer d10 points of Harm if caught by a leg and hung upside down (51-00), d20 Harm if caught around the neck (01-10) or chest and hung thus (11-50). If caught around the neck by the snare Harm will continue each ABC of such suspension at the rate of 6-8 points/ABC. The springing of the snare will cause a subject to drop anything handheld. The trap will suspend the victim at between 11 and 20 feet above the ground. This trap operates once only.

**Hidden Springtrap** (Strong): The successful Activation of this Supernatural Power enables the shaman to create a trap in wooded surroundings, a bent limb that delivers deadly Harm attacking one foe if they enter the 25-square foot (five feet square) area of effect. Avoidance is possible with a check against modified Speed BR. One not avoiding the trap suffers 3-6 attacks (d4 +2), each at 1-20 points of Harm.

**Know Green Plant** (Very Minimal): When this Preternatural Power is activated successfully, the shaman is able to observe any green plant and know its properties: what it is, what it can be used for, if it is edible, poisonous, etc. The subject of observation must be within 20 feet of the shaman, and assessing it requires 1 AB. The Power lasts for one minute, so in theory the activator could assess as many as 12 different plant specimens through its energy effect.

**Know Fungus** (Minimal): The successful Activation of this Preternatural Power allows the shaman o observe any form of fungus and know its properties: what it is, what it can be used for, if it is edible, poisonous, etc. The subject of observation must be within 20 feet of the shaman, and assessing it requires 1 AB. The Power lasts for one minute, so in theory the activator could assess as many as 12 different fungus specimens through its energy effect.

**Moss Boots** (Low Moderate): Use of this Preternatural Power causes the activator's footwear, or the footwear of one individual touched at the completion of Activation, to grow a thick coat of moss instantly on its bottom portion. This moss prevents the individual affected from either making the sound of a footfall or leaving any but the vaguest of tracks. This power will persist for one to two and a half hours (.5 + d4/2) before the moss falls away, leaving the footwear unharmed. (NDW)

**Nosound** (Minimal): Through successful Activation of this Power the shaman is able to move with complete silence, even over dry leaves and twigs, and even extending to the sounds normal to what one wears or carries (but not vocalizations or whistling or the like). If the activator desires to extend the area of soundless movement to a radial area equal in *yards* to 10% of his or her Shamanism Ability score, an additional 5 AEPs must be invested in the Power at time of Activation. The Extraordinary energy that enables soundless movement persists for two minutes time, then dissipates. Its duration can be extended by adding 1 AEP at Activation to gain one minute of time, 3 AEPs if the effect is radiating from the shaman.

**Oakarm** (Very Good): The shaman who successfully activates *Oakarm* Power immediately possesses, or confers to another person touched immediately, a Physique Ability of 100 and at the same time a Preternatural armor of 5 points. The latter protection is in addition to any cloth garment or leather armor worn, but is not functional if the subject is wearing metal armor. The Extraordinary energy of the Power lasts for six hours, so the subject is doughty and shielded for a considerable period.

**One with Nature** (Low Moderate): By means of this Preternatural Power, the shaman is able to move through a natural environment without being noticed by the animals therein, nor do plants affect/attack the activator. To extend the energy to others, the shaman must invest 1 additional AEP for each person or animal to be treated so. The Extraordinary energy of this Power has a duration of exactly one hour.

**Plant Form** (Low Moderate): Through the successful Activation of this Preternatural Power the shaman is able to transform instantly into the form of a natural plant of from 50% to 200% of his or her own size. Each additional AEP invested at time of Activation enables a decrease of an additional 5% or an increase of an additional 10% size. All that is normally worn and carried likewise transforms to become a part of this plant. The shaman is able to use all of his or her senses as if still in normal form. The subject is immobile, of course, as natural plants

are not self-mobile. An observer will be unable to discern that the plant into which the shaman has transformed is not a normal specimen of flora, save through discovery of the Extraordinary energy emanating from it. The duration of transformation is four hours, or until the shaman wills a return to normal form, whichever occurs first.

**Plant See** (Very Minimal): By means of this Preternatural Power the shaman is able to see from a plant. When successfully activated, the shaman selects any single normal plant, typically a tall one such as a tree, that is within his view and no more distant in *yards* than his or her Shamanism Ability score. By concentrating, the point of view of the activator then becomes that of the plant selected. Whatever would be visible from that plant and location can be seen by the activator. Note that about 30 degrees of the surrounding area can be scanned in 1 ABC, while a careful look at the same area takes about 1 AB. A full 360 degree scan thus takes 12 ABCs, while a more careful observation takes not less than four times that long. The energy of this Power fades in one minute, but the shaman can increase its duration one additional minute for each AEP added at time of Activation.

**Prairiefog** (Very Good): Upon Activation of this Supernatural Power, the shaman causes a thick fog to spring up on the following ABC. The cloud of fog radiates from the activator for 10 yards per point of Shamanism Ability possessed by the activator. This fog obscures vision in the area of effect, so that it is limited to 20 feet for plain sight, 40 for outline/dim only, and beyond that nothing can be discerned even by those with greater than human norm vision. The *Prairiefog* Power's area of effect does not move with the activator. The radius of the effect can be increased by adding AEPs at time of Activation, each 1 AEP increasing the radius by 10 yards. For example, a Shaman with Shamanism Ability score of 50 activates this Power, so that its normal radius would be 500 yards; but 10 AEPs are added at Activation, so the obscured area extends to 600 yards distance around the shaman.

**Rankweed Hedge** (Very Strong): Through this Supernatural Power the shaman is able to create a tangled and interwoven hedge of plants native to the environment in which the Activation succeeds, these being of such sorts as brambles, briars, cacti, nettles, thistles, and thorns. Upon Activation, these plants spring up in such form as the shaman wills—a hedgerow, a solid patch, a circle, etc. The area to be hedged thus must be in plain sight of the shaman and no more than 700 feet away. Each point of Shamanism Ability score of the activator generates a 100 square foot area of growth, a 10-foot by 10-foot area from which the plants spring up instantly to a height of 10 or more feet, the maximum depending on the plant forms native to the area.

Even large animals normally moving through such plants, rhinoceroses for example, will not be able to do so through the growth generated by the *Rankweed Hedge* Power. Harm delivered to the growth through use of cutting weapons will translate to one cubic foot per 1 point delivered, so an attack inflicting 29 points Harm would clear one cubic yard of its area. Note, though, that the cleared space would not extend above if clearing began, as it must, from the ground up. This is because of the tangling and intertwining of the vegetation engendered by the Extraordinary energy of the Power. A giant of any sort striking downwards with a huge club would have an easier time, of course, as such an assailant would not need to clear growth below about three feet height, but simply trample it down.

Other attacks that inflict Harm on vegetation will similarly affect the Extraordinary growth. For example, normal fire will likely not have much real effect on a hedge of this sort. But Extraordinarily engendered fire will certainly have double Harm on the immediate area, burning on afterwards for several ABs so as to destroy a considerable volume of the hedge, inwards and to the sides of the original point of ignition. For example, a flame-based attack normally inflicting 21-25 Harm would likely inflict 50 points initially, then an additional 40 (17-20 base) in the following AB, then 32 (13-16 base), followed another AB later by 24 (9-12 base), with 16, 10, and 4 points of harm coming on successive ABs as the fire burned out. Thus, a total of 176 square feet (a bit more than 13 feet by 13 feet square) of *ground* area would be cleared by the fire, as it burns *upwards* as well.

The barrier does not magically disappear, for once engendered the plants are rooted and continue to live and possibly grow. Of course over time the crowding and possible hostile nature of the species adjacent to one another might thin or even defoliate portions of the area of rank vegetation.

**Retard Fire** (Extreme): Upon Activation of this Supernatural Power, the shaman brings into being an energy that reduces wind force to 10% of

what it is outside the area and causes the air within the area to be damp and moisture laden. The area of effect, centered on a place the shaman can see, is equal to 1,200 yards plus the Shaman's Shamanism Ability score in *10s of yards*. Each AEP added to the Power at time of Activation increases the radius by 10 yards.

Any fire within the area of effect is reduced in temperature immediately, and within one hour, the duration of the Power's energy, it will be reduced to smoldering embers. If activated on an area not already aflame, the *Retard Fire* Power will slow fire advancing into it to a rate of one-half mile per hour. Such burning will be completely extinguished in one hour minus twice the time the Power had been active before it commenced. For example, if the Power is active for 15 minutes before fire enters the area, the fire will burn into the area for 30 minutes, then be totally extinguished. If the *Retard Fire* Power has been in effect for thirty or more minutes, fire will not burn in it. This non-inflammability will persist for a full day thereafter.

**Screen Insects** (Very Good): Through the successful Activation of this Supernatural Power the shaman creates an area in which harmful insects of all sorts, including giant-sized ones, are excluded. Those already within the affected area hasten to leave it at their fastest movement speed. The Extraordinary energy of this Power radiates from the place the activator touches outwards to a distance in *10s of yards* equal to his or her Shamanism Ability score. The duration of such screening is one week.

**Tallgrass** (Very Good): By Activation of this Supernatural Power the shaman is able to cause grass in large area to grow to a height of seven feet, or to quadruple their normal height, whichever is the greater. The center of the area is either around the shaman's person, or on a place in plain sight of the activator and no more distant than one mile, as willed by the shaman. The radius of the area of effect of this Extraordinary growth is equal in 10s of yards to the activator's Shamanism Ability score. The radius can be extended by 10 yards for each AEP added to the Power by that shaman at time of Activation.

Bamboo can become astonishingly huge thus and impassible to virtually all but the smallest creatures. Any grasses normally dangerous to move through, such as saw grass, become even more hazardous due to this growth. Regardless of such unusual cases, movement through an area affected by the *Tallgrass* Power is at 50% of the usual rate.

**Thaw** (Extreme): Using this Supernatural Power, the shaman is able to raise an air temperature that is below 32 degrees Fahrenheit by up to as many degrees as equal the activator's Shamanism Ability score. This temperature increase effects a radial area equal in *10s of yards* to the activator's Shamanism Ability, and each AEP added at time of Activation extends the radius by 100 yards. The increase in temperature is immediate and it persists for 24 hours.

Alternately, the shaman can will the radial area to be no larger than his or her Ability score in feet of distance, as little as 10% of that distance total. In so doing, the activator is able to raise the temperature of the surrounding air that is below 32 degrees Fahrenheit by up to thrice as many degrees as he or she has Shamanism Ability score. In such case, though, the maximum air temperature thus generated can not exceed 90 degrees F.

**Thorn Spray** (Minimal): Upon the successful Activation of this Preternatural Power, the shaman is able to direct from 3-12 missiles at a central target subject, with any secondary targets within a 10-foot radius of the main receiving collateral Harm. Thus, a central subject will suffer 2-8 (2d4) attacks, while any surrounding that target will take 1-4 (d4) attacks. Each Extraordinary "thorn" delivers 1-2 points of Preternatural Harm. Range is plain sight of and no more distant that 60 feet from the activator.

**Trans-Plant** (Very Strong): By means of this Supernatural Power the shaman and all worn and carried normally are able to move instantly from the point where successful Activation took place to any plant in sight at that time. Additional subjects that the shaman wishes to include may be transferred in like manner as long as they are within a radius of 15 feet of the activator. The cost for inclusion is 1 AEP per subject to be added, this addition made at time of Activation. The individual or individuals so transported arrive safely in a radius of 15 feet around the target plant.

**Treehouse** (Very Strong): This Supernatural Power enables the shaman to both enlarge a normal tree that is within 30 feet of his or her location, and to create within its upper branches a sturdy and safe place. The tree selected must be of at least 40 feet height before the Extraordinary energy enlarges it. The specimen selected will then increase in girth by 200% and in height by 50%, to a maximum height of 180 feet. The *Treehouse* Power creates a natural growth of the tree, this place being like a house built in the

branches from around the bole outwards, with a waterproof roof, solid walls, and a sturdy and thick floor. The place is safe from animal intrusion, although it has small openings that allow vision and flow of air if "unshuttered." Its height above ground will be at roughly two-thirds of the tree's height, so the taller the tree, the higher the haven. Access to the haven is through an entrance in the bole of the tree, only the shaman and those he allows to do so being able to enter this "doorway" and ascend and descend the spiraling steps therein. The interior of the haven has space for seven persons in close but not uncomfortable proximity. By investing one additional AEP at time of Activation, the interior area can be increased by 14 square feet of floor space if the tree is over 100 feet tall, each 20 feet of height over 100 allowing one such addition. The energy of this Power lasts for exactly 12 hours, then dissipates. Anything within the haven at the end of its duration is precipitated to the ground.

**Vegetate** (Moderate to Major): Activation of this Supernatural Power causes grasping, plant-like roots to assail one non-natural target area of the nature priest's choice. The activator must be in sight of the area to be affected. The effective range for Activation and size of the target area is dependent upon the Grade of its casting.

The results of the *Vegetate* Power occur over time as follows: Upon the ABC of Activation, the target begins to be covered by spreading vegetation (see chart for type). This vegetation completely obscures the target when its growth time concludes (see chart). After that time has elapsed it has taken root in the material and remains growing thereon. During the time it is growing, any attempt to dislodge the vegetation, save by fire or similar drastic measures, will be ineffective. After the vegetation has taken hold on the subject material, a building, for example, it becomes normal and can continue to grow as such if the situation allows it. The material upon which the vegetation appears is weakened as follows:

Each AB of growth of the plants engendered by the *Vegetate* Power inflicts a loss of 1% of the total Health of the structure per inch of plant penetration. Tendril, rhizome, and/or root penetration occurs to a depth of one inch per AB of growth in organic material, one-half that depth (0.5 inches per AB of growth time) when the material is mineral and non-metallic, or one-tenth that depth (0.1 inches per AB of growth time) in solid metal—brass, bronze, copper, iron, etc. Further Activations upon an area already affected do not have a cumulative effect. (See charts on Page 39. (GG/NDW)

**Vine Control** (Good): Through successful Activation of this Preternatural Power the shaman is able to cause any one liana or vine or vine-like plant that is within a radius in feet equal to his or her Shamanism Ability score to become mobile. The mobile plant will understand the simple thoughts of the activator, be obedient, and follow such simple mental direction as given to it mentally by the shaman. The plant will slither in snake-like movement fashion at a Speed BR of 12. One such plant may attack by constriction, serve as a rope, become a noose, etc. It will have a Health BR of 21-50 (random or at the LM's discretion based on the size of the local vine-like growth), and will be able to bear weight equal to 20 times its Health. It will have Attack of 1-2 constriction Harm, 3-5 if around a vulnerable area such as a throat; Defense of 6 against acid, cold, edged weapons, and fire Harm, and 12 versus other piercing or shock Harm. The plant so affected will remain active and under the control of the shaman for 5 ABs. Each AEP added to the Power at time of Activation increases the duration of mobility and obedience by 1 AB.

**Water Spring** (Extreme): Through the successful Activation of this Supernatural Power the shaman is able to open a spring of water. This might result in a trickle, an artesian gusher, or anything between. As the shaman strikes the ground or rock from which a spring of water is to come, a second Ability check is made. A special success indicates a permanent spring has been created. A success means that the spring will continue for a full week of time before drying out. A failure indicates the water will flow for only d6 hours and then cease. The amount of water generated by any spring is determined by a third Ability check. An unmodified 01 indicates an artesian fountain of great volume, something like 600 or more gallons per hour. A lesser special success will indicate a strong flow of about 120 gallons per hour. A normal success results in a slow spring of around 60 gallons an hour. Any failure indicates a trickle of water amounting to some 6 gallons an hour.

Note that in deserts and other arid places, no flow of above 120 gallons (on an 01 result) is possible. Special success in such an area results in a slow spring of 6-gallon-per-hour flow, while a failure is just that: the spring brings forth six gallons of water, then ceases permanently to flow.

**Wicker Shield** (Very Minimal): This Power enables the shaman to summon a normal large shield at will. This can be done once, immediately or anytime within the next hour. All that is necessary for the shaman to utilize the latent capacity is to raise an arm in the gesture of gripping a shield and repeat a single syllable chosen at the time of Activation. Upon utterance of the command syllable, green shoots of vegetation sprout from the activator's arm and weave themselves instantly into a large shield. The *Wicker Shield* will then absorb a total of 60 points from attacks, up to 3 per ABC. Because of the speed with which this shield is called forth, the activator can ready it before an incoming attack hits as long as either he or she has the initiative or a tie thereof, or succeeds in a check against four times Speed BR. Multiple Activations of *Wicker Shield* are not cumulative; a Nature Caretaker can have but one at the ready at any given time. (NDW)

**Woodforce** (Low Moderate): By means of this Power, the shaman is able to cause weapons that are solely made of wood to have Preternatural energy. This effect adds to each such weapon Preternatural Harm potential of 3-5 points, a Precision bonus of 5, and the wielder of such a weapon is given defense of 4 against wooden weapons striking his or her person. Upon successful Activation of the power, the shaman can touch up to four weapons to convey to them the energy of the *Woodforce* Power. The weapons normally energized thus are arrows, clubs, blowgun darts, fighting staves, javelins, staves, and throwing sticks.

**Woodsmaze** (Major): This Supernatural Power enables the shaman to cause an area of vegetation growth that is thick and above 10 feet in height—scrub forest, woodland, jungle, etc. The size of the of effect is equal in *yards* to the square of the activator's Shamanism Ability score rounded to the nearest lowest 10. The shaman must walk one side of the area after Activation success, so that from that line of march the Power's energy will then move from the shaman's person away to affect the entire locale. The area is square, and the measure is per side. This translates to the following:

| *Shamanism Ability* | *Per Side Measure* | *Area Size in Square Yards* |
|---|---|---|
| 10 | 100 | 10,000 |
| 20 | 400 | 160,000 |
| 30 | 900 | 810,000 |
| 40 | 1,600 | 2,560,000 |
| 50 | 2,500 | 6,250,000 |
| 60 | 3,600 | 12,960,000 |
| 70 | 4,900 | 24,020,000 |
| 80 | 6,400 | 40,960,000 |
| 90 | 8,100 | 65,610,000 |
| 100 | 10,000 | 1,000,000.000 |
| 110 | 12,100 | 1,464,100,000 |
| 120 | 14,400 | 2,073,600,000 |
| 130+ | 16,900 | 2,856,100,000 |

The energy of the Power causes the area to become what amounts to a labyrinth in regards to any strangers, including domestic animals, who enter it. That is, such persons and/or creatures will lose all directional sense. Abilities such as Hunt, Ranging, Rustic, and Savagery, usually enabling knowledge of direction and progress towards a desired goal, will function at a penalty of +50, with failure indicating wandering in circles; any result over 100 indicates movement in the reverse of the desired direction. Checks must be made once each hour of movement in the area affected by the energy. The Power's effect lasts for as many days' time as the activator has points of Shamanism Ability.

***Vegetate* Power: Effects**

| *Grade* | *Distance/Area* | *Vegetation Type* | *Growth Time* |
|---|---|---|---|
| Moderate | 90′/20′ x 20′ | creepers, moss, vines | 5 ABs |
| Good | 120′/30′ x 30′ | creepers, moss, vines | 10 ABs |
| Very good | 180′/50′ x 50′ | brambles, creepers, moss, thistles, vines | 20 ABs |
| Strong | 210′/60′ x 60′ | brambles, creepers, moss, thistles, vines | 30 ABs |
| Very strong | 270′/90′ x 90′ | brambles, bushes, creepers, grass, moss, shrubs, thistles, vines | 50 ABs |
| Major | 300′/120′ x 120′ | brambles, bushes, creepers, grass, moss, shrubs, thistles, vines | 70 ABs |

| *Target Material* | *Type of Vegetation* | *Depth Affected* |
|---|---|---|
| Thick wood | vines | 1 foot |
| Thin wood | mold | all |
| Soft stone | ivy | 6 inches |
| Hard stone | moss | 4 inches |
| Metal | lichen | 1/4 inch |

| *Activation Grade* | *Area of Effect* | *Growth Time* |
|---|---|---|
| Good | 2x2 | 3 ABC |
| Very Good | 4x4 | 6 ABC |
| Strong | 8x8 | 12 ABC |
| Very Strong | 16x16 | 24 ABC |

| *Additional AEPs Expended* | *Range* |
|---|---|
| 0 | touch |
| 1 | 20′ |
| 2 | 40′ |
| 3 | 80′ |
| 4 | 160′ |
| 5 | 320′ |

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**Next month, in *Lejends*:**




**Shamanism: Part 3**

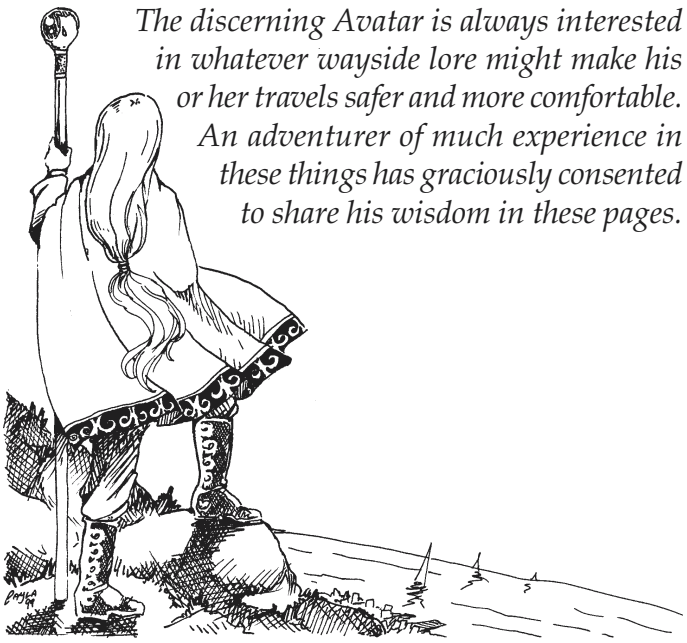
**Review: *Raven's Children***

**Creatures of Shadow**

and much more!

**Issue 9**
**available January 2002 from**
*Total Reality Studios*





*The discerning Avatar is always interested in whatever wayside lore might make his or her travels safer and more comfortable. An adventurer of much experience in these things has graciously consented to share his wisdom in these pages.*

# The Watcher's Way

By Daniel Lewis

The morn is crisp as Urgent and I are returning from the wilderlands close by our hearth and home. The Lady awaits us as she is wont to do and more so in this joyous season. The snows of the winter have been falling steadily in the highlands fronting the passes and once more we set forth to maintain their ways for traveller and trader.

As the sun rose over the lofty peaks, we arose from our respite from a long and arduous week in the high pass, clearing the snow from the peak. The cleft in the mountainside was small, yet comfortable, a kettle just starting to sound in the small fire we kept there. A stout fence before the opening with a smallish gate offers protection to many a waylaid wanderer whilst above the snow rim. As is our norm, we shepherded a train of mules up the pass carrying many a bundle of well-dried wood for keeping in the wayside. Soon the tea was prepared and after a hearty camp meal, we began the task of sealing the drafty wall for our departure, ensuring that nary a wild beast should gain access to the cave and despoil the goods we have set aside for all to use.

This is a common pass used by most of the neighboring villagers for travel in trade or trapping. I say "we"; my apprentice, Urgent Noramist, assists me cheerfully in my tasks. Always there, smiling, I truly believe that the lessons will be short and he will take the oath of a Watcher within the next two turnings of renewal. The seasons here are cold, granted. Many folk would rather spend their days before the hearth in a local pub than be about their business. I find on our brief forays to the local for a pint or two that it never takes long for Urgent to get antsy and wish to be off again out into the tree-lined hill sides or wandering down a small creek to see whither it goes.

A good man, he is. Already he knows his mind. He has become somewhat of a commodity around the townsfolk and many a fair lady requiring a bit of assistance with repairs or some such task calls upon him. Even though he resides here within the walls of Falconsflight Keep with Lady Amanda and myself, it seems as if the amount of food required has not increased at all for the household… He is quite popular and always willing to lend a hand whenever asked. Nor has he been lax in his lessons, reading the old tomes for the most part. In fact, Jasmibel's son, having lost his father in the Orc incursions not 5 years hence, is learning his letters from Urgent in the same old tomes that Urgent himself is taxed to read under my direction.

We have been back from the Waymeet for almost two months now. I have made my way to the stations under my care, taking my lad with me and introducing him around. Many of the Watchers have already grown quite fond of him, he having an infectious smile and all the charm of one who was born with an inhuman amount of luck. Upon our return from such rounds, I had to devote much of my time to addressing Captain Sandstyn's journals and the ordering of his reports and directives. While I was at the task, I gave Urgent a list of books to read into which he dove with a vengeance. Many a day I did not even see the lad, as I grew slowly weary of the papers set before me. Two weeks of naught but shuffling the heavy parchments and I was anxious to return to the wilderlands once more for a bit of fresh air.

The year has moved on and soon come the festivals of renewal and the somber pace that comes with the brisk days and cold nights. I know that once the festivals are over and the year begins afresh, Urgent and I will away to the far north to spend a month or two amongst the icemen of the floes, dealing with the problem of the Greater Snow Worms.

The wayside finished, Urgent lashed the door behind us as we made our way to the Keep. On our way home, Urgent and I searched out the largest standing deadwood we could spy on our leisurely walk down the mountain side. The custom of the Yule log is practiced here. As it is believed, the Yule log is placed in the gathering place of the town and set afire. For each day that the log burns, a month of good fortune will pass for the town and many a year has been better than just good here. The fire is never allowed to go out through the year and at the following feast, the new Yule Log is placed upon the ashes of the old and the cycle is once again renewed as the seasons.

We espied many trunks of old wood, but as is our practice, only dead trees still standing may be eligible for our taking for the Feast of Renewal. From a distance off the path Urgent located a dead trunk, fully forty feet in height with the arms of a man raised to the heavens. A hearty laugh escaped him as he dove through the remaining scrub towards the tree. I smiled and followed, my step growing springs as we bound towards the monstrous tree.

We reached the base of the giant and Urgent turned to me, his eyes glowing with joy. Surely he believed he had found the Yule Log of Logs! He tossed down his pack and quickly searched for the clasps holding his axe secure. As he pulled the head free and set himself for the first swing, I closed in behind and stopped him gently. "This one remains, it is not our Yule log. Let it stand a while longer."

"But the size! Surely this would mean the luck of ever!" he replied.

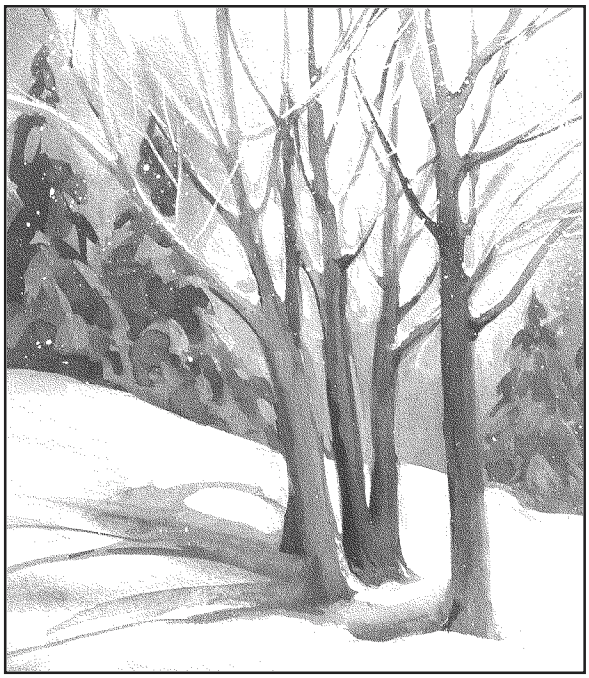
I had to take a moment and think of how to explain it to him, yet I knew I could not. "This old man has stood for longer than you can imagine. Let him rest a bit more. We'll find another together, just as good for the town." He stood for a moment, unable to understand what I was getting at, then his features softened and the light rekindled in his eyes.

"And so we shall," he said as the axe was quickly put away and his pack shouldered once more.

"Be with you in a moment, Urgent. Go check the mules and I shall catch you shortly." He smiled back, his eyes gleaming with joy, and leapt toward the path. As he started off with the mule line, I turned to the old man of the forest and felt the smooth bark, still humming quietly with life. No sign of moss existed on him and I knew he was hale and healthy. A minute longer I stood quietly listening to the thrum of life, feeling the smooth bark as I felt a hand upon my shoulder. "Happiest of years, my old friend," I said. I turned and started to the path once more, not turning to look back. "I shall see you again soon."

Happy Holidays and a most joyous New Year to all!

Ginger Falconflight



## Welcome to the
# Gamesmyth's Faire

This is the place to find players, swap game materials, and find a retailer near you who carries the *Lejendary Adventures*™ FRPG line of products. There's a place here for passing messages to other players, as well as for listings of upcoming game conventions where you can play the Adventure. And best of all, a message of up to 35 words is free!

Do you have a notice you wish to post at the Faire? Send it to us here at:

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Or e-mail it to us at LoreCollege@aol.com. We'll print as many as we have room for. Please keep your messages within the bounds of legality and good taste; we reserve the right to edit or reject any message we deem unsuitable.

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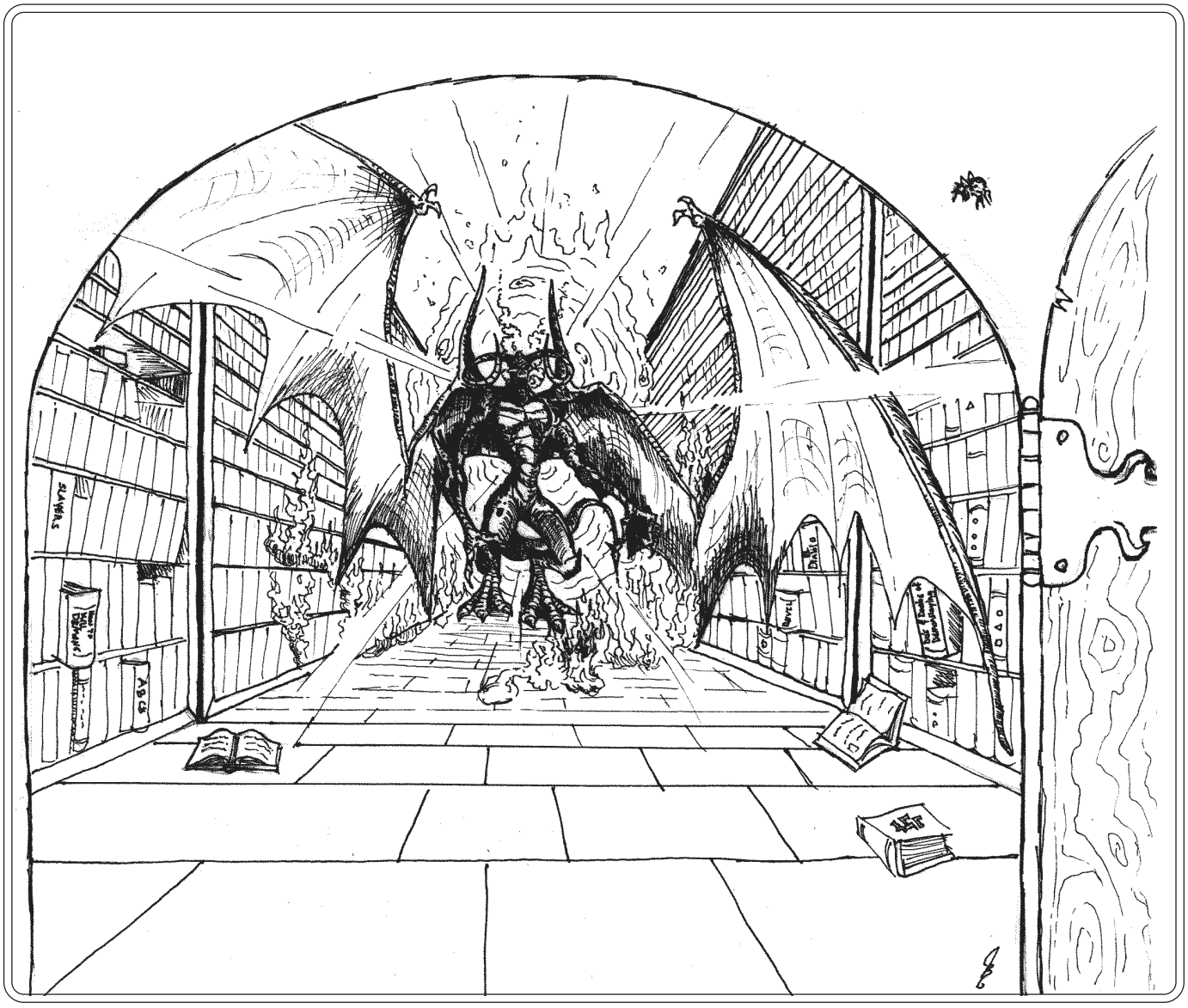
# Legends Magazine

*January 2002*
*Vol.I, Issue 9*



Within the Scroll:

## Demonchild's Gambit

*a new adventure*
*by Dan Cross and Brant Bollman*

Hekaforge Productions

Total Reality Studios



*"Now hold still, this won't hurt at all..."*

***Shamanism, Part III: Skin Markings***

**Also in this issue:**
**More Knacks and Quirks**
**Knightly Ranks**
**and much more!**

# Legends

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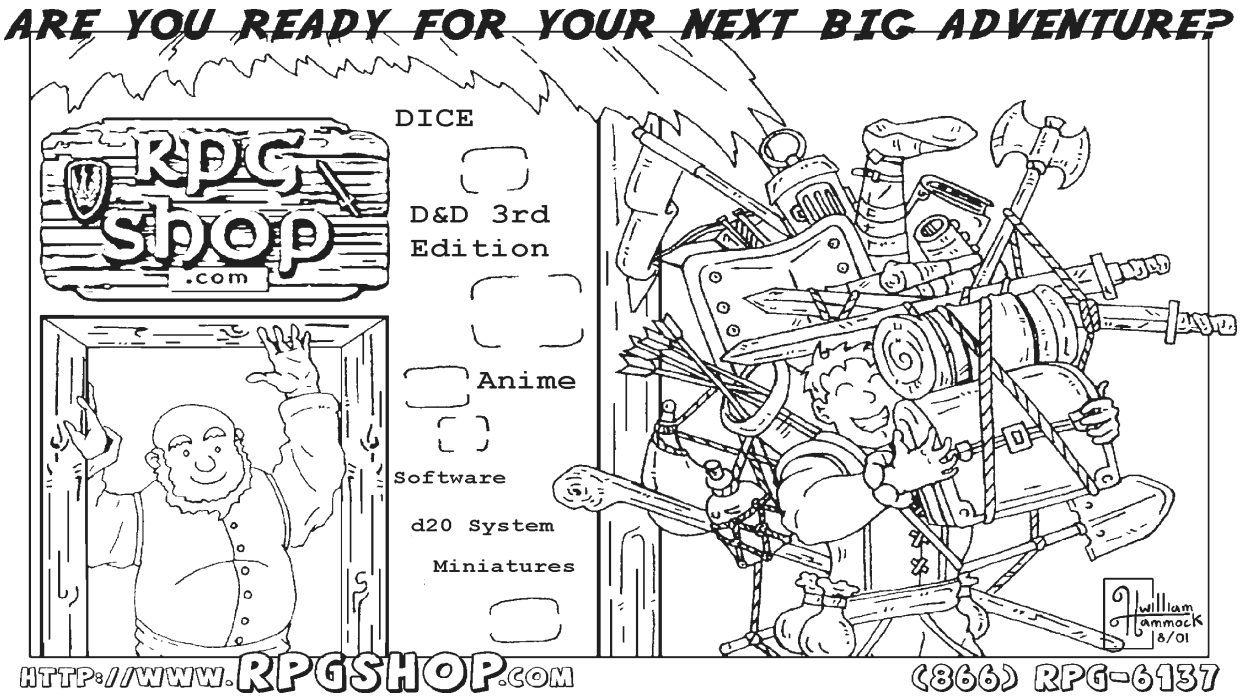

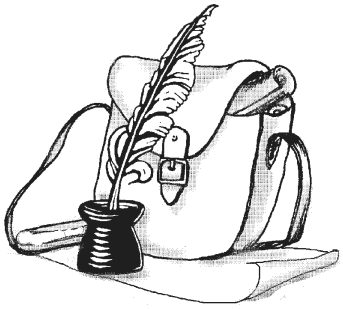

## THE COURIER'S POUCH

Greetings, friends!

When last I set pen to scroll, I mentioned that little had been heard from the Forge, but we were sure that great things were afoot. Shortly after the courier had left the Keep that day bearing my missive, a messenger arrived bearing a sooty and wrinkled scrap of parchment. Herein I read:

**From the Forge**

The forge glowed redly, and the constant hammering of the red-faced and sweating Dwarf punctuated the roar of the flames. The Dwarf smiled. His young apprentice rushed forward with a piece of iron, fully prepared to be imbued with the magic of the great Heka. The apprentice was quite a boon. Although still young, the girl showed great promise, and was always eager for new responsibilities. Although he would scarcely admit it to others, the Dwarf was secretly proud of his protégé.

Smiling he grabbed the iron from the apprentice, positioning it on the anvil. The ambitious apprentice, misinterpreting his intent, grabbed the hammer to smite the glowing metal, supposing that this was to be her opportunity to prove her mettle as a molder of the magics of the Hekaforge.

Pain raced through Dwarf as the hammer descended, crushing his left hand. The apprentice, as yet unaware of the havoc she had created, smiled at her mentor, eagerly seeking his approval. Then, with a scream of horror she surveyed the wreckage of the dwarf's left hand. Unable to face the situation, she ran from the forge, hiding nearby in the forest.

The elves were able to save the hand, although only through great effort and stressed the limits of their magics. It would be weeks before the dwarf would once again be able to utilize his full skill at the forge.

**The Hammer**

Ok, I'm going to start by stating that we had a small setback (as illustrated by the story above) rather than any new additions to our arsenal. My daughter managed to crush my left hand in the door of a van on Thanksgiving Day. Although it was somewhat serious, the prognosis is for a full recovery, and truly only two fingers were actually hurt. To say that it had no impact on our production, however, would be far from true, and such is the only important detail here. Needless to say, I have learned how to type with less than ten fingers or you wouldn't be reading this now. It has, however, cost us two weeks from production. Enough about me.

There are rumors of a licensing deal with Crookedface Productions in the offing. The plan of this company is to produce low-cost PDF (Acrobat) versions of additional material for the *Lejendary Adventure*, in both source material and adventures. Having seen some of the materials, I can only say that I am impressed with both the quality and content of the adventures they intend to publish. Although nothing is as yet finalized, I'd say that this bears watching, and will certainly be worth a look once presented.

Interested parties should also cast an eye over *The Canting Crew* by Troll Lord Productions, a definitive D20 (and generic use) book covering the clandestine workings of thieves' guilds and lifestyles. I believe that this product has already been released and is written by the great Heka himself (Gary). I have reviewed the material personally, and it kicks some major derriere.

Julian Wolfe and I are also hard at work devising a means of playing *Lejendary Adventure* utilizing "Flash" as a programming medium. Should we contrive a system of so doing that allows retention of Merit Points, a **MMPD** (Massively Multi-Player Dungeon) is not far off. I would currently recommend that you bug Chris Smith at www.lejendary.com for details of his MMUD as it looks very promising as well.

The recent health problems I have experienced have caused a rethink of production out here. I should have a new production schedule ready for publication in the next *Lejends*.

**The Anvil**

The *Gazetteer* is still at the top of the list, but suffers from my recent injuries. I will confess to having taken a hiatus to create a publication that will, for now remain unnamed, as the publishers of *Lejends* are to be among the recipients of my largess (I'd like them to be surprised). Suffice it to say that there is yet a small amount of experimentation I would like to perform on the **finished** *Gazetteer* maps before commencing production, and that several matters brought forth by the lucky few who received the PDF have also been brought to my attention. At worst, the *Gazetteer* is two weeks from the printer. The forge keeps working during the holidays (although it doesn't truly feel like work). *Noble Kings and Dark Lands* (the second book in the LE series) is already warming up in the bull pen.

*Castle Wolfmoon* has only one problem thus far. Levels 1-3 have been finalized, levels 4-5 are being tinkered with... but the module itself is, in the fine tradition of the first edition "castles," huge. Currently, the module stands at about 312 pages, gigantic by anyone's standard of comparison. We are in a quandary as to how best to produce this module. Hardcover? Softcover? PDF? Your thoughts are appreciated, and should be sent to the producers of this fine magazine (Daniel is preparing to do the final layout of *Castle Wolfmoon*, whenever it is decided) at LoreCollege@aol.com.

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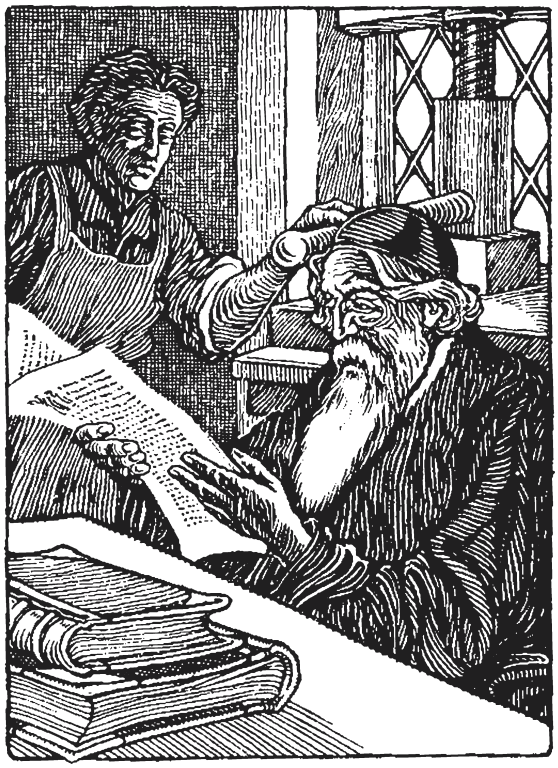


*For the Lore Masters of Lejendary Earth, no scrap of knowledge – no matter how arcane – is too little or too obscure to preserve. From time to time some small piece of their research is revealed to us for our enjoyment and edification. Enter these words into your own tomes of lore for your use and that of your Avatars!*

# SHADOWEAVINGS

## EXTRAORDINARY SKIN MARKINGS

**By Gary Gygax**

**Extraordinary Skin Marking "Items"**

Extraordinary effects can be activated through specially created skin markings on a person. These markings can be either carefully created scars or else tattoos done in ink. Persons within the organizations of certain Orders of Extraordinary Ability basis that possess Ability scores above 100 are able to create skin markings and imbue them with Extraordinary energy so as to enable Preternatural or Supernatural capacity in the individual with such a marking. Such persons act in a group, and no individual, especially an Avatar, can alone create skin markings.

Individuals of 4th or greater Rank (3rd, 2nd, 1st) can create Preternaturally energized skin markings with up to Grade V effect, while those individuals of 2nd and 1st Rank can imbue Supernatural energization.

**Optional Skin Marking Creation Rule**

The Lejend Master may modify the above to allow an individual of 8th or greater Rank to create skin markings. In such case, those of 6th through 4th Rank can create Preternatural ones; those of 3rd through 1st Rank are able to create skin markings of Supernatural sort. For further details of this option, see the Optional Power explanation at the end of this treatment.

***Number of Skin Markings***: The recipient individual can effectively utilize one such complete skin marking for every three points of Speed Base Rating he or she possesses. Additionally, each 10 points of Health Base Rating over 50 enable one additional skin marking, and so does each 10 points of Precision Base Rating over 50.

***Activation***: Activation of the Extraordinary Power imbued by the skin marking requires such normal Activation Energy Points as are called for by the particular item, and these AEPs are drawn from the individual with the marking.

To activate any skin marking the device must be in plain sight if defensive, or "pointed" at the target subject and concentrated upon if offensive; in all other cases the marking must be touched by the possessor to bring it into operation.

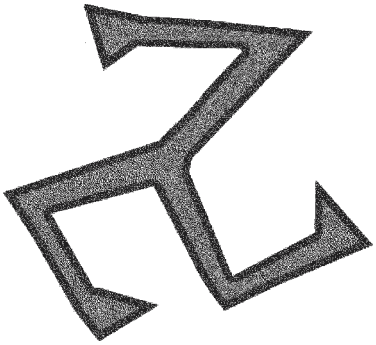
***Scarification***: Whether caused by cuts and insertions therein, or from burns, scars can be created by an *Ecclesiastic* or *Shaman* Order group, or a *Witchery* Coven.

***Tattoos***: Tattoos can be made by a *Demonurge*, *Mage,* or *Shaman* Order group.

***Coloring***: Skin markings can be in various hues, one or more colors included. Thus, while the basic color might be a blue or black, inclusion of dyes, inks, or pigments to give other hues to the mark are possible and might even be required. Unless otherwise specified, the colors are a matter for the LM to decide.

***Shape and Size***: Both features are also generally left to the discretion of the Lejend Master. See the various descriptions below for guidelines in regards to shape. Size is generally very small to small—about four square inches of skin. Where attacking animals are concerned, the markings might well be considerably larger. A tattooed depiction of

a hippopotamus or a rhinoceros, for instance, would generally cover a large skin surface, while one of an elephant would be even larger in surface area, and a great snake could coil around limb or body.



**Powers of the Skin Markings**:

***Ability Symbols*** (Supernatural): An *Ability Symbol* enables the bearer of the skin marking to use it as if he or she had the Ability imbued in the symbol. The one causing the symbol marking must possess the Ability. The score for the imbued Ability of the symbol is one-half (50%) of the score possessed by its maker. As long as the symbol remains on the skin of a subject, that individual can never possess the actual Ability, but only invoke it through the symbol. If the Ability is of Extraordinary sort, the symbol is a singular, Power-evoking one and is treated below under *Power*.

The cost in AEPs to activate and employ an Ability Symbol for a period of not more than 10 minutes is 10% of the score of the imbued Ability, rounded off. For example, Stealing Ability at 35 costs 4 AEPs to utilize, as does such Extraordinarily imbued Ability at 44.

*It is incumbent upon the Lejend Master to decide exactly what symbol marking indicates which Ability.* If such marks were described here, all players would quickly know what an Avatar's or NAC's symbol enabled.

***Armor Symbols*** (Preternatural): Generally speaking, such a skin marking is imitative magic in the form of what might actually provide such protection, a picture or likeness of such a device. Thus, brickwork, crocodile-hide markings, a sea shell, shield, stone, or turtle's shell might be shown. Each 10 Ability score points possessed by the one in charge of creating the protective mark provides one point of normal armor protection and one-half point of protection against Preternatural Harm. Note that in so doing, the bearer of the marking foregoes the wearing of actual armor of any sort other than skin paints. Also, no more than one scarification or tattoo mark will be efficacious. However, a lower Ability score mark can be augmented later on, expanded so as to raise the degree of protection. For example, a tattoo of alligator skin might be surrounded by an iron-studded shield rim in an Activation raising it from 10 to 14 points. Each time Harm is prevented by such skin markings the bearer automatically expends one AEP.

***Armor Against Harm from an Element Glyphs*** (Supernatural): Alone or in conjunction with an Armor Symbol, this skin marking serves to ward the one bearing it from Harm coming from a single element. Air symbols include winds and electrical forms of Harm. Earth includes natural associated elements such as clay and rock, suffocation in soil or sand, but not worked metals. Fire includes flame, heat, and even lava. Water includes cold, drowning, and ice. Harm prevented is 50 points per incident, so the one so protected is by no means invulnerable. These glyphs will be generally associated with the element to which they are attuned, or the skin marking might be something evocative of the element such as a fan for air, a spade for earth, and so on. Each time Harm is prevented by such skin markings the bearer automatically expends one AEP.

***Attack Animal Pictograms*** (Supernatural): The skin marking depicts a particular dangerous animal, as small as a spider or as large an elephant, with all animals between included. When touched with the will to activate, the depicted animal disappears from the skin of the invoking individual, and appears as an actual creature beside that individual. The animal is telepathically linked to and controlled by the one whose skin marking generated it. It has maximum possible Base Ratings and will move and attack exactly as would a natural animal of its kind but with a Preternatural Harm bonus of 6-8 points added to each separate attack, performing as directed by the one who invoked it. If it is killed, the person with the skin marking suffers loss of his Health Base Rating equal to 50% of the Health BR of the animal, and the skin marking is lost to the individual. Otherwise, the animal will return to a mere skin marking when so willed, and any Harm suffered will be healed in the process. Activation cost is 10 AEPs, or equal in AEPs to 50% of the animal's Health BR, whichever is greater. (GG/AK)

***Enhanced AEP Depiction*** (Preternatural): The bearer of such a marking can at will exchange one point of Health for one AEP. This inflicts Harm on the individual even as it gives him or her additional energy for Activations. The skin marking for such a Power is generally sympathetic and imitative, such as a human figure gesturing as if activating a Power. There is no AEP cost for use of this Power.

***Enhanced BR Hieroglyphs*** (Supernatural): Each such pictogram links the Health, Precision, and Speed Base Ratings of the individual to his or her spirit force. This linkage enables the bearer of the skin marking to transfer instantly AEPs to create false totals for these Base Ratings. Each AEP translates to 1 point of Health or Precision BR, or one-quarter point of Speed BR. The false total for Speed enables only movement and like actions, not greater numbers of Activation Energy Points. The false total achieved thus is removed first when Harm or other loss is concerned. It lasts otherwise for one hour. There is a cost of one AEP for each 5 other AEPs transferred to create a false BR total.

***Negation Pictograms*** (Supernatural): This form of skin marking negates any Preternatural Activation, the amount of hostile AEPs used to energize it draining a like number from the protected individual. Should the marked individual have insufficient AEPs to power the Negation Hieroglyph, the attacking Activation succeeds, and the skin marking is destroyed in the process. Typical markings for this Power are similar in appearance to magical circles, pentagrams, thaumaturgic triangles, etc. (JRT)

***Power Runes*** (Preternatural to Supernatural): These runes enable the Activation of a single Power of the type known to and possible to be used by the Order or Coven placing their skin marking on the individual. The depiction borne on the individual's skin can be of virtually any sort of rune or glyph that is in some form evocative of the Power contained. Activation of the rune requires one more AEP from the individual than would be necessary of it were being activated by a person with a memory tablet bearing the same Power. The time required for Activation is the same, but there is a delay of one ABC required after Activation before the Power can be tapped again.

While any listed Power appropriate to the creator of the skin marking is possible, the following are possible only for the indicated Order and/or Coven:

*Energy Pool Mark* (Supernatural): Created by a Mage Order, this skin marking is not singular, and all bearing a like one are able to link when physically touching each other. This linkage enables one member of the pair or group to draw upon the Activation Energy Points of the other person or persons, in effect creating a pool of the AEPs of all so linked to enable far greater Activation potential and use.

*Helping Spirit Mark* (Preternatural): Created by a Shaman Order, this mark is a pictogram linked to an intelligent spirit of most minor sort. When the bearer of the mark is bound or imprisoned, he or she can activate the marking. Each ABC that the helping spirit is active costs 1 AEP, but it can reconnoiter to a distance of 50 feet, move at 25 speed, communicate with the individual telepathically, and even become semi-material in one ABC so as to be able to manipulate and/or move small, light objects weighing up to six ounces. (GG/AS)

*Recall Past Symbol* (Supernatural): Created by an Ecclesiastic Order, this mark enables the bearer to see in ghostly fashion such events as transpired in his or her immediate area, a radius equal to up to 60 feet around him or her. The cost in AEPs is one per minute spent viewing the past, plus one AEP for each month in the past in which events are to be seen. For example, if the activator wished to see what happened a year ago, and the review required 10 minutes time, the total AEP cost would be 12 (moving back 12 months time from the present) plus 10 AEPs for the time spent watching the events of a year ago—a total of 21. (GG/AS)

*Seer's Glyph* (Supernatural): Created by an Ecclesiastic Order, this mark appears similar to a hieroglyphic or runic eye placed on the middle of the subject's forehead. The skin marking acts as a combined Psychogenic Ability *Nictoscopy, Parascopic Sense,* and *Sixth Sight* Powers, with Activation/use AEP cost the same as if one or the other of the Powers were being employed by someone with Psychogenic Ability. (JRT/GG)

*Sentient Sigil* (Supernatural): Created by a Shaman Order, this is a sentient spirit creature contained by the skin marking. When activated at the cost of 1 AEP, it can either use telepathy to communicate privately to the activator or speak aloud in a voice similar to a human's. The activated spirit so contained has limited control of the body part it is on, and is able to activate one to three

previously chosen Shamanism Ability Preternatural Powers independently, just as if it were a person, drawing AEPs from the bearer. There is a certain drawback to this skin marking, as the spirit activated is able to possess the bearer automatically in times of conflict. The individual with the *Sentient Sigil* can not command the activated spirit in such a case, and it acts as it wills—this spirit has an independent consciousness. On the positive side, if activated, the spirit contained in the marking can act on its own even if the bearer is unconscious or otherwise incapacitated. (JRT)

*Striking Rune* (Preternatural or Supernatural): Created by a Mage Order, this skin marking is made upon the bearer's weapon hand or arm, a duplicate of the rune placed at the same time on a weapon. Thereafter, when using the weapon with the same rune inscribed, the bearer gains a Precision bonus of 10 (if a Preternatural marking) or 20 points (if a Supernatural marking), this bonus counting as a deduction from the d% roll to determine successful use of Weapons Ability. (JRT/GG)

*Unspeakable Symbol* (Supernatural): Created by a Demonurge Order, this skin marking can be placed anywhere. Of course it is usually done on some hidden part of the subject's body. It prevents possession of the individual by any nether spirit, for the bearer's personality and name become impossible for such spirit entities to hold unless the Unspeakable Symbol is known to that spirit. (GG/JRT)

*Vampiric Sigil* (Preternatural): Created by an Augur (formerly Warlock) Order or Witch Coven, this mark is a red scarification or a tattoo made with red dye/ink. It is always located on the palm of the hand, and its Activation is by touch upon the exposed flesh of another person. This touch drains 4-16 (4d6) Health from its target, with half of the drained points accruing to the marked attacker to replace lost points of Health, or else accruing as a false score above normal Base Rating total. Any portion of this false total that remains after Health lost in the meantime has been replaced will dissipate in 10 minutes. The cost of using this Power is 5 AEPs, and a missed touch means the AEPs expended are lost. (JRT)



**Loss of a Skin Marking**:

Any loss of a skin marking not only ends the Extraordinary capacity formerly conveyed to the bearer but also brings physical Harm to Health. Loss is possible as is detailed above in some of the descriptive text. Other loss due to trauma (such as skin excision, marring of the mark from acid or fire, etc.) destroys the efficacy of the skin mark. Unless otherwise indicated, the bearer loses 15 points of Health if the skin marking was of Preternatural sort, 30 points if Supernatural in nature.

If the Optional Skin Marking Creation Rule is used by the Lejend Master, then the following Power must be added to the following Extraordinary Ability sections:

**Demonurge Ability:** Augur (formerly Warlock) Order application only
**Enchantment Ability:** Mage Order application only
**Shamanism Ability:** Shaman Order application only
**Theurgy Ability:** Ecclesiastic Order application only
**Witchery Ability:** Coven application only.

**Skin Marking** (Extreme) By means of this Supernatural Activation, the Augur, Ecclesiastic, Mage, or Shaman Order, or Witch Coven, individual of 8th or better Rank is able to make a skin marking on himself or on another individual.

The energy imbued by the one making the mark can be of Preternatural (Grades I through V) sort if the maker is under 4th Rank, or of Supernatural (Grades VI through X) kind if the one using the underlying Power to cause scarification or tattooing is of 4th or greater Rank in the Order.

Each skin marking requires one full week of time to complete, plus another week of time to heal and begin to function in Extraordinary fashion.

Scarification and tattoos have various effects according to the capacity and intent of the one causing the skin marking and imbuing it with energy. The cost in AEPs in addition to the base cost for activating this Power (12) is five points per Grade of the effect. For example, a Grade V skin marking requires 12 + 25, 37 AEPs.

The different skin markings used by those possessing any of the five Extraordinary Abilities (Demonurges, Ecclesiastics, Mages, Shamans, and Witches) will form the subject of another forthcoming column. Readers are, as always, invited to submit their suggestions for these skin marking effects to Gary via email at ggygax@genevaonline.com.

**MEDICINE ORDER**

Upper Society in Primitive Cultures, Upper Lower Society in Advanced Cultures.

The association of nature-spirit priesthood persons who practice the Extraordinary Ability of Shamanism. These are an Order akin to that of the Ecclesiastic one, but with less formal organization. Shamans of all sorts are assumed to be gathered together in a loose confederation that encompasses all of the Ceremonies of the Ability. They are found in most of the world's nations, located mainly in remote and rural to wilderness places however. They are recognized and honored in primitive states, by the people with whom they are in contact in more advanced states, in the latter case mainly by those who understand the spirit world. Ecclesiastics, for example, and all others who are steeped in Extraordinary activations know of them, sometimes support, or actively oppose, the Medicine Order. Typical places for association are nature temples and shrines, rural villages, periodic tribal gatherings, a few urban ghettos, and locales in which natural spirit forces occur—sacred caves, unusual hills, groves, pools, waterfalls, etc.

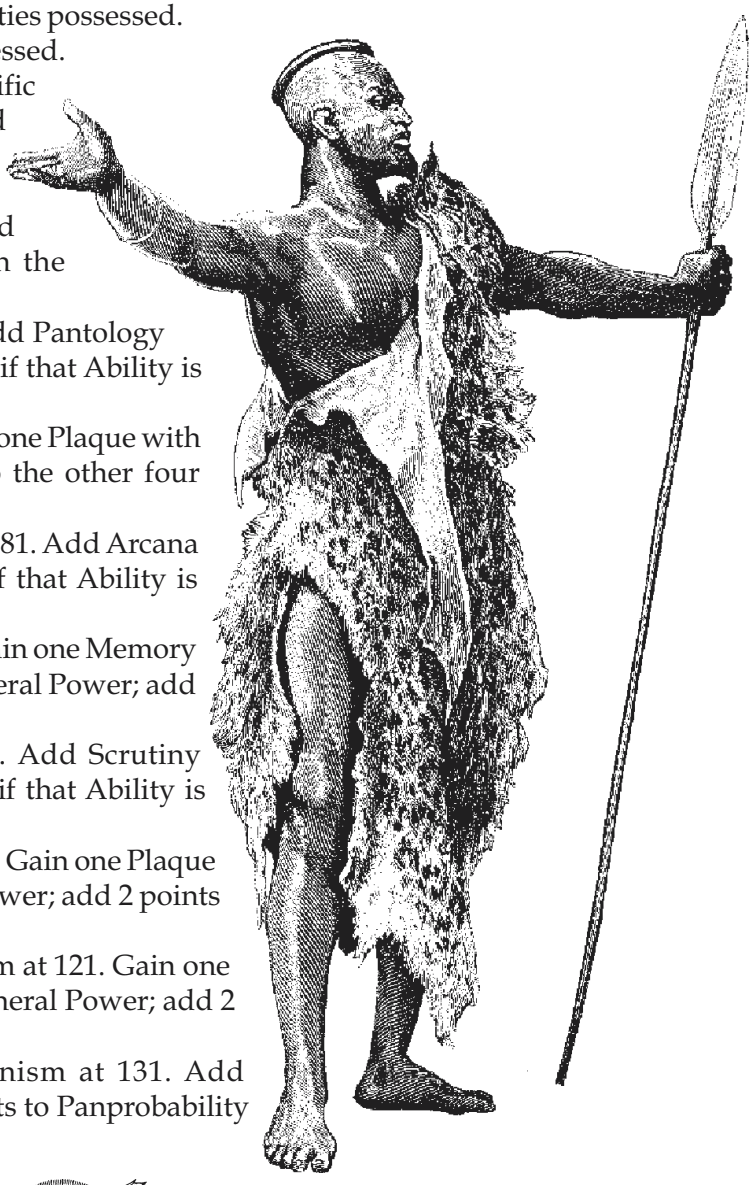
Their five required Abilities are: **Shamanism**, **Nomadic** *or* **Rustic** *or* **Savagery**, **Weapons**, **Divination**, plus **Archery**.

**12th Rank, Spirit Seeker**. Shamanism only possessed. No benefit save contact.

**11th Rank, Friend in Spirit**. Shamanism and Nomadic *or* Rustic *or* Savagery possessed. Gain one General Power of Shamanism Ability; Lodge membership available; add 2 points each to both Abilities possessed.

**10th Rank, Brother in Spirit**. Shamanism, Nomadic *or* Rustic *or* Savagery, and Weapons (in third place) possessed. Add 2 points to each of the three Abilities possessed.

**9th Rank, True Shaman**. All five Abilities possessed. Gain one Memory Tablet with a Ceremony-specific activation; add 2 points to each of the five required Abilities possessed, but addition to Shamanism Ability can not then cause the Avatar to move to a higher (numerically lower) Rank. If this would occur, limit addition to the last point total in the category, i.e. 60, 70, etc.



**8th Rank, Tribal Shaman**. Shamanism at 61. Add Pantology Ability at 20, or else add 10 points to Pantology if that Ability is already possessed.

**7th Rank, Clan Shaman**. Shamanism at 71. Gain one Plaque with one Ceremony-specific Power; add 2 points to the other four required Abilities.

**6th Rank, Shaman of the People**. Shamanism at 81. Add Arcana Ability at 20, or else add 10 points to Arcana if that Ability is already possessed.

**5th Rank, Greater Shaman**. Shamanism at 91. Gain one Memory Tablet with one Ceremony-specific and one General Power; add 2 points to the other four required Abilities.

**4th Rank, Spirit Shaman**. Shamanism at 101. Add Scrutiny Ability at 20, or else add 10 points to Scrutiny if that Ability is already possessed.

**3rd Rank, Medicine Shaman**. Shamanism at 111. Gain one Plaque with one Ceremony-specific and one General Power; add 2 points to the other four required Abilities.

**2nd Rank, Great Medicine Shaman**. Shamanism at 121. Gain one Plaque with one Ceremony-specific and one General Power; add 2 points to the other four required Abilities.

**1st Rank, Spirit Medicine Shaman**. Shamanism at 131. Add Panprobability Ability at 30, or else add 15 points to Panprobability if that Ability is already possessed.

# Ceremony of Unseen Forces

By Gary Gygax

**Observance of Unseen Forces:**
**Instruction of the Spirit Worker:** (Ceremony: Extreme)
**Call Up Sky Spirit:** Major
**Masque of Assimilating the Unseen:** Strong
**Masque of Propitiation of the Unseen:** Strong

**Powers**

Grade I, Very Minimal:
1. Free Physical Bonds
2. Longshot
3. Medicine Club
4. Seeking the Spirits

Grade II, Minimal:
1. Animal Spirit Armor
2. Fleetfoot
3. Manna Weapon
4. Medicine Paint

Grade III, Low Moderate:
1. Fascinating Flames
2. Greenbeing
3. Manna Shield
4. Medicine Point

Grade IV, Moderate:
1. Contacting a Spirit
2. Jungle Mist
3. Medicine Power of Health
4. Medicine Power of Speed

Grade V, Good:
1. Determine Auspices
2. Increase Another's Hunting Ability
3. Increase Another's Ranging Ability
4. Increase Another's Savagery Ability
5. Increase Another's Stealth Ability
6. Increase Another's Waylaying Ability

Grade VI, Very Good:
1. Human Spirit Armor
2. Increase Another's Archery Ability
3. Increase Another's Weapons Ability
4. Monkey Agility

Grade VII, Strong:
1. Fearlessness
2. Hunting Spirit
3. Killing Spear
4. Ward Against Animals

Grade VIII, Very Strong:
1. Commune with Local Spirit
2. Forest Giant
3. Manna Shell
4. Ward Against Decay
5. Ward Against Venomous Creatures

Grade IX, Major:
1. Enlist Spirit Guide
2. Folding Roads
3. Mighty Animal
4. Tundrastretch
5. Ward Against Fire

Grade X, Extreme:
1. Greatcat
2. Sign of Turning
3. Spirit Reading
4. Tabu Object
5. Tabu Place

**Ceremony, Call-up, Masque, and Power Descriptions**

**Ceremony of Unseen Forces:**

**Instruction of the Spirit Worker** (Ceremony: Extreme): This is a necessary Ceremony of the medicine man that is enacted prior to any Calling Up or Masque of this Ceremony. Without first activating it, no Calling Up or Masque will have any meaning, for through the Ceremony an energy channel is opened and through it comes the force for the completion of such special Activations. After Propitiation and Votive preparations, Activation of the Observance ritual requires at least another three minutes of time spent chanting, singing, dancing, praying, and/or other ritual activities.

**Call Up Sky Spirit (Major):** The presence of benign, ghostly spirits is intuitively felt by the medicine man and shaman all around his or her person. When calling up a Sky Spirit, these ghostly presences are combined and focused through the will of the shaman to suddenly become a separate and singular being. The "body" of the spirit called is comprised of each ancestral ghost that exists within a radius of the activator equal in furlongs (one-eighths of a mile) to the activator's Shamanism Ability score. The Sky Spirit can utilize the eyes and ears of the shaman as its own sense organs but does not possess the activator's body or mind. In addition to seeing through the eyes of its invoker, this spirit can telepathically sense and alert the shaman to approaching danger within a five-mile radius, provided the danger is caused by a creature or spirit being opposed to the shaman. The Sky Spirit will remain on guard thus for as many days as the activator has points of Shamanism Ability. As long as the shaman remains within the area from which the Ancestral Spirit has been summoned, it will be able to alert him or her.

In extremis, the shaman can invest additional AEPs to cause the Ancestral Spirit to take corporeal

form and physically assail foes. This investment of AEPs is after Activation, and the result is a *Revenant Entity* with the following statistics:

***H: 95 P: 80 S: 20 (70 AEPs)***

***Abilities at 100:*** Arcana, Savagery, Stealth, Waylaying

***Abilities at 80:*** Hunt, Physique, Scrutiny, Tricks

***Abilities at 60:*** Planning, Shamanism (Unseen Forces Powers), Unarmed Combat, Weapons

*Attack:* Preternatural spear (missile): 1-20 penetration Harm + 26 (Physique, Savagery, and Tricks Abilities) Harm + 6-8 Preternatural Harm; range 90, speed 2, P bonus 10 = 80 score to hit. Also: Preternatural hatchet (missile): 2-20 penetration Harm + 26 (Physique, Savagery, and Tricks Abilities) Harm + 6-8 Preternatural Harm; range 60, speed 2, P bonus 0 = 70 score to hit. Preternatural lasso (missile): 1 Harm, special (special success equals garrote attack, unprotected throat inflicts automatic 6-9 Harm per ABC, no outcry possible); range 30 (3-foot radius), speed 4, P bonus 0 = 70 score to hit; lasso has Health of 50 points that must be reduced to 0 or less to sever it. Preternatural club, huge: 5-20 shock Harm + 26 (Physique, Savagery, and Tricks Abilities) Harm + 6-8 Preternatural Harm; range 4, speed 6, P bonus 0 = 70 score to hit.

*Defense:* 90% undetectable until attacking. Its Preternatural energy provides 20 points of armor protection against piercing Harm, 10 against all other forms of Harm save that of Supernaturally energized Extraordinary sort.

***Invulnerabilities:*** Any and all fear, leeching of Base Rating points, and possession; attacks employing cold or positive energy.

The Revenant Entity will move as swiftly and stealthily as possible, to seek out the evil intruder(s) in the effect area and attack them with cunning. The Revenant Entity will remain material and perform thus for one hour per AEP expended by the shaman to bring it into physical manifestation.If destroyed in material form, the Revenant Entity simply becomes non-material and returns to the surroundings.

This Calling Up can be performed no more often than once per month in the same area.

**Masque of Assimilating the Unseen** (Strong): When this Masque is activated and performed successfully in the hour immediately following its Extraordinary initiation, the shaman brings to his or her person the capacity to assimilate one special characteristic of one sort of Unseen Spirit entity during the following day. The Masque's assimilation energy lasts for one day after it has been activated. At any time during this period the shaman can then assimilate spirit forces. Actual assimilation of the forces requires the shaman to expend another 10 AEPs when these are taken, but the transition is instantaneous at the time the activator wills it. The particular capacity or capacities gained thus, and the duration of assimilated forces, are given below:

*Animal Spirit*: The shaman becomes hairy and wild-looking, will not be attacked by natural animals, and gains triple human-norm sensory capacity, a Speed BR increase of 4, and Stealth Ability of 50 or a bonus to existing Stealth of 20%. As desired, the shaman can in one ABC alter form to *appear* to be an animal of from 50% to 200% of his or her normal size and weight, or likewise resume his or her own form. This persists for one hour or until the shaman dismisses the spirit energy.

*Earth & Stone*: The shaman gains (additional) protection of 12, is invulnerable to Harm from earth and stone (including falling Harm when impacting such), loses 2 from Speed BR as a penalty for this, and as long as his or her feet are in contact with earth or stone lost Health BR points are regained at the rate of one per ABC. As desired, the shaman and all normally worn and carried can in one ABC of time merge with soil to become hidden or likewise re-emerge. This persists for one hour or until the shaman dismisses the spirit energy.

*Plant Spirit*: The shaman will not be attacked by any flora, can move through the thickest tangles of growth as if it were open terrain, gains immunity to blunt weapon/shock Harm, is 90% undetectable when in foliage and not moving, and gains Stealth Ability of 70 or a bonus to existing Stealth of 30%. As desired, the shaman and all normally worn and carried can in one ABC merge with any large plant to become hidden or likewise re-emerge. This persists for two hours or until the shaman dismisses the spirit energy.

*Rain & Water*: The shaman's body and all normally worn and carried becomes as transparent as pure water; he or she can swim tirelessly at a rate equal to his or her normal running movement rate and can breathe when underwater. When not in water the transparency of form makes the shaman 90% undetectable when more than 90 feet distant, and scent and sound will never betray him or her. Piercing Harm is ignored, and shock Harm is reduced by 20; however, the shaman can not use normal weapons at all. If the shaman grapples an air-breathing opponent, that subject suffers 1-2 points of drowning

Harm per ABC held thus. As desired, the shaman can in one ABC become a veil of mist that covers a 20 by 20 foot area, or else flow into pool form, or actually seep into the soil and become hidden or likewise re-emerge. This persists for three hours or until the shaman dismisses the spirit energy.

*Wind Spirit*: The shaman's body and all normally worn and carried becomes as transparent as air; he or she can move along the ground or fly tirelessly above it to a height of 1,000 feet at a rate equal to his or her normal running movement rate, can move where a gust of air can go. The transparency of form makes the shaman undetectable to normal senses other than that of touch, as the spirit form generates a continual air movement equal to a wind of between 3 and 5 MPH. Extraordinary means of vision are required to see the wind form of the shaman. All normal Harm is ignored, but winds over 40 MPH directed at the shaman inflict 1 point of Harm per MPH over 40 to his or her Health. Extraordinary Activations affecting air can Harm the shaman. When in Wind Spirit form the shaman cannot use normal weapons at all. Activation of Powers is done normally, but the origination source of many such Activations will give away the location of the shaman. As desired, the shaman can in one ABC become a fog cloud that covers a 20 by 20 foot area. This persists for four hours or until the shaman dismisses the spirit energy.

This Masque can be performed once per week only.

**Masque of Propitiation of the Unseen** (Strong): Through the successful Activation of this Masque, the shaman seeks forgiveness and redemption for any and all errors and sins he or she has committed in the past, so as to be acceptable to the unseen forces and spirits of the environment in regards to future actions and Activations. The Activation also treats the failings of the people the shaman serves, so that they too are acceptable. After initial energization, the shaman, arrayed in ceremonial garb, with objects of propitiation and summoning appropriate to his or her environment and wearing a suitable mask, must chant and dance for one minute for each wrong thought held, five minutes for each minor improper action, and one full hour for any major wrong or transgression committed. A general rite for the people occupies another one to four hours, and all persons seeking harmony with the unseen spirits must join in this part of the Masque.

It is normal for a shaman to perform this Masque once each week, the normal duration of chanting and dancing being from 15 to 45 minutes. In the case of many major errors or transgressions against the unseen, this Masque *must* be performed before the shaman can use any other Powers at all.

**Powers**

**Animal Spirit Armor** (Minimal): By means of this Power the shaman provides him or herself with armor of 6 points protection against Animal Evil Spirits. The Power also affords protection from leeching attacks that affect Base Ratings, by reducing such losses by 50%. This energy lasts for 1 hour for each AEP expanded at Activation or until protection from Base Rating leeching attacks exceeds the individual's Speed score, which ends the Power's effect. This provides protection against Evil Animal Spirits only, not Human ones of any sort. (KDD)

**Commune with Local Spirit** (Very Strong): Through the Supernatural energy of this Power the shaman is able to mentally contact the spirit that inhabits the immediate area. When activated successfully, mental communication is established. The spirit will be one of natural and generally neutral sort—animal, plant, earth, rock, or water. It will know most about its own nature, but such a being has general knowledge of what has happened and is happening in its locale. Precise information is unlikely unless it pertains to the spirit's own kind. The spirit can accurately provide such information in an area of 100 yards per point of Shamanism Ability score the activator possesses. The spirit contacted will know the shaman's general intent and mores. If not these are not antithetical to the spirit, it will provide such answers as it can for at least three questions, or as many as eight if the shaman is sympathetic in general beliefs and mores. Once all questions have been answered, contact is broken. This Power can be activated no more frequently that once each day.

It is incumbent upon the Lejend Master to manage the part of the natural spirit, and to provide answers such a being might supply according to its kind. As an example, an animal spirit would know of animals, where they roamed, what was hunting them, any strange and remarkable things that had been witnessed by them, and so on.

**Contacting a Spirit** (Moderate): By means of this Power the shaman can make contact with, and possibly gain guidance or information from, a spirit whose presence is noted by the shaman. The spirit

will relate any information that it had in life, or has as a general member of its species. One simple question per added AEP expended at time of Activation may be asked, although this must be determined before allotting these extra AEPs. The spirit will stay for 2 minutes realtime or until all available questions have been asked.

**Determine Auspices** (Good): When successfully activated, the Preternatural *Determine Auspices* Power enables the shaman to seek a "good" or "bad" (favorable or unfavorable) augury for a proposed action or set of actions. No further details than stated can be determined by this Power. For each variable within the proposed action the shaman must add 1 AEP at time of Activation.

*Examples:*

"Should (singular pronoun or noun) go alone?" is a single variable.

"Should (plural pronoun or noun) go?" is a variable requiring 1 additional AEP.

"Should (plural pronoun or noun) go with (singular pronoun or noun)?" is a variable requiring 2 additional AEPs.

"Should (singular pronoun or noun) go with (plural pronoun or noun) today?" is a variable requiring additional 3 AEPs.

"Should (singular pronoun or noun) go with (plural pronoun or noun) to the westward today?" is a variable requiring 4 additional AEPs.

**Enlist Spirit Guide** (Major): The Supernatural energy of this Power enables the shaman to mentally contact that single free-roaming spirit entity that is in the immediate area. When activated successfully, mental communication is established. The spirit is one of natural and generally neutral sort—animal, water, or wind in most likelihood. Because it is not tied to a specific locale, it will know the terrain and location of a considerable area. The physical area in which the spirit can accurately serve as a guide is equal in radius to one mile per point of Shamanism Ability the activator possesses. The spirit contacted will know the shaman's general intent and his or her mores. If these are not antithetical to the spirit's own, the spirit will lead the shaman to any place it knows of that is within its range. If there is some conflict between the activator's intent and that of the spirit's, a second check against Shamanism Ability must be made, and only if it succeeds will the spirit actually guide the shaman. A +10 penalty is applicable to the check if the spirit is merely tolerant of the shaman. If it is hostile to the shaman, the penalty is +20 or more. In case of opposition the shaman can use AEPs at the time of the second check to counter the resistance (penalty) of the free-roaming spirit entity.

Once a spirit guide has been obtained, it will remain with the shaman until the destination is reached. While serving as guide the spirit will, if not hostile to the shaman, warn of known perils or dangers it perceives along the way. Of course, the free-roaming nature spirit is by no means omniscient.

**Fascinating Flames** (Low Moderate): By means of this Preternatural Power the Shaman is able to use the flames of a normal fire. The activator and the subject or subjects of *Fascinating Flames* Power must be within 30 feet or less from the source of the flames. There are three forms of the Power, and before Activation the shaman must mentally determine which is to be energized.

*Convince* effectively gives the shaman a score in Pretense Ability equal to his or Shamanism Ability score, as the subject stares at the flames. The activator has one minute in which to state 30 or fewer words on whatever the subject is to be convinced of, and a check against Shamanism Ability score determines the success of the attempt. For each subject above one to be convinced thus, the shaman must invest an additional 3 AEPs at time of Activation.

*Drowse* enables the shaman to speak or sing in such a manner as to cause the subject to slip into a light doze if otherwise alert, or a sound sleep if already drowsy. The period of light slumber continues for 10 ABCs after the activator's speech or singing ceases. If the subject is asleep, that state will persist for no less than 10 minutes. Loud noise or forceful contact will negate this effect. For each subject above one to be made drowsy or sleeping thus, the shaman must invest an additional 2 AEPs at time of Activation.

*Hypnotize* enables the shaman to speak in a monotonous manner or drone as he or she implants a single suggestion of no more than 12 words in the mind of the subject. This will take no less than one minute to complete, but there is no check as to success; if uninterrupted, the activator succeeds automatically in planting a hypnotic command. Note that self-destructive or obviously life-threatening commands or those that are completely foreign to the subject's nature will not be followed. Such suggestions break the hypnotic energy that is lulling the subject's mind into a receptive state. For each additional subject to be hypnotized thus, the shaman must invest an additional 4 AEPs at Activation.

**Fearlessness** (Strong): When this Supernatural Power is activated successfully, all creatures (including humans and their ilk) that are allied with or friendly or sympathetic to the shaman, that hear him or her speak and are not further from the activator than his or her Shamanism Ability score in feet, become fearless. All affected thus need not check morale, and will fight relentlessly without flinching for seven minutes after the Power is activated.

**Fleetfoot** (Minimal): When this Preternatural Power is activated successfully, the shaman or an individual touched, including an animal subject, is empowered to move at twice normal movement rate. The energy of this Power lasts for three minutes. Each AEP added to the Power at time of Activation will extend the capacity to another touched subject, or add one minute to the duration.

**Folding Roads** (Major): The Activation of this Supernatural Power enables the shaman to bend the dimension of length in such a manner as to travel nine times faster than normal. That is, the shaman will cover nine miles distance in the time normal movement would cover but a single mile. The Power's effect persists for one full hour before its energy is expended. For each other creature to be included in the "fold," the shaman must invest 1 additional AEP at the time of Activation. For example, if mounted, and with three like companions, the shaman would need to expend 10 plus 7 more AEPs to include mounts and associates in the energy field that bends the dimension of length. (SC)

**Forest Giant** (Very Strong): Through the successful Activation of this Supernatural Power the shaman is able to alter his or her size, that of another human of Alfar subject, or a normal animal subject touched, to cause the affected individual to grow to three times normal size and be at six times normal weight. For human-type subjects, all that is worn or normally carried enlarges to suit the new size. Human-type subjects move at twice normal speed, attack normally, and increase the upper limit of harm for a weapon used to that of "giant-sized" or to a higher die (d8 becomes d12, d12 becomes d20, and d20 becomes d30). Additionally, a Physique Ability bonus of 10 applies to any strength use, including attack Harm bonus, of the giant-sized subject. Animal subjects of this Power move at normal rate but their attack Harm is twice that of a normal-sized animal. For example, a bull gorilla energized by the *Forest Giant* Power attacks at twice the total of d4 +8 (9-12) + 4d10, then a second attack at twice the total of d4 +8.

**Free Physical Bonds** (Very Minimal): When the shaman activates this Preternatural Power, any single bond touching him, or that he or she touches, is undone, unlocked, or otherwise loosed so as to no longer be confining. In the case of several separate bonds touching the shaman, the one nearest his or her head is freed first. For example, a shaman gagged, arms bound, wrists tied, and legs tied would free the gag first. It would require four successful Activations of this Power to loose all the bonds confining the shaman. Similarly, two manacles and two leg irons would require four successful Activations of this Power to open all of them.

**Greatcat** (Extreme): The shaman activating this Supernatural Power successfully changes instantly into a jaguar, red jaguar, leopard, lion, black lion, puma, northern or southern tiger. The change is to a feline native to the activator's homeland and willed by the shaman. All normally worn and carried by the shaman are changed with his or her person into the animal. The *Greatcat* form has 20 points of armor protection against normal Harm, and for each extra AEP added by the shaman when activating the Power, 1 point of protection against Preternatural harm is gained. Otherwise, the statistics for the feline are those of the natural animal. Note that while the altered shaman is not able to use Extraordinary Abilities in feline form, the mind of the shaman is unchanged, so he or she thinks as normal whenever desired.

**Greenbeing** (Low Moderate): Through the successful Activation of this Power, the shaman is able to cause the skin and hair of all willing subjects within a radius around his or her person equal in feet to the activator's score in Shamanism Ability to have a temporary camouflaged appearance. The coloration is suited to the surroundings, but it is typically of greens and browns. The activator can likewise be so affected if willing. The effect of the *Greenbeing* Power is to make the subjects at least 90% undetectable when in vegetation and hiding thus unmoving. It otherwise lends a penalty of 20 to those seeking to attack them by ranged Extraordinary Abilities and/or missile weapons. The energy of the Power persists for one hour, then fades, and all subjects return to normal skin and hair coloration.

**Human Spirit Armor** (Very Good): Assuming *Human Spirit Armor* allows the shaman to effectively battle such spirits. By means of this Supernatural Power the shaman provides him or herself with armor of 8 against Human Restless Dead Spirits, including

malign spirits of the nether realms. The shaman so protected is also able to discern and communicate with such spirits. The Power additionally affords protection reducing Base Rating leaching attack effectiveness by 50%. When the Power is active, the shaman inflicts bonus Supernatural Harm of 6-8 with any hand-held weapon that is able to affect a spirit creature in immaterial form.

This energy of this Power lasts for 6 hours or until protection from Base Rating leaching attacks exceeds twice the individual's Speed BR score. When the protective limit is reached, all effects end. (KDD)

**Hunting Spirit** (Strong): When this Power is activated successfully, the shaman calls to his or her presence an animal spirit of neutral sort. This spirit is exactly the same as the evil animal spirit *nightgrim*, save that its attack inflicts 6-8 Harm to Health when the spirit succeeds in assailing a foe. The shaman must instruct the animal spirit as to who or what it is to stalk and attack. It will then follow those instructions to the best of its capacity to do so. The animal spirit is under compulsion to obey for a period of seven hours, but this period can be extended by one additional hour for each AEP added to this Power by the shaman at the time of Activation.

**Increase Another's Archery Ability** (Very Good): Through this Supernatural Power the shaman is able to cause a subject touched immediately after successful Activation to have conveyed upon his or her person 10, plus one point per 10 Shamanism Ability of the activator, additional points of score in the named Ability. This increase lasts until the Power's energy fades in one minute.

**Increase Another's Hunting Ability** (Good): Through this Preternatural Power the shaman is able to cause a subject touched immediately after successful Activation to have conveyed upon his or her person 15, plus one point per 10 Shamanism Ability of the activator, additional points of score in the named Ability. This increase lasts until the energy fades in five minutes.

**Increase Another's Ranging Ability** (Good): Through this Preternatural Power the shaman is able to cause a subject touched immediately after successful Activation to have conveyed upon his or her person 15, plus one point per 10 Shamanism Ability of the activator, additional points of score in the named Ability. This increase lasts until the energy fades in 15 minutes.

**Increase Another's Savagery Ability** (Good): Through this Preternatural Power the shaman is able to cause a subject touched immediately after successful Activation to have conveyed upon his or her person 10, plus one point per 10 Shamanism Ability of the activator, additional points of score in the named Ability. This increase lasts until the energy fades in 10 minutes.

**Increase Another's Stealth Ability** (Good): Through this Preternatural Power the shaman is able to cause a subject touched immediately after successful Activation to have conveyed upon his or her person 15, plus one point per 10 Shamanism Ability of the activator, additional points of score in the named Ability. This increase lasts until the energy fades in five minutes.

**Increase Another's Waylaying Ability** (Good): Through this Preternatural Power the shaman is able to cause a subject touched immediately after successful Activation to have conveyed upon his or her person 15, plus one point per 10 Shamanism Ability of the activator, additional points of score in the named Ability. This increase lasts until the energy fades in 10 minutes.

**Increase Another's Weapons Ability (**Very Good): Through this Supernatural Power the shaman is able to cause a subject touched immediately after successful Activation to have conveyed upon his or her person 10, plus one point per 10 Shamanism Ability of the activator, additional points of score in the named Ability. This increase lasts until the Power's energy fades in one minute.

**Jungle Mist** (Moderate): Instantly when this Preternatural Power is activated successfully, the area around the shaman is cloaked in cloud of mist. The area of effect is centered on the shaman, and its radius in *yards* is equal to the activator's Shamanism Ability score. This vapor reduces vision to a 15-foot range for clear sight, while anything more than 30 feet away is virtually invisible. Sound is muffled, so hearing is reduced to half normal. The area has a continual fine precipitation, which reduces the existence of flames as follows: a candle-sized one is extinguished in 1 ABC, a torch-sized fire is extinguished in 1 AB, a campfire-sized blaze is put out in one minute, a roaring blaze such as might be found in a large bonfire is smothered on four minutes. After 1 AB of exposure, cloth is wet, bowstrings are only 50% as effective, etc. Thus, although any fire Harm is reduced by two steps (26-35 becomes 17-20, 21-25 becomes 13-16, 17-20 becomes 9-12, 13-16 becomes 6-8, 9-12 becomes 3-5, and 6-8 becomes 1-2, less than 6-8 is negated), missile weapons with strings that

have become soaked have only half normal range. The *Jungle Mist* Power persists for four minutes time, but the duration can be extended by one additional minute for each AEP added at time of Activation.

**Killing Spear** (Strong): Upon Activation of this Supernatural Power the shaman has appear in his or her hand instantly a spear weapon of Preternatural Extraordinary energy. With it the activator can stab as would be done with a light/throwing spear (1-20 piercing Harm, 3 range and speed, but with a 10 precision bonus) the force with a Preternatural Harm bonus of 17-20. In addition, if desired, the shaman can throw the *Killing Spear* Power weapon to a distance of up to 120 feet, the bonus to hit at 20 and Harm and bonus Harm as is indicated. The shaman can employ the weapon in hand-to-hand combat for up to 5 ABCs. Once thrown, the energy dissipates upon contact with the target subject, or whatever it impacts in the case of a miss.

**Longshot** (Very Minimal): If a shaman activates this Preternatural Power and immediately thereafter touches a missile weapon or missile for such weapon, the next missile discharged from that weapon will have double its normal ranges. For example a bolos can be thrown 120 feet distance, while a javelin would have range increments of 60-150-and 360 feet. The energy persists in the weapon or missile for a weapon no longer than 1 AB, then fades and is gone.

**Manna Shell** (Very Strong): Through use of this Supernatural Power the shaman is able to create a protective hemisphere around his or her person outwards. Upon successful Activation, the Manna Shell Power extends outwards in a radius equal in feet to the activator's Shamanism Ability score. All within the area gain 6 points of protection from normal Harm—including acid, cold, fire, and venom-toxin. For each AEP added at time of Activation, 1 point of protection from *Preternatural* Harm is given to those within the effect area of the Power.

**Manna Shield** (Low Moderate): By successful Activation of this Preternatural Power the shaman creates an invisible force that is equal in defense to a large shield, defending against up to three separate attacks, having a Health of 100, and providing 8 points of protection. It does not cause any speed penalty. For each AEP added to the Power at time of Activation, the Health of the *Manna Shield* is increased by 10 points. In any case, the energy of the Power fades and protection vanishes after four minutes regardless of the Health it possesses.

**Manna Weapon** (Minimal): When this Preternatural Power is activated successfully, the shaman is able to touch within the following AB of time any one weapon so as to imbue it with Extraordinary energy. The striking weapon or missile will gain a bonus of 3-5 points of Preternatural Harm and a precision bonus of 5 for the next attack made using it. Thereafter, the weapon or missile is normal, regardless of whether its attack hit or missed.

**Medicine Club** (Very Minimal): Upon the shaman's activation of this Preternatural Power, he is able to then touch immediately a blunt striking weapon such as a club or staff to add bonus Preternatural Harm of 3-5 to its base Harm Range. The energy lasts for only one attack with the weapon, whether or not it hits when used. Each AEP added to the Power at time of Activation enables another attack.

**Medicine Paint** (Minimal): By means of this Preternatural Power the shaman, he or she is able to create a body paint. Successfully activated, the Power's energy imbues the paint with a Preternatural armor equal to 2 points, reducing either normal or Preternatural Harm thus. For each AEP added by the shaman at time of Activation, the *Medicine Paint* Power's energy enhances the protection by 1 point, to a maximum of 12 with the addition of 10 AEPs.

**Medicine Point** (Low Moderate): Through this Preternatural Power the shaman is able to imbue a pointed missile weapon with a Preternatural Harm bonus of 6-8 points. Upon successful Activation, the shaman need merely tough the point of the missile weapon, and the additional Harm potential is transferred to it. When released, the energized missile weapon discharges its energy, whether or not the target subject is struck by it.

**Medicine Power of Health** (Moderate): Upon successful Activation of this Preternatural Power the subject touched by the shaman has instantly an added false Health BR of 6 points added to normal Health, subtracted first when any Harm to it is taken. For each AEP added to the Power at time of Activation, an additional 2 points of false Health Base Rating accrues to the subject, to a maximum added false total of 20. Regardless of loss, the Extraordinary energy enabling the false total dissipates after one hour.

**Medicine Power of Speed** (Moderate): Upon successful Activation of this Preternatural Power the subject touched by the shaman has instantly an added false Speed BR of 1 point added to normal Speed, subtracted first when any loss to this rating is taken. For each 2 AEPs added to the Power at time of

Activation, an additional 0.5 points of false Speed Base Rating accrues to the subject, to a maximum added false total of 8. Regardless of loss, the Extraordinary energy enabling the false total dissipates after one hour.

**Mighty Animal** (Major): Through successful Activation of this Supernatural Power the shaman summons to his or her proximity the largest and most feared animal in environment—examples are a crocodile, bull elephant, polar bear, cape buffalo bull, brown bear, hippopotamus, black lion, rhinoceros, etc. This animal will appear in between 10 and 100 seconds tine (d10 x 10). The shaman can then speak to the animal, instructing it to attack a target subject individual or group that is within a range in *yards* equal to 10 times the activator's Shamanism Ability score. The animal will do so to the utmost of its capacity, fearlessly and without regard for its own life. The shaman must have good reason to call for a sacrifice thus if death results to the animal because of the demand. If the attack was for malign purposes of the activator's, the shaman must then perform a *Masque of Propitiation of the Unseen* in order to be able to activate any further Powers.

**Monkey Agility** (Very Good): As this Supernatural Power is activated successfully, the shaman, or such person he touches immediately is imbued with the agility and Speed of movement of a monkey (20), and its brachiation and climbing capacity. If the subject is barefoot, toes lengthen, become prehensile as well, so that the individual so energized can grab branches, hang by his or her feet. With this agility comes an increase in strength, so that an effective 120 Physique score is possessed by the subject, regardless of any lesser Physique score possessed sans this change. The Extraordinary energy of the Power persists for a full seven minutes, plus one additional minute of time for each AEP added to it at time of Activation.

**Seeking the Spirits** (Very Minimal): This Power enables the shaman to sense any spirits that are proximate to him, whether they are of benign, neutral, agathocacological, or malign. Any spirit present can be sensed at a radial distance of 30 feet, plus an additional 10 feet for each extra 1 AEP expended at the time of Activation. The energy of this Power lasts for 1 minute realtime, plus another minute for each additional AEP expended at Activation to increase the distance of its effect. (KDD)

**Sign of Turning** (Extreme): Through the successful Activation of this Supernatural Power the shaman creates an area in which no evil spirit will enter. If some evil spirit is already within the area that would be affected by this Power, its Activation fails automatically. The size of the area is equal in *yards* radius to the activator's Shamanism Ability score, its central point being the place touched by the shaman when the Power was activated. Theoretically, the Extraordinary energy of the *Sign of Turning* Power is such that it will persist for a full year. However, each evil spirit that encounters the energy field, is turned away, drains some portion of the force. This loss is as follows:

| | |
|---|---|
| Animal evil spirit | 1 day |
| Nether dimensional malign imp spirit | 2 days |
| Human evil restless dead spirit | 3 days |
| Elemental malign spirit | 4 days |
| Human evil Supernatural restless dead spirit | 5 days |
| Living dead—spirit and material spirit | 6 days |
| Nether dimensional malign spirit | 10 days |

Obviously, in a place haunted by many evil spirits, the duration of this Power is much shortened, and it will need to be re-activated frequently to keep such monstrous things from the proscribed area.

**Spirit Reading** (Extreme): Upon the successful Activation of this Supernatural Power the shaman is able to hold an object. Each AB he or she does so and concentrates upon the object, the shaman will learn one detail of the persons or persons who formerly possessed the object. Note that casual possession, such as being carried by a bearer, stolen and lost or sold, etc. will be included in the "history" of the object. The record of the different possessors of the object being read by the shaman causes an AEP drain when such a change occurs, 1 point being used for each such change, the expenditure being automatic and not optional to the shaman. If the activator lacks the AEP, the energy of the Power ends then and there. Otherwise, the shaman can continue to "read" information for 20 details, plus two additional details in excess of the normal limit of 20 for each AEP added to the Power at time of Activation.

**Spritely** (Major): As this Supernatural Power is activated successfully, the shaman and all normally worn and carried are changed instantly into a smaller version of that one. The Extraordinary energy of the *Spritely* Power alters the activator's size to 5% of normal height, with a proportionate reduction in weight to match the diminution in stature (to about 0.016% its former measure). The shaman is not only very small, but he or she then has a Speed of 25 is able to move by flying. The duration of this change

is one hour, or until the shaman wills a return to normal form.

*Example:* A shaman 6 feet tall and weighing 225 pounds (including what is worn and carried normally) activates this Power. Instantly thereafter the subject is reduced to a height of 3.6 inches, and his weight is a hefty 5.8 ounces.

**Tabu Object** (Extreme): Through this Supernatural Power the shaman causes a thing to become forbidden to touch, let alone possess. After successful Activation of the *Tabu Object* Power, the shaman moves his or her hands around the thing to be proscribed, not touching it, but nearly so, this proximity of hands conveying the Extraordinary energy to the proscribed object. The duration of the energy is long, a full year. Anyone touching the tabu object feels uneasy. If contact persists past one AB's time, the proscribed thing causes nausea and a slight dizziness. After one minute of contact the offender against the tabu suffers 1 point of Harm to Health. This loss continues for each successive minute of contact with the object. Taking the proscribed object, possessing it without continual contact with it, brings the offender under a minor curse. As long as the object is in that one's possession, and for as long afterwards as it was possessed, the offender suffers a penalty to checks for success in Ability use, avoidance, Harm delivered, and so on. Ability use checks are made at a penalty of +10, so a total success (01) is never possible. Avoidance checks are made at a penalty equal to 10% of avoidance chance. Harm delivered by attack is at –1 on the base die, so a bonus can never be scored. Initiative and Surprise checks are made at a penalty of +1 and –1 respectively.

*Note*: In some cases, destroying the object that is under tabu can end the curse for possessing it immediately, and even bring a period of blessing equal to that of the curse during which the penalties become bonuses. On the other hand, some objects are made tabu because destroying them will bring something worse into being, such as the loss of someone's life, the freeing of a potent evil spirit, etc. To destroy such a tabu object might then curse permanently the one so doing.

**Tabu Place** (Extreme): Through this Supernatural Power the shaman causes a place to become forbidden to enter or move upon. After successful Activation of the *Tabu Object* Power, the shaman walks around the boundary of the place to be proscribed, not stepping on the area, but nearly so, this proximity of his or her person conveying the Extraordinary energy to the proscribed place. The duration of the energy is long, a full year. Anyone entering the tabu place feels uneasy. If contact with the area persists past one AB's time, the one in the proscribed area experiences nausea and a slight dizziness. After one minute of remaining within the place the offender against the tabu suffers 1 point of Harm to Health. This loss continues for each successive minute of contact with the area that is tabu. Moving into the proscribed place without contact with its surface(s), brings the offender under a minor curse. For each minute of time spent thus the offender suffers a penalty to the following 15 checks for success in Ability Use, avoidance, Harm delivered, etc. Ability use checks are made at a penalty of +10, so a total success (01) is never possible. Avoidance checks are made at a penalty equal to 10% of avoidance chance. Harm delivered by attack is at –1 on the base die, so a bonus can never be scored. Initiative and Surprise checks are made at a penalty of +1 and –1 respectively.

*Note*: In some cases, destroying the place that is under tabu can end being under a curse for possessing it immediately, and even bring a period of blessing equal to that of the curse during which the penalties become bonuses. In the other hand, some places are made tabu because destroying them will bring something worse into being, such as the loss of someone's life, the freeing of a potent evil spirit, etc. To destroy such a tabu place might then curse permanently the one so doing.

**Tundrastretch** (Major): The shaman's use of this Supernatural Extraordinary Power alters space itself. When successfully activated upon an area of relatively level grassland—moor, pampas, plains, prairie, savanna, steppe, tundra, veldt—any foe following the shaman will have to travel twice the distance covered by the activator in order to keep pace with him or her. That is because the ground itself foreshortens for the latter, while for the pursuing enemy the surface lengthens, effectively making the foe travel twice as far as noted.

Whether being chased or not, the shaman, as well as those within a radius in feet equal to his or her Shamanism Ability score will travel over the terrain noted at 150% of normal movement speed while this Power is active. Any following creatures inimical to the shaman will travel at only 50% of normal movement speed.

The *Tundrastretch* Power has a duration of one hour. For each 5 additional AEPs expended at Activation, the energy persists for another hour.

**Ward Against Animals** (Strong): Upon successful activation of this Supernatural Power, the shaman creates a radial area from the place he or she stands at the time that in *yards* equals his or her Shamanism Ability score. The effect of the warding keeps out all forms of marauding (natural) animals, including birds and reptiles, whether carnivorous, herbivorous, or omnivorous. This protects gardens and dwellings, as well as the people within the radius of this Extraordinary Power. The effect persists for one week of time, then fades and is gone.

**Ward Against Decay** (Very Strong): Through this Supernatural Power the shaman is able to prevent corruption, decay, and rot. When successfully activated, the shaman immediately touches an area, and the Extraordinary energy wards that place as noted. The volume of the area where this effect is active is equal in cubic feet to the activator's Shamanism Ability score where animal material is concerned, cubic *yards* in the case of vegetable material. The duration of the protection also varies, the energy persisting seven days in the case of animal matter, one month (30 days) in the case of vegetable matter.

**Ward Against Fire** (Major): When this Supernatural Power is activated successfully, the shaman creates a radial area from the place he or she stands at the time that in *yards* equals his or her Shamanism Ability score. The effect of the warding prevents all forms of destructive fire, and beneficial fires can be lit and burn only in places specifically provided for at the time of Activation—braziers, fire pits, fire places, lamps, etc. This protects buildings, crops, and inflammable protective structures within the radius of this Extraordinary Power. The effect persists for one week of time, then fades and is gone.

**Ward Against Venomous Creatures** (Very Strong): Upon successful activation of this Supernatural Power, the shaman creates a radial area from the place he or she stands at the time that in feet equals his or her Shamanism Ability score. The effect of the warding keeps out all forms of venomous creatures—both natural animals and unnatural creatures. The effect persists for 24 hours, then fades and is gone.

*Continued from page 2*

**Augury**

Our sales are constant, although we are experiencing some resistance from both distribution and retail to stock the product rather than special-order the books. Given that most of the companies in the industry are experiencing somewhat declining sales, I'd call this good. Fear not! The money for the production of the *Gazetteer* has already been earmarked, and is sitting in our bank account. My concerns are more along the lines of the further production of the rest of the books in the *Lejendary Adventure*™ line. Were it not for the hearty support of the fans of *LA*™, I would be fairly worried.

**Wrap-up**

Ok, this "From the Forge" is a wee bit short...but 'tis the season to be overbooked, and surely your humble Forgemeister is no exception. I do feel that with the fallout of many smaller D20 companies, we will all see many RPG players looking at new systems, and that *LA*™ may well be their "weapon of choice." Call me crazy, but a system that relies on "what you can do" instead of "what you can kill" will strike a positive chord with most RPG fans, and it is my belief that the *Lejendary Adventure*™ has a clear shot at becoming the "weapon of choice" for most RPG gamers.

Happy holidays, one and all, and thanks for all of your support!

(signed) Forgey

You can imagine our shock and dismay at this news. However, I may cheerfully report that the Forgemaster is healing well from his injuries, and his apprentice has returned--if a bit chastened for her impetuosity--to her place at his side.

Next month we will begin to broach the lore of the Theurgists, and my dear Aryen will, I trust, have sent me a missive from the chill north where he travels in search of the mighty Ice Worms. Until then, I busy myself with reading from the books of lore, ever and anon glancing out to see deer in the meadows and small birds upon the sills. It is a time of peace, of resting before the new beginnings of spring, and I am indeed content.

Good fortune fare with you all, until we speak again!

Lady Amanda

In this adventure, the Avatars unwittingly encounter a demon whose primary goal is to escape back into its own dimensional matrix. Unfortunately, the means the demon intends to use to escape from the Lejendary Earth would open a permanent dimensional rift having the potential to cause considerable havoc in the Kingdom of Damavand. Read the following as the adventure opens:

***The days have been long and your travels arduous, but at last you have arrived at the gates of the city of Dama, capital of a petty backwater kingdom called Damavand. The state flag flies atop the central building, the marble temple of Baldur, and is emblazoned on the breastplates of the royal guard: a full golden moon on a red background. The city with a population of about 15,000 is bustling with merchants and serfs, each street rich with color, pageantry, and custom. There is no difficulty finding places to restock your supplies, repair your armor, or invest plunder from recent missions.***

Allow the Avatars to explore the city streets, without too much concern for exact direction.

***All manner of commerce may be found here, an ale house or tavern within minutes inf any direction along the cobblestone streets. No gambling houses can be found in the city, but there is no shortage of inns, public houses, and wine merchants to make the average adventurer happy and at home.***

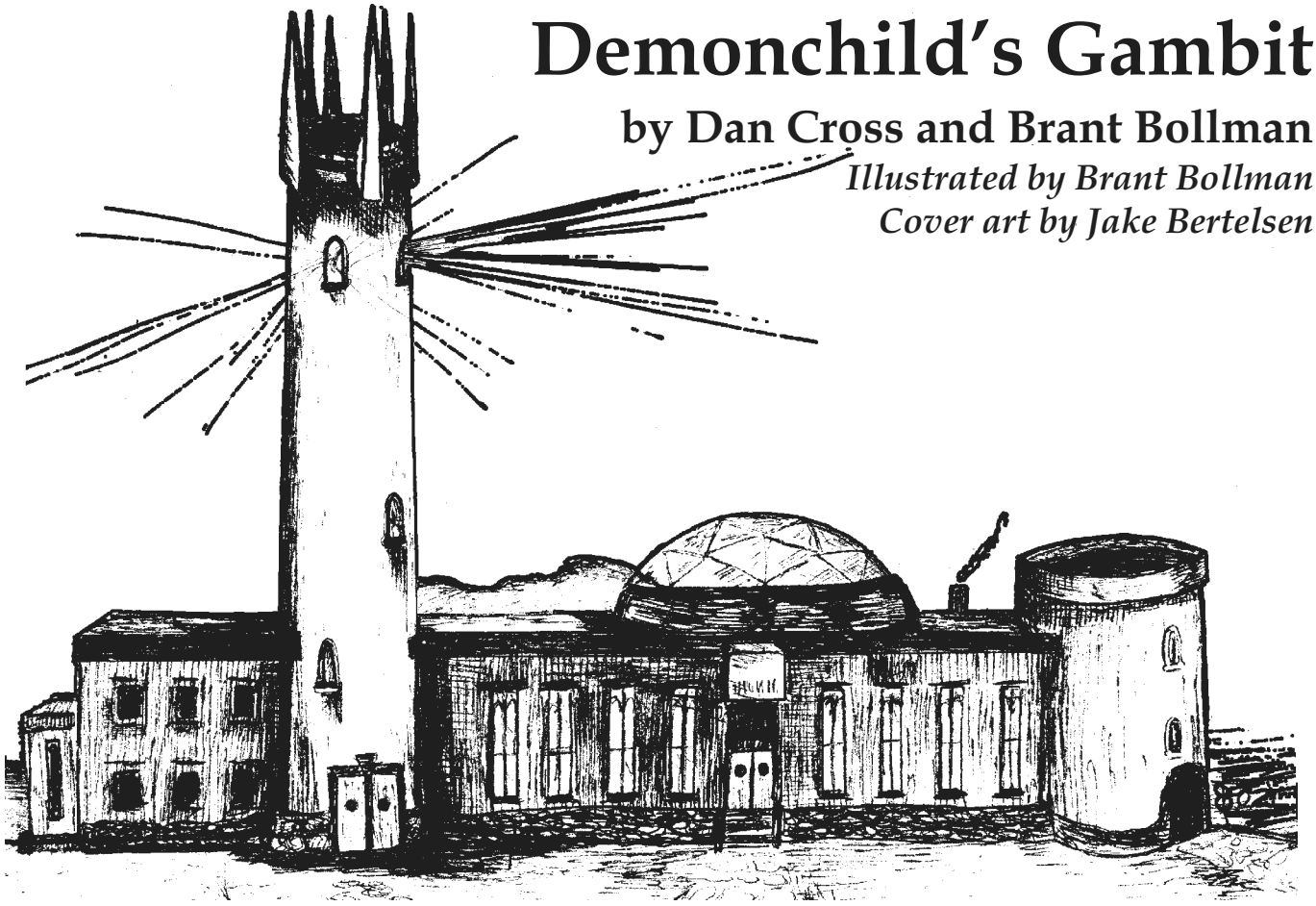
Other places to visit are apothecaries, armories, swordsmiths, blacksmiths, book shops (local history), bowyers/fletchers, the royal bank of Dama, cartographers, coffee and tea houses, dry goods stores, the exporter, general stores (2 in the city), goldsmiths, herbalists, horse traders, etc.

# Demonchild's Gambit

## by Dan Cross and Brant Bollman

*Illustrated by Brant Bollman*

*Cover art by Jake Bertelsen*



After some time has elapsed, read the following:

***You each receive a herald's summons at your primary dwelling in the late afternoon, and upon each scroll is affixed the seal of the sub-prelate of the Nordic pantheon, one Jorn Lucifereous (surname meaning, "the shining") of the Temple of Baldur. The scroll states that your arrival in the city was noted with glad hearts, and that a warm and noble welcome is due. Therefore your presence is requested among other local heroes to receive accolades for valor in recent efforts against the dark forces of Monyar Forest in past years. The summons ends with the words, "Whether you fought in the name of Damavand or another cause matters not to the people of our city. Meet Sub-Prelate Jorn and King Bastian-Vand at the Celestial Tower Mage-School for a celebration at dusk."***

The excitement begins whenever the GM deems appropriate, as the Avatars approach the celebration of heroes in the center of the city near the Celtrial Tower (as described below). Read the following at that time:

***You are enjoying the festivities, food, and music of this cool summer evening when an odd pressure builds in your temples. The music dies, and a hush falls as the crowd slowly turns to look toward the granite and delicately glass-domed building of the mage school; the edges and contours of the building warp and shift as in a dream. Then a painful sonic boom shakes the earth and a blinding light pulses from the narrow windows of the building's tallest spire. Before you can react, an earth-shattering explosion slams everyone to the ground, stone fragments of the tower showering down like meteorites. Luckily, a deflective dome of energy protects the courtyard, activated by some unknown mage. Chaos ensues: parents call out for their children, the king and sub-prelate vanish in flashes of eldritch energy, and knights move in to secure the area quickly...***

The Avatars will see a billowing plume of black smoke and cinder rising from the shattered structure that once was the tall tower of Hagan Vas.

After a short time, the Royal guards implore the heroes to investigate the wreckage, if the adventurers have not already chosen to do so.

Read the following as they approach:

***The Celtrial Observatory of the Mage College is no more. The slender granite tower blown to smithereens, its cylindrical structure now reaches less than a story into the sky. You clamber across the rubble, winding your way through the people running about in frantic chaos. As you approach the solid steel door of the college, the royal inspector Henrik confronts you.***

**Inspector Henrik**
***Age: 48 Height 5'11 Weight 220 lbs.***
***H: 47 P: 21 S: 10***
1. Urbane 81
2. Scrutiny 63
3. Evaluation 46
4. Chivalry 24
5. Weapons 10 (+4)

***A & A:*** Normal mace and short dagger; 8 Points of Armor.

The inspector wishes to aid the Avatars, and presents them with a quick rundown of the situation. Read or paraphrase the following; note that the name of the dwarf mentioned is pronounced, "TRAU-got."

***"I hope you can help us. It seems Hagan Vas, the lord of the mage school, was in the observatory tower when it exploded. I've spoken briefly with the Lady Instructor Anitra, but she seems as damned confused as I am. You can find her with her student children in the library on the lower floor, but do let me know if you see the dwarven groundskeeper. His name is Traugott, but he's nowhere around that I've seen..."***

***You walk into the Mage College, otherwise known as Vaskeep, and after passing through the foyer, enter a large room with a clear, blue-stained glass domed ceiling. Huge bookshelves stand against every inch of wall space, each measuring ten feet from the block-stone floor. Marble staircases lead up from each side of the hall to a balustraded gallery on the second level. A fireplace is set in the far wall adjacent to a large upholstered armchair. Similar chairs are positioned around the room next to round ebony tables, all lit by candles. Children stare wide eyed as you enter, their pale faces like miniature moons in the flickering light of the candelabras that illuminate the room. An old gray-haired woman stands unsteadily by the fireplace, one gnarled hand supporting her weight against the armchair.***

***"My master is dead," she says, her voice a whisper across the hall. You notice a small child cowering behind her, clinging to her skirt.***

**The Ill-tempered Teacher: Anitra (AH-NEE-trah), Master Enchantress**

***(stats for first encounter; she will be more frightful later)***

***Age: 68 Height 5'4 Weight 140 lbs.***

***H: 43 P: 30 S: 19 AEPs: 90***

| | |
|---|---|
| 1. Enchantment | 101 |
| 2. Arcana | 74 |
| 3. Learning | 55 |
| 4. Metallurgy | 42 |
| 5. Weapons | 15 |

***A & A:*** Magic short dagger (10/2); 4 points of armor.

**Spell List**

1. Dropnet
2. Flame Gout
3. Grimesmoke
4. Iron Agony
5. Personal Armor
6. Press of Pikes
7. Pulsion
8. Sense Power
9. Shadow Javelins
10. Strength
11. Tortoise Force
12. Vampiric Vein

The old lady is a powerful enchantress, second only to Hagan Vas. She has fallen under the influence of a demon that has been loosed by a disastrous summoning performed by Lord Vas, who was secretly practicing demonurgy. When questioned she says (or paraphrase),

"***Things were fine until that horrible child came here.***"

If the party asks, "what child?" she says, "***Schuyler. He was expelled from the school only days ago, banished from the city by order of Lord Vas for studying dark sorcery. The master found Schuyler trying to seal a pact with a demon. Can you believe it? Hagan has been trying to create an item that that could prevent an intrusion by such an evil force, fearing that Schuyler had opened an invisible portal to the netherworld somewhere in the keep.***"

If the party asks about the item Hagan Vas was attempting to make, she will say,

"***He was working on a special gem, what he called the Wardstone, to protect the city from the presence of a demonic force. We believe Schuyler stole this, probably hid it in the woods with the help of some weird Ilven cult in Monyar Forest. I saw the little monster skulking around outside just before your ceremony. I bet our groundskeeper let him in; I don't trust that dwarf any farther than I can throw him.***"

If asked about the dwarf she says, "***Don't bother talking to that old coot! He's senile! Lost his mind in the wars ages ago. Master Vas only kept him 'round because they were old war buddies.***"

The child cowering behind Anitra is the demon, controlling the head enchantress' every thought and word.

If asked about Schuyler, the kids will say, "***Vas always wrote in his journal at night at the chair before the fireplace. Maybe he left a clue there?***"

This is the aforementioned chair, a leather, high-backed number facing the fire. Scrutiny or Stealing checks will show a secret compartment with the fake book inside. Anitra will feign resistance to any investigation of the chair but will appear to acquiesce if pushed.

The book has some normal entries, all of mundane sort, until the Avatars discover a (fictitious) encounter where Hagan supposedly finds the boy with a Sorcery tome and talking to a demon through a looking glass. Tell the players that the latest entry is but a day old. Read:

"***My heart broke. Schuyler! My best student involved with demons! It is nearly beyond my comprehension, but it is fact. I had no choice but to expel him. Now I fear he has already allowed some evil presence to enter the keep. I have begun to create a warding stone. Last night, I received word from the boy, but am even more disheartened by his letter. In it he vowed to steal the Wardstone before I could finish, that he had found his "true master" with some old hag named Ivania leading a cult of sorcerous Ilves in Monyar Forest. I grow weary of this and shall retire for the night…***"

**The Students of Vaskeep**
***Jarn, a portly Veshoge boy; 11th Rank***
***Markus Oldergaard, 10th Rank, and Otto of "little Roke" (a small town), 10th Rank: These boys know little but where Vas wrote in his journal.***
***Randolf, 12th Rank: the demon, disguised***
***Age: 12 Height 5'1 Weight 100 lbs.***
***H: 13 P: 10 S: 13 AEPs: 52***

| | |
|---|---|
| 1. Enchantment | 48 |
| 2. Weapons | 10 |

The Avatars will encounter Traugott the Dwarf whenever it is suitable to the LM, and it does not matter whether this is inside the keep or the courtyard.

**Traugott (TRAU-got) Ironleg**
***Age: 200 Height 4'4 Weight 140lbs***
***H: 53 P: 60 S: 8***

| | |
|---|---|
| 1. Pantology | 81 |
| 2. Weapons | 53 |
| 3. Physique | 50 |
| 4. Planning | 44 |
| 5. Mechanics | 41 |
| 6. Evaluation | 22 |

Traugott Ironleg is an old gray-bearded dwarf with a large round belly and one peg-leg from an old war injury. He wears a shabby slop and patched britches with a tool belt dangling around his waist. His voice is deep and raspy, unintelligible at times. It is quite apparent from prolonged conversations with Traugott that he is one brick short of a full load.

If the party questions the dwarf, read or paraphrase the following:

***"The explosion was no cooking accident, that's for damn sure! That tower was sound and warded too; must've been some powerful critter or failed alchemical potion to do that kind of damage. The Head Mistress hasn't shed a tear I'd say, that wrinkled old bitch, always mouthing off about Schuyler. I think she's a demon woman anyway."***

If asked about Schuyler, he says, "L***ively boy that one, and he loved Hagan Vas like a brother. Good old Vas was never the same after his run-in with the boy. Methinks he blamed himself for not watching him close enough. He set about on a personal mission to forge that gemstone, anti-demon thing it was. Locked himself in that tower he did...toil and toil—and then the stone vanished! In the tower he stayed until the thing came down...."***

He will deny seeing Schuyler before the explosion (which is true).

If asked about the Ilf village, Traugott will say, ***"Arr! cursed place that is! The woods are filled with evil cults and strange hoodoo. Those who travel there call the place Dreadrgove! If yer trails lead there, may good fortune fall to you!"***

**The Road to Falcongrove, the Ilven Village**

***The quaint farmsteads and meadows of Damavand slowly give way to scattered groves of ash, beech, and elm trees. You follow a narrow trail and before long, you find yourselves in a deep forest, walking under a thick canopy of ancient oaks. Storm clouds are gathering overhead.***

The party will most likely head deeper into the woods.

***Daylight wanes as the rainstorm unleashes its fury; sheets of water drench the green earth, soaking you to the bone. Crackling lightning-bolts rip through the dark sky, the trees briefly and starkly illuminated, casting wraith-like shadows. The darkening forest appears foreboding and unnatural.***

***The trail ends suddenly at a timber palisade, constructed of sharpened black-locust pales strapped together with hemp. Fair-skinned Alfar—Ilven sentries in green livery—stand guard on the catwalk above a large, arched, double door of oak with steel binding. Lamplight grants the Ilves enough light to peer through the murk at your travel-weary party.***

12 archers, 6 javelineers and 3 wood rangers with 6 hunting dogs stand guard at the gate. Upon seeing the travelers, a strong alto voice calls out from atop the sentry wall.

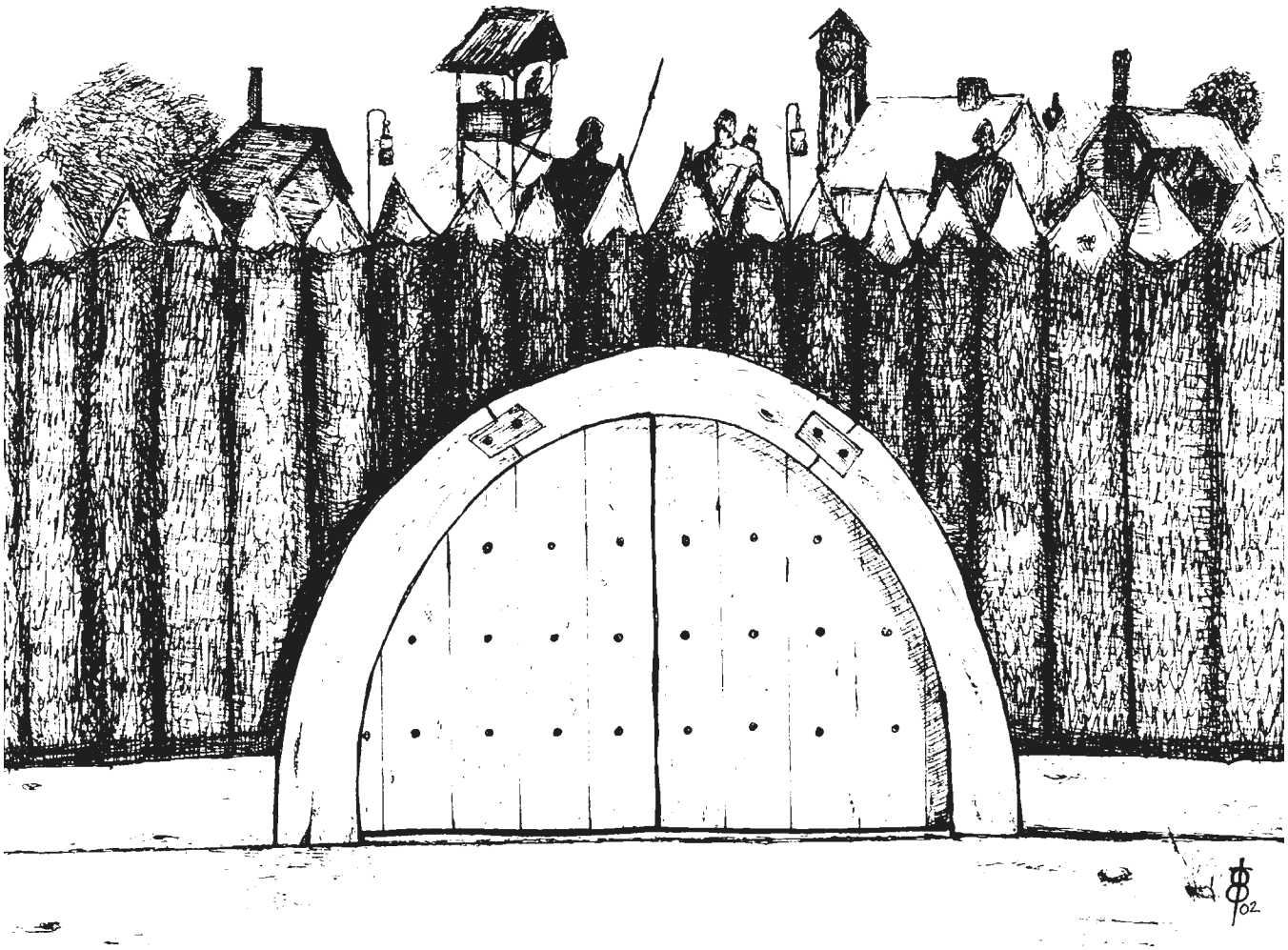
***"We do not welcome strange travellers at Falcongrove, thank you, so move along!"***

If the party mentions seeking the *Wardstone*, a wood ranger will say something along the lines of:

***"You can't come stomping into our woods, demanding this or that! Now go away."***

If the party mentions Schuyler or Ivania, they will be interrogated closely, and any hostile responses will bar them from entry. However, friendly, reasonable responses will grant them entry to the village, and the guards will lead them straight to the Lady Ivania's manor.

**Ilven Guards (see *Beasts of Lejend*™, page 166)**
***3 Wood Rangers***
***H: 61 P: 46 S: 13***
***A&A:*** Heavy bow with 12 arrows, short thrusting sword, lasso, belt ax, and a long dagger. 4 points of protective armor.
***12 Archers***
***H: 43 P: 46 S: 14***
***A&A:*** Medium bow and 12 arrows, belt ax, and a long dagger. 7 points of armor.
***6 Javelineers***
***H: 42 P: 36 S: 12***
***A&A:*** 3 javelins, short thrusting sword, and a long dagger. Buckler + 6 points in leather armor.
***6 Hunting dogs***
***H: 25 P: 30 S: 17***
***A&A:*** (Bite) 1-10+1; defense 3.
These dogs have Hunt Ability (60) and can track fleeing Avatars.



**The Lady Ivania's Manor**

In an ornate manor surrounded by beautiful gardens, Schuyler has found refuge, living under the care of the village enspeller. This Alfar woman, who holds the title of *Odylan* (a word meaning in their tongue "lorecollector"), studies Enchantment and Psychogenics, using her Powers to protect the village from harm. If the party is allowed entrance by the Ilven troops, they will be escorted straight to the manor.

While walking through the village streets, a successful check vs. Scrutiny or Urbane will indicate that an Avatar detects—revealed by a flash of a lighting—a beautiful marble temple in the village center. At that point, or as the party approaches near, read the following:

***You see that all paths wind around to a beautiful two-tiered temple in the center of the village. The structure is partly obscured by ivy and foliage, but illuminated by many small fairy-fire globes suspended from the surrounding trees. Its green-white marble walls support a scintillating dome of azure glass beneath a flat, railed rooftop. There is an almost tangible charge in the air, as of eldritch power.***

The guards will not allow the party to go near this sacred place without a fight. Town denizens eye the party suspiciously as they are led to the manor. Anyone making a successful Evaluation or Scrutiny check will realize it would be nearly impossible to roam these streets undetected. If the guards lead the Avatars to Ivania, then read the following:

***You follow the guards through rain-soaked floral gardens, trekking along a trellised path that splits to form a circle around a large aviary, built of wooden latticework. The song of sparrows and cardinals greet along with the hoots of owls, and the occasional call of an eagle. Soon you arrive at a stone, timber-beamed manor home.***

***A servant opens the door and leads you into a parlor, wherein he motions for each of you to have a seat on one of many wicker chairs set against the plaster walls. Beautiful frescos adorn these walls, depicting scenes of natural beauty or woodland creatures, and woodcarvings of mythical animals rest atop stone pedestals.***

***Moments later, a lady with eyes of emerald enters, her angular face framed by flowing silver hair; she wears an elegant gown of celadon hue.***

***"I am Lady Ivania. Tell me what it is that you seek and why, so perhaps we can come to an understanding."***

If the Avatars say they seek the boy Schuyler, she will nod and…

***Ilvania motions to a servant and within a moment, a tall, lanky boy with a mop of reddish-blond hair nervously enters. He sits with his hands in his lap and stares at the floor.***

The party has two minutes to ask what they wish.

If asked about the stone the boy will answer something along the lines of:

***"Wardstone? I don't know of any such thing."***

If asked about accusations of his dabbling in Sorcery, he will say, ***"Now look here, mister! I don't know who you think I am but you have the wrong idea. For all I know, you people are demons! I don't know what you're talking about."***

If further interrogated, he will get frazzled and blurt out:

***"You don't get it! The stone...it must be protected!"***

If the Avatars' questioning becomes hostile, which would force the boy to tell the whole story, Ivania interrupts. She will invoke the power of her Extraordinary item to scare off the party. Allow for initiative checks against her casting if an Avatar succeeds in a Scrutiny check.

***As you continue to badger the boy, the Ilf begins to chant. Your attention turns to her as you see her gown flowing as if in a light breeze and an aura builds around her.***

If the Avatars are unable to react due to failed initiative or delay, read:

***The once-beautiful lady darkens as she gazes at you, eyes boding violence. Transmuting before you, her body grows larger, her hair turning to strands of wood like branches of a tree. She raises a branch-like arm and points toward the door, her finger a long, gnarled twig.***

If the Avatars have not yet run or attacked, read:

***"You have troubled us enough! Now we choose not to grant what you seek, and my patience is exhausted! Now go!"***

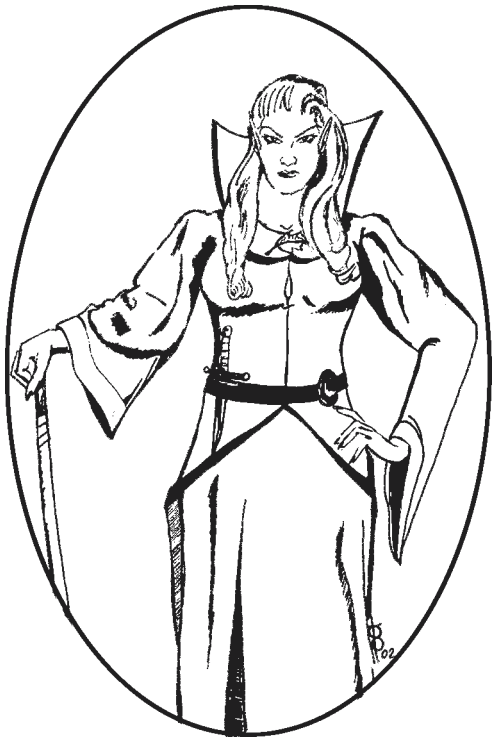
If the party fails to heed her warning, the guards will attack. Ivania and Schuyler will aid by launching spells from a distance. If the Avatars flee from the manor into the village, hunting dogs will be loosed to sniff out their trail.

**Ivania Silver Staff, Odylan**
***Age: 50 Height 5'4 Weight 110 lbs.***
***H: 50 P: 30 S: 18 AEPs: 80***
1. Enchantment 91
2. Psychogenic 74
3. Weapons 45
4. Learning 43
5. Stealth 24
6. Arcana 41

***A & A:*** Fighting staff and short dagger; 4 points of armor.

***Enchantment Powers***
1. Dazzling Dagger
2. Read Power
3. Acid Globe
4. Leduc's Inescapable Drowsiness
5. Press of Pikes
6. Pulsion
7. Read Power
8. Ultra Height

***Psychogenic Powers***
1. Thought Insinuation
2. Object Levitation



**New Extraordinary Item**
**Pendant of the Wood Warden:** Good

A small silver pin in the shape of an elm leaf, this pendant allows the wearer to transmute into an hybrid of tree and man. This change takes 1 ABC to complete during which the wearer's torso thickens and becomes trunk-like. Arms grow into long branches and bark-like coloration spreads over the skin.

Once in this form, the invoker may gain +9 Harm due to bolstered strength, and 10 points (50%) Armor Rating. This effect lasts for 1 hour or until the spell is negated by the wearer. The activation word is *Arbolius Transmutorium*.

**Schuyler, Thaumaturgist**
***Age: 17 Height 6'0 Weight 170 lbs.***
***H: 50 P: 42 S: 14.5 AEPs: 67***
1. Enchantment 61
2. Arcana 46
3. Learning 30
4. Metallurgy 23
5. Weapons 15

***A & A:*** Fighting staff, sling and bullets; 4 points of armor.

***Enchantment Powers***
1. Turtle Shell
2. Blue Bolts
3. Zap
4. Xargya's Military Fork

**Temple of Ancestral Remembrance**

The true hiding place of the stone is in the center of the graceful Ilven Temple of Ancestral Remembrance. This ornate vision of classical architecture stands in the town center. Rituals take place here at all times. A priestess and her acolytes consecrate oils on the roofed temple patio; inside, the temple sits in pellucid silence. Two guards are posted at every entrance.

**Door Guards**
***H: 31 P: 36 S: 11***
***A&A:*** Small pole arm, short thrusting sword, and a long dagger. Buckler + 6 points in leather armor.

Once the party gains entrance to the temple, read the following:

***Walking down a short hallway, you come to a balcony overlooking a beautiful room. Your eyes strain to focus as you enter a room bathed in a pure, white light. The source of this illumination is unclear and appears to radiate from the very walls, as if this room was a holy place.***

***The floor of the lower level is of obsidian, with hundreds of names inlaid with silver, perhaps a memorial for Ilven dead. A dark stone dais is built into the center of the room, on top of which stands an ornate pedestal. Atop the pedestal rests a black stone on a lavender satin pillow.***

As the Avatars glance around, read:

***In each corner of the temple stands a silent, seven-foot-tall sentinel. They are humanoid shapes carved out of wood, each with the features of a beautiful male Alf, the noblest of the Fair Sylvan Alfar. They stand guard with their arms crossed, staring blankly into the distance.***

Should anyone set foot on the stone floor without saying a sacred word known only by the Ilves of this secret order, the carved golems will animate and move to attack the intruders. They fight with their arms, swinging two mighty club-like limbs per ABC.

**Animated Wood Statue Golem**
***H: 60 P: 50 S: 5***
***A&A:*** Two clubbing blows deliver 5-20 shock harm. Any attack of 16 or more points of harm knocks the target subject back, and stuns the victim into inactivity the following ABC. Armor protection is 15 points vs. Shock, 5 points vs. Penetration attacks, 15 points against acid and fire, and is unaffected by poison or cold.

These creatures are animated by artist mages and set to guard powerful items such as archaic relics or memory tablets. They are programmed to animate once a person has entered a certain area without uttering command words ("*forebears commemorated*"). They fight until destroyed.

The stone rests in an anti-magic force field. An invisible Avatar, such as a kobold, entering the field will receive a jolt doing 1D20 harm. Then, if the stone is moved, a Celestial Guardian appears as described below.

***As you grasp the black volcanic stone, a sudden electric charge courses through your hand, and the white light emanating from the walls instantly winks out. The room is now mostly dark and uncomfortably silent.***

Allow a dramatic pause, then read:

***A portal appears on the far wall, blue fire tracing an opening where the stone evaporates. A being of intense light emerges from the portal, with platinum hair and an angelic face radiating a cold power, its narrow, slanted eyes locked on the holder of the stone. Its long slender arms terminate in perfect hands, a fighting staff in the right and a sling kept spinning in the left. It strides forward and attacks.***

The guardian is charged to protect the stone and keep it out of enemy hands. It will fight until banished (health below 0), or until commanded to stop by Ivania. Consult *Beasts of Lejends*™ page 121 for its statistics and powers.

**Celestial Guardian**
***H: 111 P 77 S: 17 (58 AEPs)***
***A&A:*** see *Beasts of Lejends*™ page 121.
Defense: Supernatural cloth armor gives 10 points of protection.

The temple also holds 2 priestesses and 10 acolytes. They are mainly non-combative and will only fight if pressed. They will instead call for guards and notify the central watch.

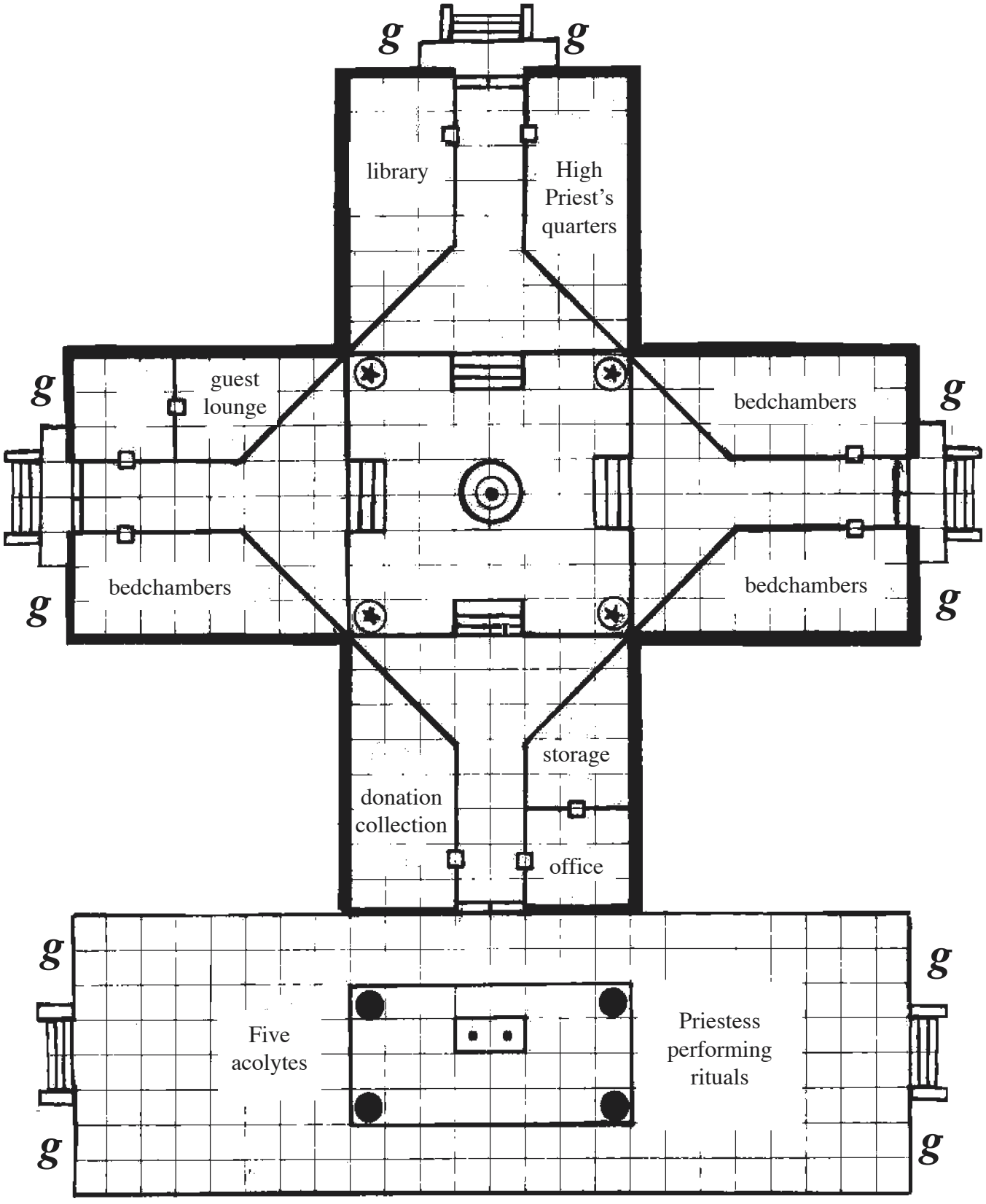
Consult *Beasts of Lejends*™ page 166 if statistics on Ilves are required.

One priestess is out in front of the temple holding a ritual under a pillared roof. There are 5 acolytes with her as well as four guards. There are two guards posted at every entrance. Two acolytes are in the library while the other three are in their quarters. The other priestess is in her quarters.

Once the stone is discovered stolen, a horn will be blown to alert all of the guards. The party will have to escape the village walls without being detected or a battle of enormously unequal odds will ensue. The Wood Rangers will bring reinforcements and try to subdue their foes for detainment and trial. Avatars who escape the village will have to navigate through the woods with the wolf-dogs in pursuit.

**The Rift**

Returning to town with the stone in their possession, the Avatars see the campus of Vaskeep still in shambles. The rubble from the fallen tower is scattered about and a faint plume still rises from the remains. All is dark save for the lights in the library.




The Ilf Temple

*g* = Ilf guard

As they approach, those Avatars attuned to things unhallowed will feel uncomfortable.

Anitra, the old instructor, will anxiously greet the Avatars once they return from the forest. The children of the school flee at the first sign of trouble, but are otherwise out of sight, all except for the young boy who was seen hiding behind Anitra during the first encounter. That youngest boy will be seen again standing near Anitra, whom he controls via demonic power.

***Returning to the Library of the Mage School, you find the room nearly empty, the fireplace smoldering. Anitra stands where you saw her last, as if she had never moved, her fragile frame silhouetted in the dim light, a young boy hovering near her.***

***Her face crinkles in relief upon your arrival. "I see you have succeeded. Please bring me the stone so we are able to ward our good city from evil."***

Whether the Avatars immediately give her the stone or not is of little consequence. Read the following to reveal the true danger present:

***The young boy steps out to regard you with a twisted smile. He speaks softly, in a high-pitched but sinister voice. "You survived my gambit," he says, his pupils contracting to reptilian slits of malice. "My thanks. Alas, you won't survive my minions..."***

Anitra will interpose and attack the Avatars, her elderly fingers transforming into long, curved claws dripping black venom. She will attack if approached or commanded to do so by the demon, but drops dead from a heart attack if the demon is destroyed. Her claws inflict 1-12 Harm + 4-8 VT, and she possesses 1d4 Extraordinary powers from the general Sorcery list, Powers conferred unto her by the demon, in addition to her normal list of Activations.

If the party seems overconfident with their fight, read (or remove this creature if you fear the encounter would be overwhelming):

***Your situation worsens as a deadly creature rises from the high-backed chair by the fireplace. It licks its thick lips with a slimy tongue, fixes its baleful gaze upon you, and sprouts dozens of organic spikes from its torso. The monstrous being resembles a moss-green iron maiden, skin stretched tautly over a stocky frame. Its apish arms jet out towards you like a squid striking at its prey, malefic eyes burning with unholy light.***

**Demon (ordinary)**
***H/FW: 100. P: 66. S: 13.***
The boy is possessed by the spirit of a creature normally seven feet tall, with a hairless oval body covered with black thorns, two arms, and a tentacle for a tail. Its arachnid-like head has multiple eyes and mandibles protrude from the slit-like mouth.
***A&A:*** Malignly energized claws inflicting 9-12 +11 points of harm disregarding all but Supernatural Extraordinary protection, seizing and holding the opponent motionless unless a roll at a +13 penalty against the target subject's Speed Base Rating times four succeeds; a biting attack the following ABC, such attack delivering 3-5 points of harm as well as VT for 17-20 harm, both ignoring all protection.
***Armor:*** 105% (-21) armor protection against material attacks so harm inflicted must generally accrue from Extraordinary attacks, including harm added by Extraordinary weapons and Powers, except that the touch of a sanctified devotional object inflicts 1-2 harm disregardingthe evil force otherwise protecting the creature.
***Powers:***
1) At will dematerialize or materialize in 1 ABC.
2) In non-material form expend 13 points of H/FW (as if sustaining harm) and possess the body of any person then touched, succeeding on a roll of 33 or under with a penalty equal to the subject's Speed added to the score if the target is intelligent. If successful only a Theurgist can evict the possessing spirit, but when evicted it returns instantly to its own realm.



This hybrid was summoned by the demon to grant him time to start the rite necessary to open the portal back to his home dimension. The goal of the demon is to escape, and it would rather get home than fight to the death, relying instead on the banecreeper and the woman to support its goals.

**Banecreeper**
***H: 30 P: 40 S: 12***
***A&A:*** see *Beasts of Lejend*™, page 123.

The so-called *Wardstone* becomes activated when affixed to the end of a magical telescope that is kept in an adjacent room. The demon will grab the telescope and run outdoors to assemble the necessary parts. When pointed at the right star, a shaft of moonlight travels down the chamber of the telescope, striking the gem and activating the *heka* contained therein. Once energized, the demon need only point the stone at any vertical surface and speak the word "*egress*" in draconic, which will cause a beam of energy to strike the wall, creating a permanent dimensional rift.

The rift will look like a glimmering oval portal. If successful, the demon will walk through and disappear, leaving the Avatars with the new problem of an open rift in the center of the city of Dama. In order to close the gate, they need the stone, or a closure spell written by Vas. Schuyler has knowledge of the closure spell, it being written down in his grimoire (memory tablet). Naturally, the problem of the rift (and those creatures potentially emerging from it) could become an entire adventure unto itself, to be handled as deemed appropriate by the LM. Once the Rift is closed, the party will be well advised to do away with the stone so it can never be used again, or face the consequences of new and unsuspected enemies. When the rift is closed, the stone destroyed, and the demon gone and/or destroyed, then the party will be hailed as heroes of the city, King Bastien-Vand paying them a tribute of 50,000 gold crowns while requesting allegiance and help for the future.

**Merits And Repute**

It is suggested that 300 merits be given out for the defeat of the demon child and Anitra.

If the party destroys the stone and prevents other nether-creatures from entering the world, the story of this triumph will spread about the land. +5 Repute shall be the gain.

If the party is aggressive to the Ilves, violating their laws or murdering some of the villagers, Dark Repute or even Disrepute, especially in the forest lands, will be gained.

Finally, the successful banishing of the rift accomplished without attacking the Ilves should award the party 1000 merits for a job well done.

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**Next month, in *Lejends*:**




**New Powers of Theurgy**

**Votives and Propitiations**

**Creatures of Shadow**

and much more!



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*Gary himself chose the title for this column, not Yours Humbly! Read on and decide for yourself whether 'tis deserved…*

## Wild Rants From The Awful Gygax; a/k/a

# The Star Chamber

### WHO CARES HOW YOU GM?

By Gary Gygax

We all know that there are those who just can't do a good job of game mastering no matter how hard they try. Likewise, we know that inexperienced, or perverse, GMs will always be around with their killer campaigns or give-away games. This surely applies to the ***Lejendary Adventure***™, of course. Besides the genetically inept and the extreme ends of the campaign spectrum, however, there exists a very extensive middle ground. There are naturally talented young GMs learning how to make their campaign really marvelous, as well as old hands who keep plugging away to make their fantasy world and the adventures therein just a little better than last year's were. Whether a combat-oriented campaign or one where portraying the Avatar is paramount, all of these are valid expressions of the RPG. Who cares how they are LMed? Well, nobody, really, and a number of some-bodies too…

There is no rules enforcement organization, no "Rules Police" to raid non-standard campaign games. Likely *nobody* follows *any* set of RPG rules very faithfully, and most veteran GMs mix and match all manner of different game systems to create a campaign that their players can really enjoy. This is good. While it separates campaigns, it gives common ground too—sharing by difference, so to speak. Clearly, the underlying base in the majority of FRPGs is the *D&D* game. In many others it is an adjunct to some different set of core rules. This means a lot of orientation to combat. Whatever it takes to provide a great campaign for the players is what counts. The *LA*™ system is what it is in order to facilitate campaigns that feature any aspect of the RPG, not merely combat; it is hoped that there is and will remain less need for seeking outside the system for what's needed to GM a great campaign.

"Way back when" I caviled in the pages of *DRAGON Magazine* about this subject: adhering to the rules, playing so that when the group entered a tournament they would not be dismayed by the differences in how things were managed. That admonition was well-meant but rankled a lot of folks. No matter. In the end it certainly contributed to the success of the *AD&D* game tournaments sponsored by the RPGA. Now I find myself having to serve in a similar capacity in regards to the *LA*™ game system. As was the case long ago, it is not a matter of me wanting everyone to play by *my* rules, but rather a matter of attempting to maintain as homogeneous a community as possible!

That aside, the "caring" about how a game is GMed goes on still, and actively too. What else is this publication, *LEJENDS Magazine*™, all about? Clearly most periodicals around are there to assist the Game Master, and the player too, in becoming better at his or her role in the RPG. The fact is that there are none so skilled that their GMing ability can't be improved. Through doing, listening to the others involved in the game, and seeking advice and inspiration always, the average GM will certainly grow better in providing entertainment to the players, while the exceptional one will move towards virtuosity.

It so happens that even though I am not the world's best GM—far from it, likely adequate at best—I am one of those who does care about how you manage the game play. From years of GMing, writing, and playing, I believe I have managed to gain insights and information that are worthwhile in regards to doing a better job of guiding the campaign and play therein. There are a lot of things that surround game play. There is the sub-culture of RPGs, the society and politics of gaming, conventions that serve gamers, and other peripheral things. Because I have written a lot about GMing and the improvement of campaign play therein, it sometimes strikes me being trite, dealing with the hackneyed, to devote attention to one or another aspect of campaign direction. I care about assisting you in providing material that will aid you as an LM, or in playing better, or to give you a better perspective of games and gamers. So if I miss the mark, y'all holler at me, eh?

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# Knacks and Quirks

**by Clinton Folger**

*Illustrated by Martin Siesto*

Being a description of further character traits your Avatars may exhibit...

## Knacks

**Mental Mapper:** the Avatar can remember a complex of chambers, rooms, corridors, etc. with 90% accuracy, and wilderness terrain with 75% accuracy.

**Premonition:** once per day the Avatar, while in an unaware state, can sense imminent danger.

**Linguist:** the Avatar quickly and easily learns languages, 3-5 days of immersion being sufficient enough to communicate effectively.

**Inheritance:** the Avatar gets 3-5 additional equipment picks of his choice, allowing for a second cash pick.

**Natural Athlete:** the Avatar adds 50% to his running speed, jumping distance and height, "hang time," and lung capacity.

**Swordsmanship:** the Avatar gains a bonus of 5% to hit and causes one additional point of harm when using a sword.

**Animal Identification:** the Avatar is 75% likely to identify and have knowledge of any mundane animal.

**Myth Lore:** the Avatar is 50% likely to identify and have knowledge of any legendary creatures of lore.

**Non-Magical:** the Avatar is unable to possess any Extraordinary Abilities or powers other than Psychogenic. Any Extraordinary power aimed at the Avatar is 20% likely to have no effect on him.

**Survivalist:** the Avatar can survive comfortably eating and drinking but once every three days.

## Quirks

**Anti-Stamina:** the Avatar can perform strenuous activities for only half the normal amount of time.

**Conspiracy Theorist:** the Avatar is convinced that anything strange or unexplained is part of an elaborate conspiracy or cover-up.

**Foot-In-Mouth Syndrome:** the Avatar is 50% likely to say something totally inappropriate in important and grave circumstances. (The Avatar may say something grossly insulting to the Queen, etc.)

**Old Injury:** Any action that requires an explosive burst of strength (lifting an object that tests the limits of the Avatar's strength, making a heroic jump, etc.) will automatically disturb the injury, causing the Avatar to move at half normal movement speed. A single night's sleep or Extraordinary healing may alleviate the pain and eliminate the penalty, but there's a 20% chance that on any day following a day of suffering the pain will continue. This injury can never be fully healed.

**Missile Attractor:** The Avatar has three times the normal chance of being accidentally struck by a missile weapon. (For example, on a failed Archery check the Avatar counts as three targets.)

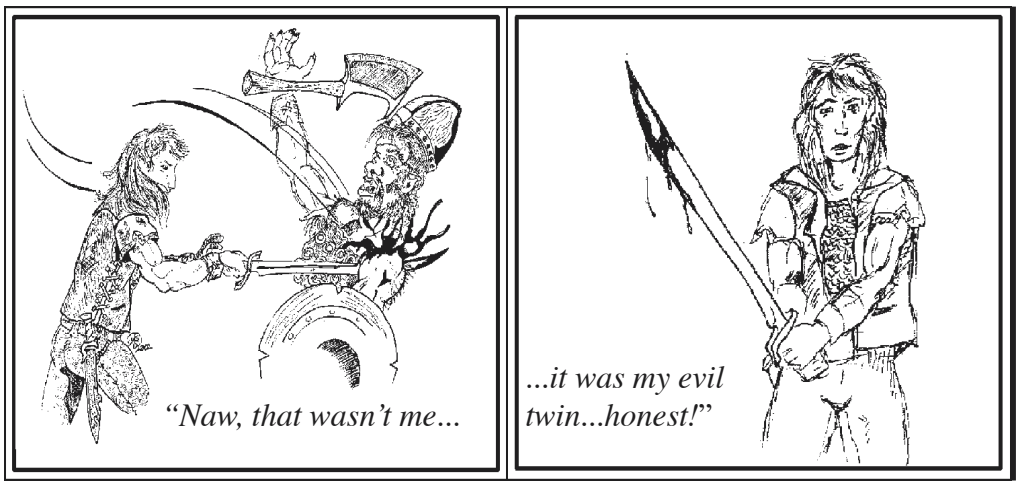
**Fragile:** Shock harm of 10 or more points in a single blow is likely to induce unconsciousness. (Ignore this quirk if the Avatar is a dwarf, oaf, orc, or wylf.)

**Enemy:** the Avatar has an enemy in a high social position such as a politician, noble, crimelord, etc.

**Twin:** there is another person who looks exactly like the Avatar, who consistently causes trouble for him.

**Dependency:** the Avatar has a spouse, child, sibling, elderly parent, etc. who is financially dependent on him/her. The Avatar feels compelled to frequently visit and give half of his money to the dependent.

**Color Blind:** the Avatar is unable to distinguish red from green.



*The Master LejendWeaver shares his thoughts on matters diverse and occasionally arcane. Draw 'round and listen to…*

# XAGIG'S FABLES

## KNIGHTHOOD IN THE FANTASY MILIEU

By Gary Gygax

There are many assumptions made in most fantasy games in regards to the aristocratic warrior. Indeed, the knight is generally a fixture in all systems that use the medieval European model, and rightly so. The armed rider was the backbone of the feudal lord's power. That figure, in turn, was the key component of the feudal system. So, following the model, I suggest that these "general laws" be applied to the matter:

*Eligibility for Knighthood*: The candidate must be an esquire, meaning a mounted warrior in service to a knight.

*Making of an Esquire*: Any noble may give a noble person, a gentle-person*, or a common warrior of proven merit the status of esquire. The military page of noble or gentle birth, or the warrior of common birth, will typically serve as a shield bearer (scutifer), and then arming man (armiger), prior to being appointed as an esquire. When appointed as an esquire, that individual must then be in the service of the (knighted) noble or that of a knight willing to accept his service.

*The gentle-person candidate for knighthood through being made an esquire will usually be the son of a knight.

*Grant of Knighthood*: Any noble may grant (military) knighthood to an esquire. The ceremony for this honor will vary from place to place, but in general it will involve vigil and prayer, fasting, and vows at investiture of fealty, loyalty, and protection of the weak, with such an oath sworn to a deity. The symbols of knighthood are the belt and spurs, traditionally of golden color. Knights of a chivalrous order will also have badges indicating their order and rank therein.

*Ranks of Knighthood*: Ordinary knights are of lower status than those knighted by military orders of knighthood, as the latter are of lesser status than those made a member of a princely order by sovereign rulers. In general, the knightly titles are:

military page
scutifer
armiger
Knight (pennon with a single tail, an aristocratic lieutenant)
Knight Errant (dovetailed pennant, an aristocratic first-lieutenant)
Knight Banneret (pennant with three tails, an aristocratic captain)
Knight Commander (rectangular pennant, an aristocratic colonel)

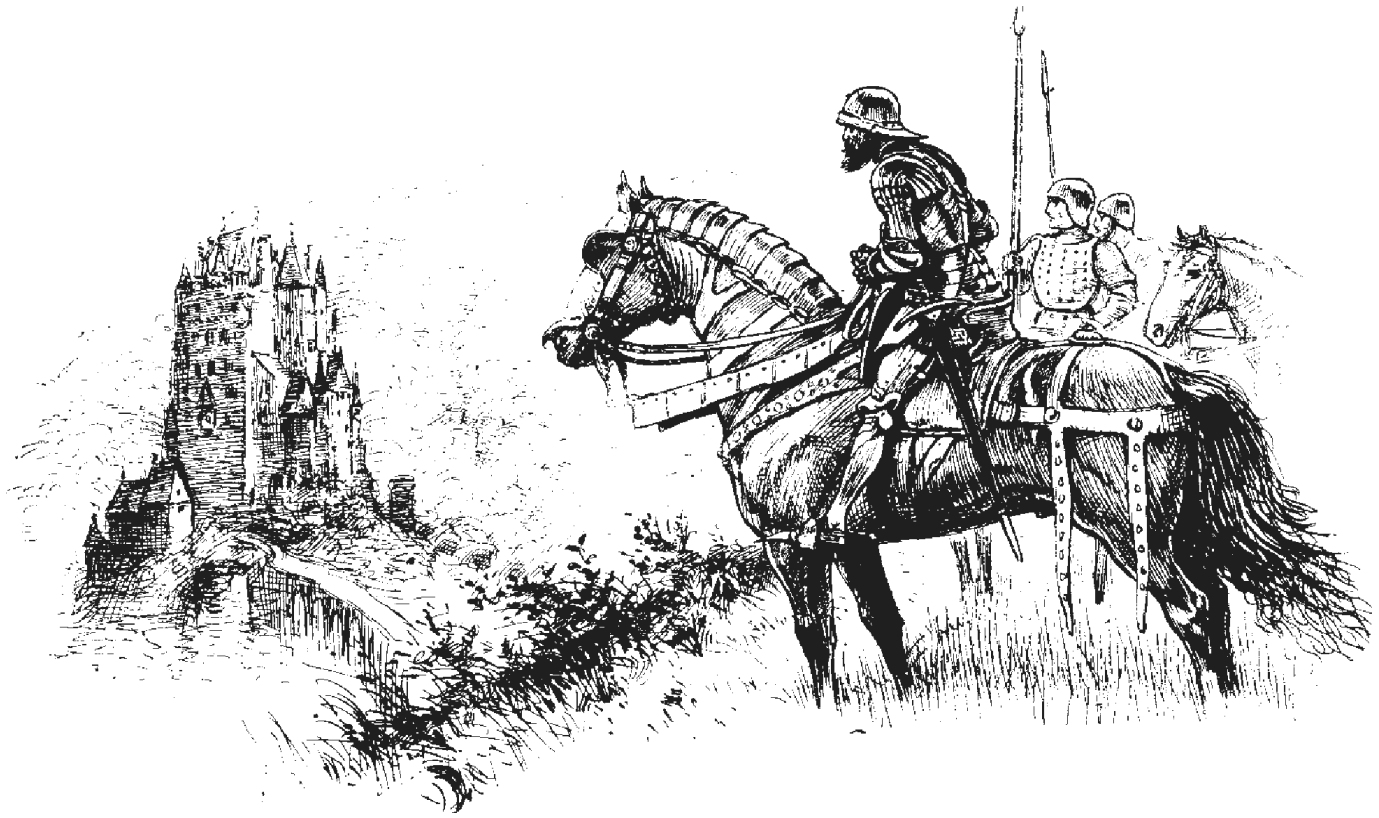
To classify these four ranks according to precedence, then:
Knight, ordinary—16th in Precedence
Knight Errant, ordinary—15th in Precedence
Knight, warrior order—14th in Precedence
Knight, dubbed by a sovereign—13th in Precedence
Knight, princely order—12th in Precedence
Knight Banneret, ordinary—11th in Precedence
Knight Errant, warrior order—10th in Precedence
Knight Errant, dubbed by a sovereign—9th in Precedence
Knight Errant, princely order—8th in Precedence
Knight Commander, ordinary—7th in Precedence
Knight Banneret, warrior order—6th in Precedence
Knight Banneret, dubbed by a sovereign—5th in Precedence
Knight Banneret, princely order—4th in Precedence
Knight Commander, warrior order—3rd in Precedence
Knight Commander, dubbed by a sovereign—2nd in Precedence
Knight Commander, princely order—1st in Precedence

Because social status is a quite important consideration in the feudal organization, this ranking system should assist all involved in the campaign, whether in mastering it or playing therein. Of course, the system also gives reason for characters of knightly sort to strive to gain status through advancement. This means both much roleplay and some degree of success in combat. That's what the RPG is all about!

*Revocation of Knighthood*: The knight can be disgraced, un-knighted, as it were, by the one who dubbed him a knight, or that one's successor. To do this, there must be proof of unchivalrous behavior. If the accused knight so demands, the noble must allow the accused a trial by a jury consisting of his peers, presided over by a high-ranking cleric as judge. Trial by combat is generally permitted. If found not guilty, the accused is exonerated and remains a knight. If found guilty, the accused is stripped of all knightly titles conferred upon him at the level of the one removing them. A sovereign can, then, strip a knight of all titles, while a military order can strip all military order and lesser titles. A noble can strip only ordinary titles.

In closing, please note that the knightly titles used above are based on actual ones used, although the "errant" one is a stretch, added to enlarge the scope of ranks. The purist can drop it. A noble or sovereign must grant an individual any status above the title of knight. The exception is, of course, a knight able to bring to a gathering of arms a force of 20 mounted men, himself included, all such warriors riding warhorses and wearing appropriate armor. Generally that means a force of heavily armed lancers with mail or plate armor, the individuals being one or more knights with esquires, armigers, scutifers, and mounted serjeants.

In regards to the *LA*™ game system note that the rankings above are for precedence in a court, not in the Noble Order to which the Avatar belongs.





# The Jongleur

## Review: Raven's Children

**by Nita Lewis**

I find it interesting how the various fantasy-related fields cross-pollinate. Books and games become movies; game writers publish novels, and novels become the inspiration for games. Artists known from one line or product appear in another—even, at times, for direct competitors. Perhaps imagination feeds upon itself, ripening new ideas and enlarging the spheres in which a creator can move.

One popular area of overlap is that between game illustration and comics. *LA*™ fans may recognize Layla Lawlor (then Layla Borchard-Weir) from her work in *Lejendary Rules for All Players*™ and *Lejend Masters Lore*™. Layla has recently released the third issue of her self-published 'zine entitled *Raven's Children*™.

*Raven's Children*™ draws heavily on Inuit and Native American myth. It is set in a wintry northern land of an unnamed planet, a land of ice, rock, and wind not unlike the Canadian Northwest and Alaska. This bleak, barren land is more than a setting; it is as much a plot factor, driving the story, as the characters who inhabit it. Layla's spare, loose line quality and reliance on white space are ideal for emphasizing the sense of icy remoteness.

***Raven's Children*™**
Shadowgrass Design
P.O. Box 3283
Champaign, IL 61826-3283
www.ravenschildren.com

Raven's Children are members of a native tribe, caught between tribal war and an overlord empire, the *Tolshay Kahn*, whose lifeways are utterly alien in thought and manner. The vaguely oriental Tolshay Kahn covet the iron mines of the area and are not above political sleight-of-hand, out-and-out warfare, and near-criminal chicanery to gain control of them. Perhaps the most heinous of these tactics was their encouragement of the conflict between the Raven's Children and another tribe, the *Wainabe*. By paying the Raven's Children for taking Wainabe slaves (sold to the Tolshay Kahn for service in these frozen climes), the empire destabilized the area and "justified" political intervention to "restore order."

Now that dirty secret has come back to haunt everyone involved, as a few people who will no longer tolerate the brutality and horrors perpetrated on their tribesfolk seek to throw off—by whatever means possible—the grinding yoke of blood and hopelessness. Even tribal gods and watching spirits—particularly the eponymous Raven, a nature demi-goddess—will be called into play before the end.

This isn't a comic for children. Layla expects, and writes for, an intelligent and mature reader. The story is complex; there are many plot lines implied in these early issues that apparently will take much time to resolve. It is violent and bloody, as harsh as its milieu and as painful as the plight of the tribes.

What comes through unmistakably, though, is Layla's familiarity with life in the northern wilderness. An Alaskan native who only recently moved to the Lower 48, she peppers her narrative and her art with subtle—some are perhaps even unintentional—references, beliefs, observations, practices, that lend verisimilitude to the cultures and the locale. Cultural notes and a synopsis of preceding issues help keep the reader up to date and involved from issue to issue. She even includes back-cover comments on such things as sled dogs and labrets. In a lighter mode, she also includes outtakes from her sketchbooks, some of which are laugh-out-loud funny.

At 30 or more 8-1/2" x 11" black-and-white pages per $2 issue, *Raven's Children*™ is well worth a look. I find it to be an impressive debut offering from an artist with room to grow and a vision as wide as the spaces she depicts.

## Welcome to the
# Gamesmyth's Faire

This is the place to find players, swap game materials, and find a retailer near you who carries the *Lejendary Adventures*™ FRPG line of products. There's a place here for passing messages to other players, as well as for listings of upcoming game conventions where you can play the Adventure. And best of all, a message of up to 35 words is free!

Do you have a notice you wish to post at the Faire? Send it to us here at:

Lejends Magazine
Attention: the Gamesmyth's Faire
7202 38th Ave.
Kenosha, WI 53142-1910

Or e-mail it to us at LoreCollege@aol.com. We'll print as many as we have room for. Please keep your messages within the bounds of legality and good taste; we reserve the right to edit or reject any message we deem unsuitable.

Retailer ads are welcome—please contact us for details.

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## LEJENDARY RETAILERS

These fine shops carry *Lejendary Adventure*™ products. Readers, if your favorite *LA*™ retailer isn't listed here, let them know there's a free store listing available just for contacting us here at the Keep.

www.RPGNow.com
www.RPGShop.com

Beckmon's Cards
201 Shoshone St. North
Twin Falls, ID, 83301
208-733-7251
www.webpak.net/~jbeckmon/magic/magic.htm

Dragon's Lair Comics & Fantasy
4910 Burnet Road
Austin, TX, 78756
512-454-2399
www.dlair.net

Game Haven
8527-B N. Hwy 150
Clemmons, NC, 27012
336-764-GAME (4263)
www.game-haven.com

# Legends Magazine

**$5.00**
*February 2002*
*Vol.I, Issue 10*



*Within the Scroll:*

**A Traveller's Guide to Caer Cieniel**

**New Powers of Theurgy**

Nekaforge Productions
Total Reality Studios

# *On this month's cover…*

**Martin Siesto gives us a glimpse into the life of a favorite Avatar in *Brother Falon's Doom*. A profile of Brother Falon appears below.**

**General Information**

Player Name: Martin Siesto
Avatar name: Brother Falon

Race: Human
Order: Ecclesastic
Rank: 5th
Base Ratings: ***H: 72 P: 46 S: 15 AEPs*: 60***

**Abilities & Score**

| | | |
|---|---|---|
| 1st | Theurgy | 97 |
| 2nd | Scrutiny | 59 |
| 3rd | Weapons | 65 |
| 4th | Learning | 35 |
| 5th | Physique | 33 |
| 6th | Chivalry | 30 |
| 7th | Arcana | 36 |

| **Arms Carried** | **Precision Bonus** | **Harm Bonus** |
|---|---|---|
| 2h Supernatural Mace* | +30 | +12 |
| Repeating crossbow (Supernatural) | +20 | +8 |

**Armor & Shield**

| | **Protection** | **% Speed Penalty** |
|---|---|---|
| Plate Armor (Preternatural) | 16 | 2 |

**Equipment & Treasure**

Talisman Against Nether Dimensional Spirits
Standard equipment
Vagabond Pack
Several minor items of an enchanted nature and consumables as appropriate

**Theurgy Powers**

Brother Falon has six memory tablets locked away. He also has access to half a dozen plaques at any given time.

**Avatar Description**

Brother Falon is a grey-haired man of a moderate build, with a paunch of the type gained by those who imbibe of the hop a little more often than one should. He has smoky grey eyes that have seen much suffering. His laugh lines tend to dissuade that impression a bit, but eyes that have seen all that his have can never truly shed their haunted look. The man's beard is a little long and a lot wild. His hands are well worn from the labors he puts them and his back into. Brother Falon prefers to wear the brown robes of his calling or the Steel Plate of his devotion. Upon his chest is a silver devotional object, this and his signet ring being all the wealth he exhibits.

**Avatar Brief Personal Facts/History**

Brother Falon was born to a noble family, but was tricked by his vile younger brother Omur into giving up his rights as first-born. Falon left the family lands believing that, in a drunken rage that he did not remember, he had killed a village girl who shared his bed. All the memory he needed was the girl's strangled corpse in the bed next to him as he woke. He contemplated suicide but chose rather service in the Tenoric faith. He hoped to atone for his sins by living to help others. Through his years of faithfulness he learned the truth of his brother's deception, and eventually wrested the family lands from his brother who was in fact a vile Necromancer.

Currently Falon is embroiled with an other-dimensional plot involving a release of Hell's minions upon the earth— wholesale and in the thousands. Having set his personal affairs in order he is preparing to enter the Nether Realms knowing that he will never return. A fitting end, he believes, if he can put a stop to the demonic plan by sealing the Rift…

On a personal level, Falon enjoys a good tale and a better ale. He is simple and has never married. He almost did, but another man stole the heart of his love. The Baron Von Mordenhiem (a very ancient and powerful lycanthrope of the wolf variety) seduced Diandra and turned her against her comrades. Brother Falon was unable to save her, and could not strike the blow that killed her. He regrets both.

***(continued on inside back cover)***

# Legends

*Within the scroll* **Volume 1, Issue 10** **February 2002**

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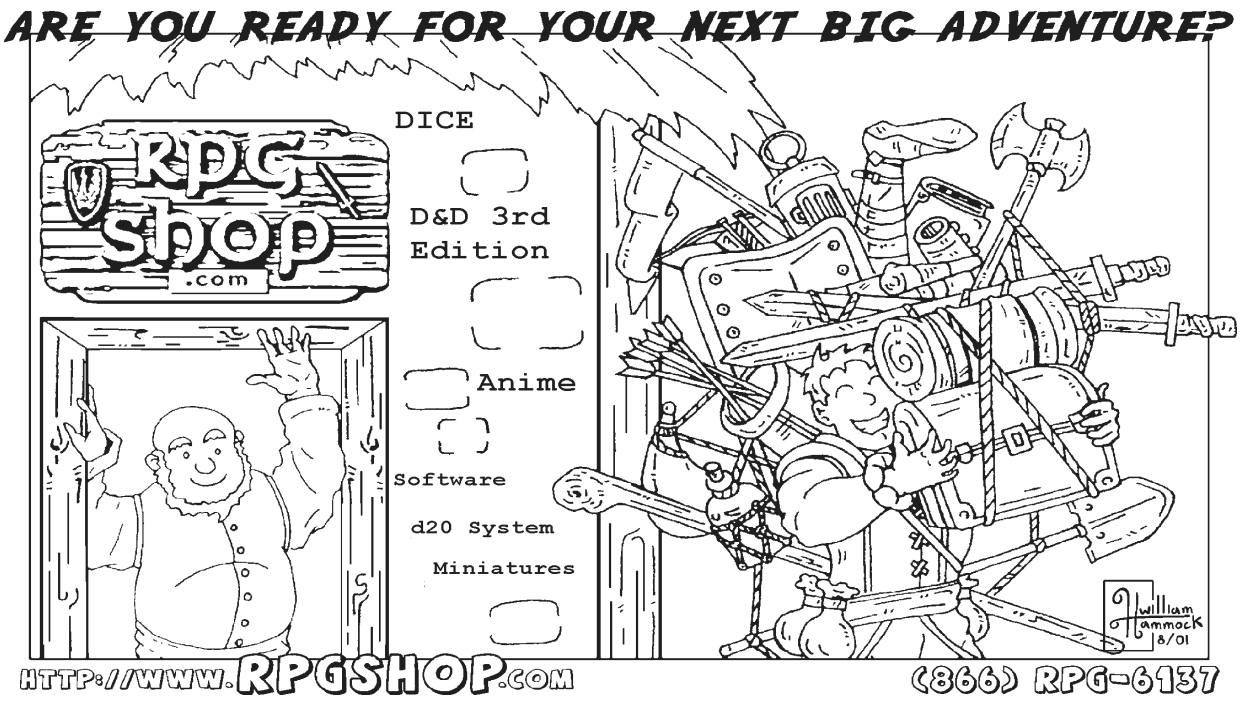
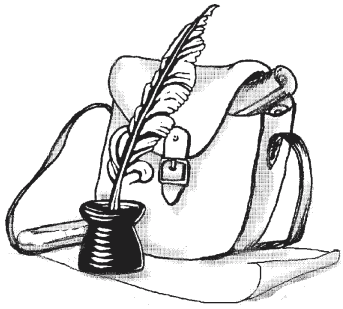




## THE COURIER'S POUCH

Greetings, friends!

I shall take only a few words today before returning to my duties. We have begun our planning for the summer's journeys, both about the demesne and abroad; checking over our way-gear and riffling through the dusty maps. Folk from the Keep will be trekking to several meeting-places of adventurers this year: Origins in July, GenCon in August, and then WorldCon in September. There may be other journeys as well; we shall see how the year progresses. I trust we shall cross paths with many of you along the way!

For now, though, I trust you will enjoy the lore we have presented this month. As ever, we welcome your contributions to our knowledge and our tales of this Lejendary world.

Merry adventuring!

*Lady Amanda*

## FROM THE FORGE

**by Chris Clark**
**February, 2001**

The red-faced and sweating dwarf looked down at the forge at the finished sphere that lay there. The sphere was large and intricate, with subtle, barely discernible patterns, and nuances that presented themselves periodically to the continuing scrutiny of the viewer. It was an item of mystery, wonder, and beauty, and it was complete. All that remained was a protective package to hold the priceless sphere; a box perhaps, or possibly a leather satchel…

…for the sphere represented countless hours of work. Heka, the great wizard, had spent months conceiving of its many intricacies, its subtle mystery, and its form and function. Artisans had labored for long days over its appearance and blandishments. Heroes from far and wide had brought contributions, both magical and mundane for addition to that which would become the finished whole. No simple package would suffice. The dwarf had coalesced these contributions into the massive sphere that now lay atop the forge. Its beauty was not to be lessened by a simple satchel or covering.

With a shake of his head, and secure in the knowledge that the package must be sturdy as well as beautiful, the Dwarf returned to his forge to finish his work.

**The Hammer**

In case I have lapsed once more into obscurity (in terms of the means by which I express myself) the above snippet is designed to inform the reader of one new, nearly complete tool that we will soon add to the Hekaforge Productions arsenal, the first of the *Lejendary Earth*™ books: *Lejendary Earth, The Gazetteer*™. Other than the cover, which is currently occupying a place in my workspace as I write this, the volume is complete! It is due to head to the printers this Friday, and should see release in early May. Its release in PDF format will precede its release on paper by some months and, with luck, it will be available for those who cannot wait at www.lejendary.com by the time you read this article. Other books in this series should follow at the rate of about one every six weeks, although I'll ask that you not pencil that one onto your calendar until such time as I make the announcement to that effect. Several forces could intervene that will either lengthen or shorten that time frame.

Daniel Cross has been assigned the task of producing (pre-press) a new series of sourcebooks for the *Lejendary Adventure*™ series: the *Guidebooks* series. No titles are as yet graven in stone, so I won't announce these, but several, including *The Lejendary Earth Guidebook to Forgotten Temples, The Lejendary Earth Guidebook to Haunts of the Undead, The Lejendary Earth Guidebook to Volcanoes*, and others, are being bandied about. Daniel is still in the organizational portion of this project, but look for at least one or two issues in this series this year. The *Guidebooks* will be 80-96 pages with 2-color parchment covers and will range from $9.95-$12.95 each.

Last note under the Hammer: The hardcover binding system we were perusing for inclusion in our arsenal has proven to be a less-than-cost-effective solution to the binding problem. I fear that at our current level of sales, hardcover editions of any new releases will be relegated to the "I wish" column for some time to come as yet.

**The Anvil**

As mentioned above, we are planning to release the *Lejendary Earth*™ series of five books, with luck ALL this year, although integrity forces me to mention that more probably the first four will see store shelves this year. We have had a few costing increases, and these books will probably come out in the $15 range, (although we had hoped for the $13 range). The final version now being processed for the press DOES have a full color cover, UV coated, and 96 interior pages, as well as 4 full-sized maps, and we may yet have one oversized fold-out world map printed on parchment nestled within those covers. We also have plans to release, in a limited quantity of 150 books, a signed and numbered edition that will INCLUDE the PDF version on a CD-ROM disk. These books will only be available from www.lejendary.com, and perhaps one additional website, and will run $24.95. As mentioned above, a PDF version of the book will be pre-released this month (February) and should run about $8.00.

*Continued on page 9*



*For the Lore Masters of Lejendary Earth, no scrap of knowledge – no matter how arcane – is too little or too obscure to preserve. From time to time some small piece of their research is revealed to us for our enjoyment and edification. Enter these words into your own tomes of lore for your use and that of your Avatars!*

# SHADOWEAVINGS

**Theurgy Ability** (Additions & Changes)

This Ability is unique in that the requirements for use of its Activations assume generally that the one so doing will be of the Ecclesiastic Order. Use outside this stricture is limited, so read the following explanatory material carefully.

Theurgy possessed as an Ecclesiastic Order individual requires that the able Avatar be dedicated to a deity or pantheon of deities, and remain in faithful service thereto in one of two orders – that of Glorification and Hallowing, or that of Service and Care. It is possible to be a member of both orders of Theurgy. Priests, priestesses, friars, monks, nuns, aspirants, novices, and devoted laity alike can qualify and retain the Ability as long as the Avatar is true to the calling undertaken.

Each order has separate rituals for invocation of deital minions, and thus separate propitiation materials and votive summoning materials are necessary for each order. The propitiation and votive summoning materials apply to all Rites of an order, and separate ones for each Rite of the same order are not needed. If the activator has not used the correct propitiation materials, then the deital minion will certainly call the activator to account for any and all past transgressions. If the deital minion is summoned without correct votive summoning materials, it will simply vanish once Activation is complete. Note well that the Theurge does not have power to deal with the powerful deities per se. Only the lesser minions of such mighty supernatural beings can ever be summoned.

It requires one minute to prepare either propitiation or votive materials for an invocation, so to prepare properly requires two minutes. It is then possible to activate an Invocation or Rite of Theurgy. Propitiation and votive summoning materials initially selected are sufficient for an Avatar's use until the next Rank in the Ecclesiastic Order is reached, but at such time as elevation in Rank occurs the individual must obtain new stores of each from the ecclesiastical source from which he or she gains the elevation.

There are two separate Invocations for the summoning of deital minions. There are ten Rites, five for each order, which hallow or protect. There are also miscellaneous Powers of Theurgy Ability, also separated according to order. Finally, there are General Powers of either Ritual which can be known to one possessing Theurgy Ability but not of Ecclesiastical Order, thus not being dedicated to the orders noted above (Glory or Service).

In addition to the recording of propitiation and votive materials necessary, each Invocation, Rite and Power possessed must be recorded on a Theurgy Memory Tablet, one of which is able to contain any four such scribings. In order to possess a specific (not General) Power, it is necessary for the Theurgist to belong to the order to which it is attuned, and only when the Invocation and Rites are known can the individual then possess a Power that is derived therefrom. The LM may freely limit this restriction, so as to allow each Rite possessed by an Ecclesiastic Order Avatar (or NAC) to enable that individual to possess up to four order-specific Powers. Thus, when all five Rites are known, the individual could conceivably possess all of the Powers of the order, that being true even if there are more than 20 such Powers available to the order.

Where Theurgy is not the principal Ability, or an Avatar is *not* of the Ecclesiastic Order, that individual can acquire only the General Powers of either Ritual (order). That is, the individual is *not* able to belong to either order, and can not utilize Invocations, Rites, or the specific Powers of one or the other order of Theurgy Ability. Collaterally, such an individual need not be especially devoted to a pantheon and deity or deities thereof. Individuals of this sort might be referred to as "hedge-priests" or "hedge priestesses."

In regards to any Activation, failure of Ability in a check against Theurgy score indicates the AEPs are expended to no effect.

**Theurgy Ability (Addition)**

Each five Ability points possessed above a score of 100 points adds one point of Activation Energy to the pool of points available to the Avatar. For example, a score of 117 in this Ability adds 3 additional AEPs to the Avatar's pool.

## LA™ *Lejend Master's Lore*™ Additions
## Buying Things—Items by Commercial Location (Alphabetical)
**By Gary Gygax**

*Note:* Luxury items in *italics*.

**APOTHECARY**
**(or HERBALIST SHOP)**
Kobold Fixative (stops vanishing in vapor for 24 hours): $100.
*Makeup case, linen brocade*: silver mirror, crystal and silver containers with cologne, perfume, and rouge brush, ivory powder compact, rouge in silver box, plus silver and mother-of-pearl comb and brush: $5,000.
*Makeup case, silk brocade deluxe*: gold powder compact, silver mirror, crystal and gold containers with cologne, perfume, and rouge brush, rouge in gold box, plus gold and mother-of-pearl comb and brush: $12,000.
Special items possibly found here:
Ambrosias
Boluses of Health
Fungi
Magical Berries and Seeds
Nectars
Powders
Wound Dressings
Cost per available item: $1,500 per Grade, + 10-40% (d4).

**BLACKSMITH**
Jimmy, large (four-foot): $200.
Rook (bar to raise grates, six-foot length): $300.
Special items possibly found here:
Dartlets, Extraordinary,
Pneumatic Hand Catapult
Darts, Extraordinary, Pneumatic
Shoulder Catapult
Pellets, Extraordinary, Light Pellet Crossbow
Sling Bullets, Extraordinary
Cost per available item: $1,000 per Grade, + 10-40% (d4).

**BOOK SHOP**
Book, literature/fiction: $75 to $150.
Book, maps/atlas: $500 to $1,000.
Book, non-fiction: $200 to $500.
Book, rare: $1,000 to $5,000.
Chart, harbor: $50 to $150.
Chart, river: $100 to $300.
Chart, sea/ocean: $1,500-$10,000.
Map, city/town: $100 to $250.
Map, continental: $500 to $2,500.
Map, local: $50 to $150.
Map, regional: $250 to $500.
Map, state/national: $600 to $850.
Map, world: $500 to $15,000.

**CLOCKMAKER**
*Clock, carriage, small*: $3,000 to $7,000.
*Clock, floor, tall*: $8,750 to $25,000.
*Clock, table, large*: $2,500 to $7,500.
*Clock, table, small*: $2,250 to $6,500.
*Clock, table, small*: $2,000 to $5,000.
*Clock, wall, large*: $1,500 to $5,000.
*Clock, wall, small*: $1,250 to $4,000.
*Clock, wall, small*: $1,000 to $3,000.

**COPPER, BRASS and PEWTER SMITHS**
Chatelaine, ordinary, dining: $125.
Chatelaine, ordinary, medicinal: $150.
Chatelaine, ordinary, sewing: $75.
Chatelaine, ordinary, social: $100.
Matchbox, brass: $45.
Matchbox, copper: $65.
Matchbox, pewter: $30.
Snuff box, metal (brass, copper, etc.): $20 to $65.

**CUTLER**

*Cigar cutter, steel*: $125.
*Corkscrew, fancy silver*: $75.
Corkscrew: $15.
*Razor, folding, gold handle*. $2,750.
*Razor, folding, ivory handle*. $750.
*Razor, folding, silver handle*. $1,000.
*Shaving kit, leather deluxe*: silver-handled razor and shaving brush, shaving soap in silver box, silver mirror, silver containers of alum, cologne, lotion, and talc, tortoiseshell comb and brush: $4,500.
*Shaving kit, leather*: bone-handled razor and shaving brush, shaving soap in bone box, steel mirror, bone containers of alum, cologne, lotion, and talc plus bone comb and brush: $1,250.
Tweezers, large, steel: $75.
Tweezers, small, steel: $35.

**DRESSMAKER**

*Cloak, finest fur*: $50,000 to $100,000.
*Cloak, fur*: $15,000 to $25,000.
*Cloak, light, finest dress*: $4,000.
*Cloak, warm, finest dress, fur trim*: $7,500.
*Cloak, warm, finest dress*: $5,000.
*Dress, cloth of gold*: $5,000.
*Dress, cloth of silver*: $2,750.
Dress, cotton, fine: $600.
*Dress, lace*: $2,500.
Dress, linen, fine: $500.
*Dress, satin brocade*: $1,500.
*Dress, satin*: $850.
*Dress, silk brocade*: $3,250.
*Dress, silk*: $2,000.
*Dress, taffeta*: $750.
*Dress, velvet*: $1,000.
*Fan, amber handle*: $4,000.
*Fan, coral handle*: $2,250.
*Fan, gold/gem handle*: $25,000.
*Fan, gold handle*: $5,000.
*Fan, ivory/gem handle*: $15,000.
*Fan, ivory handle*: $2,000.
*Fan, jade handle*: $5,000.
*Fan, mother-of-pearl handle*: $1,000.
Fan, ordinary: $50 to $100.
*Fan, platinum/gem handle*: $35,000.
*Fan, platinum handle*: $7,500.
*Fan, silver/gem handle*: $10,000.
*Fan, silver handle*: $750.
*Fan, tortoiseshell handle*: $1,500.
*Gown, cloth of gold*: $6,250.
*Gown, cloth of silver*: $3,750.
*Gown, lace*: $3,750.
*Gown, linen, fine*: $1,250.
*Gown, satin brocade*: $2,750.
*Gown, satin*: $1,750.
*Gown, silk brocade*: $4,500.
*Gown, silk*: $3,000.
*Gown, taffeta*: $1,750.
*Gown, velvet*: $2,000.
*Handbag, beaded*: $2,000.
Handbag, fine cloth: $250.
*Handbag, gold mesh and gems*: $25,000.
*Handbag, gold mesh*: $7,500.
*Handbag, lace*: $1,750.
*Handbag, silk brocade*: $1,000.
*Handbag, silver mesh and gems*: $12,500.
*Handbag, silver mesh*: $3,000.
Handkerchief (see Haberdashery, add 10%.)
Hat (see Haberdashery, add 20%.)
*Outfit beading*: $2,500.
*Outfit fur trimming, average*: $2,500.
*Outfit fur trimming, fine*: $5,000.
*Outfit lace trimming, average*: $2,000.
*Outfit seed-pearling*: $10,000.
*Outfit sequining*: $7,500.
*Ribbon, cloth of gold*: $35 per foot.
*Ribbon, cloth of silver*: $15 per foot.
*Ribbon, lace*: $25 per foot.
*Ribbon, satin, embroidered*: $10 per foot.
Ribbon, satin: $5 per foot.
*Ribbon, silk*: $20 per foot.
*Scarf, cloth of gold*: $525.
*Scarf, cloth of silver*: $325.
*Scarf, lace*: $350.
*Scarf, satin, embroidered*: $175.
*Scarf, satin*: $100.
*Scarf, silk, embroidered*: $425.
*Scarf, silk:* $300.
*Shawl, cloth of gold*: $1,500.
*Shawl, cloth of silver*: $650.
*Shawl, lace*: $750.
*Shawl, satin, embroidered*: $475.
*Shawl, satin*: $250.
*Shawl, silk, embroidered*: $925.
*Shawl, silk*: $500.
*Shawl, silk*: $600.

**FLETCHER**

Special items possibly found herein:
Arrows, Extraordinary
Quarrels, Extraordinary, Hand Catapult
Quarrels, Extraordinary
Cost per available item: $1,000 per Grade, + 10--40% (d4).

**GAME and TOY SHOP**

Backgammon set, common, complete, in box/board: $150.
*Backgammon set, deluxe ivory, complete, in box/board: $1,250.*
Board, backgammon: $85.
Board, large, wood, chequered red and black, 8 x 8 squares: $75.
Board, small, wood, chequered red and black, 8 x 8 squares: $50.
Cards, playing, fine: $15.
Cards, playing, average: $10.
*Chess set, standard, ivory, large: $1,250.*
*Chess set, standard, ivory, large: $550.*
Chess set, standard, wood, large: $150.
Chess set, standard, wood, large: $100.
Dice, large bone, pair: $15.
Dice, large ivory, pair: $40.
*Dice, large jade, gold inlay spots, pair: $2,000.*
Dice, large wooden, pair: $7.
Dice, small bone, pair: $10.
Dice, small ivory, pair: $25.
*Dice, small jade, gold inlay spots, pair: $1,000.*
Dice, small wooden, pair: $5.
*Dominoes, set, ivory: $950.*
Dominoes, set, wood: $75.
*Draughts, set, ivory: $350.*
Draughts, set, wood: $25.
Various other games and toys, including but not limited to:
blocks, wooden
boats, wooden
cards
board (four player), three ranks of eight squares added to each side
board, great, squared 14 x 14 with 2 added "citadel" squares and men
courier board and men
darts
dolls
figures, animal, wooden
figures, human, wooden
go sets (board and stones)
marbles, agate
marbles. clay
shogi, board and men
soldiers, toy, wooden (various kinds, mounted and afoot)
mancala sets
parcheesi games
senet games
vehicles, miniature, wooden

**GLOVER**

*Gloves, calfskin, pair*: $175.
Gloves, fine cotton, pair: $30.
*Gloves, fine suede*, pair: $225.
*Gloves, linen, embroidered, lace trimmed, pair*: $325.
*Gloves, linen, embroidered, pair*: $125.
Gloves, linen, pair: $50.
*Gloves, silk, embroidered, pair*: $450.
*Gloves, silk, pair*: $250.

**GENERAL MERCHANT**

Brush, hair, ordinary: $5 to $50.
Comb, ordinary: $1 to $20.
Comb and brush, currying: $10 to $40.
Flask, ordinary ceramic, 8-ounce capacity: $45.
Flask, ordinary ceramic, 8-ounce capacity: $25.
Hatpin, 7- or 9-inch, ladies, ordinary: $15 to $30.
Shawl, ordinary (cotton, linen, wool): $40 to $100.

**GOLDSMITH**

*Cigar case, gold engraved*: $2,950.
*Cigar case, gold relief work*: $4,000.
*Cigar case, gold*: $2,250.
*Cigar cutter, fancy gold*: $750.
*Cosmetic case, gold, plain*: $2,250.
*Cosmetic case, gold, engraved*: $2,350.
*Cosmetic case, gold, relief work*: $2,950.
*Flask, gold, 4-ounce capacity, relief work*: $7,500.
*Flask, gold, 4-ounce capacity, engraved*: $5,225.
*Flask, gold, 4-ounce capacity*: $3,875.
*Chatelaine, gold, dining*: $1,325.
*Chatelaine, gold, medicinal*: $1,350.
*Chatelaine, gold, sewing*: $1,275.
*Chatelaine, gold, social*: $1,300.
*Hatpin, 7- or 9-inch, ladies, gold head*: $500.
*Matchbox, gold*: $1,250.
*Ring, signet (seal), gold*: $2,750.
*Snuff box, gold, engraved*: $1,350.
*Snuff box, gold, plain*: $1,250.
*Snuff box, gold, relief work*: $1,750.
Various other small items, including but not limited to:
boxes
needles
cases
tea balls
game counters
thimbles

**HABERDASHERY**

*Handkerchief, fine linen, embroidered, lace trimmed*: $150.
*Handkerchief, fine linen, embroidered*: $50.
*Handkerchief, fine linen, lace trimmed*: $100.
Handkerchief, fine linen: $15.
Handkerchief, plain cotton: $10.
*Handkerchief, silk, embroidered*: $200.
*Handkerchief, silk*: $50.
*Stick, gentlemen's walking, coral head, with hidden liquid reservoir:* $4,250 to $3,750.
*Stick, gentlemen's walking, coral head, with hidden short thrusting sword:* $38,500 to $41,000.
*Stick, gentlemen's walking, coral head*: $1,500 to $3,000.
*Stick, gentlemen's walking, gold head, with hidden liquid reservoir:* $6,500 to $8,000.
*Stick, gentlemen's walking, gold head, with hidden short thrusting sword:* $43,500 to $46,000.
*Stick, gentlemen's walking, gold head*: $2,500 to $4,000.
*Stick, gentlemen's walking, ivory head, with hidden liquid reservoir:* $3,500 to $3,750.
*Stick, gentlemen's walking, ivory head, with hidden short thrusting sword:* $37,500 to $40,000.
*Stick, gentlemen's walking, ivory head*: $750 to $1,000.
*Stick, gentlemen's walking, jade head, with hidden liquid reservoir:* $7,500 to $3,750.
*Stick, gentlemen's walking, jade head, with hidden short thrusting sword:* $41,500 to $44,000.
*Stick, gentlemen's walking, jade head*: $6,500 to $9,000.
*Stick, gentlemen's walking, platinum head, with hidden liquid reservoir:* $9,500 to $11,000.
*Stick, gentlemen's walking, platinum head, with hidden short thrusting sword:* $47,500 to $50,000.
*Stick, gentlemen's walking, platinum head*: $4,500 to $6,000.
*Stick, gentlemen's walking, silver head, with hidden liquid reservoir:* $2,500 to $2,750.
*Stick, gentlemen's walking, silver head, with hidden short thrusting sword:* $36,000 to $38,500.
*Stick, gentlemen's walking, silver head*: $500 to $750.

**HATTER**

Hat, broad brim, felt: $150.
Hat, broad brim, fine felt, plumed: $230.
*Hat, broad brim, fine fur, plumed*: $775.
*Hat, broad brim, fine fur*: $700.
*Hat, broad brim, silk, embroidered, plumed*: $1,550.
*Hat, broad brim, silk, embroidered*: $1,350.
*Hat, broad brim, silk, plumed*: $550.
*Hat, broad brim, silk*: $450.
Hat, narrow brim, felt: $125.
Hat, narrow brim, fine felt, plumed: $185.
*Hat, narrow brim, fine fur, plumed*: $670.
*Hat, narrow brim, fine fur*: $600.
*Hat, narrow brim, silk, embroidered, plumed*: $1,300.
*Hat, narrow brim, silk, embroidered*: $1,150.
*Hat, narrow brim, silk, plumed*: $425.
*Hat, narrow brim, silk*: $375.

**JEWELER**

*Cigar case, gold/gems*: $7,750 to $19,250.
*Cigar case, gold, enameled*: $3,225.
*Cigar case, ivory*: $750.
*Cigar case, ivory/gems*: $2,500 to $8,500.
*Cigar case, silver/gems*: $3,250 to $10,000.
*Cigar case, silver, enameled*: $800.
*Cigar case, tortoise shell*: $1,000.
*Comb, gold/jewels*: $3,250 to $8,750.
*Comb, ivory/jewels*: $1,250 to $4,000.
*Comb, silver/jewels*: $2,250 to $4,250.
*Comb, tortoise shell/jewel inlays*: $2,750 to $6,500.
*Cosmetic case, gold, enameled, inlaid gems*: $3,250 to $14,000.
*Cosmetic case, gold, enameled*: $2,475.
*Cosmetic case, gold, inlaid gems*: $3,000 to $13,500.
*Cosmetic case, ivory, carved relief*: $1,250.
*Cosmetic case, ivory, engraved*: $750.
*Cosmetic case, ivory, inlaid gems*: $1,750 to $10,000.
*Cosmetic case, ivory, plain*: $525.
*Cosmetic case, platinum/enamel, inlaid gems*: $5,500 to $15,750.
*Cosmetic case, platinum/enamel*: $4,250.
*Cosmetic case, platinum, engraved*: $2,750.

*Cosmetic case, platinum, inlaid gems*: $6,000 to $25,000.
*Cosmetic case, platinum, plain*: $4,000.
*Cosmetic case, platinum, relief work*: $5,000.
*Cosmetic case, silver/enamel, inlaid gems*: $2,500 to $9,750.
*Cosmetic case, silver, inlaid gems*: $2,000 to $8,500.
*Cosmetic case, silver, enamel*: $700.
*Cosmetic case, tortoiseshell, carved relief*: $1,975.
*Cosmetic case, tortoiseshell, engraved*: $1,250.
*Cosmetic case, tortoiseshell, inlaid gems*: $4,500 to $10,000.
*Cosmetic case, tortoiseshell, plain*: $850.
*Hatpin, 7- or 9-inch, gold head with gems*: $1,000 to $5,000.
*Hatpin, 7- or 9-inch, silver head with gems*: $300 to $1,500.
*Matchbox, gold, enameled*: $1,500.
*Matchbox, silver, enameled*: $450.
*Perfume bottle, crystal and gold*: $1,500.
*Perfume bottle, crystal and silver*: $750.
*Perfume bottle, crystal*: $500.
*Perfume bottle, gold/gemstone stopper*: $2,500.
*Perfume bottle, platinum*: $3,250.
*Perfume bottle, silver/gemstone*: $250.
*Ring, any metal, plain or jeweled, with secret compartment*: $2,500 to $50,000.
*Ring, signet (seal), platinum*: $4,000.
*Snuff box, gold/enamel, inlaid gems*: $2,250 to $12,250.
*Snuff box, gold/enamel*: $1,475.
*Snuff box, gold, inlaid gems*: $2,000 to $12,000.
*Snuff box, ivory, carved relief*: $750.
*Snuff box, ivory, engraved*: $450.
*Snuff box, ivory, inlaid gems*: $1,500 to $6,500.
*Snuff box, ivory, plain*: $325.
*Snuff box, platinum/enamel, inlaid gems*: $3,250 to $13,250.
*Snuff box, platinum/enamel*: $2,450.
*Snuff box, platinum, engraved*: $2,250.
*Snuff box, platinum, inlaid gems*: $3,000 to $13,000.
*Snuff box, platinum, plain*: $2,100.
*Snuff box, platinum, relief work*: $3,000.
*Snuff box, silver/enamel, inlaid gems*: $1,250 to $6,250.
*Snuff box, silver/enamel*: $400.
*Snuff box, silver, inlaid gems*: $1,000 to $6,000.
*Snuff box, tortoiseshell, carved relief*: $875.
*Snuff box, tortoiseshell, engraved*: $550.
*Snuff box, tortoiseshell, inlaid gems*: $2,000 to $7,000.
*Snuff box, tortoiseshell, plain*: $375.

**SHOEMAKER**

*Boots, high, fancy dress, gold trim*: $5,500.
*Boots, high, fancy dress, silver trim*: $2,250.
*Boots, high, fancy dress*: $1,500.
Boots, high, hard soled, iron toe-capped: $750.
*Boots, low, fancy dress, gold trim*: $4,000.
*Boots, low, fancy dress, silver trim*: $1,500.
*Boots, low, fancy dress*: $1,000.
Boots, low, hard soled, iron toe-capped: $650.
Shoes, iron toe-capped, +1 to Harm: $325.
*Shoes, leather, fancy dress, gold trim*: $3,000.
*Shoes, leather, fancy dress, silver trim*: $1,000.
*Shoes, leather, fancy dress*: $450.
*Shoes, suede, fancy dress, gold trim*: $3,250.
*Shoes, suede, fancy dress, silver trim*: $1,250.
*Shoes, suede, fancy dress*: $550.

**SILVERSMITH**

*Chatelaine, silver, dining*: $325.
*Chatelaine, silver, medicinal*: $350.
*Chatelaine, silver, sewing*: $275.
*Chatelaine, silver, social*: $300.
*Cigar case, silver engraved*: $825.
*Cigar case, silver relief work*: $975.
*Cigar case, silver*: $600.
*Cigar cutter, fancy silver*: $125.
*Cosmetic case, silver, plain*: $475.
*Cosmetic case, silver, engraved*: $1,150.
*Cosmetic case, silver, relief work*: $875.
*Flask, silver, 4-ounce capacity, relief work*: $875.
*Flask, silver, 4-ounce capacity, engraved*: $625.
*Flask, silver, 4-ounce capacity*: $400.
*Flask, silver, 8-ounce capacity, relief work*: $1,525.
*Flask, silver, 8-ounce capacity, engraved*: $1,150.
*Flask, silver, 8-ounce capacity*: $750.
*Hatpin, 7- or 9-inch, silver head*: $75.
*Matchbox, silver*: $200.
*Ring, signet (seal), silver*: $850.
*Snuff box, silver, engraved*: $350.
*Snuff box, silver, plain*: $250.
*Snuff box, silver, relief work*: $500.

Various other small items, including but not limited to:
boxes
needles
cases
tea balls
game counters
thimbles

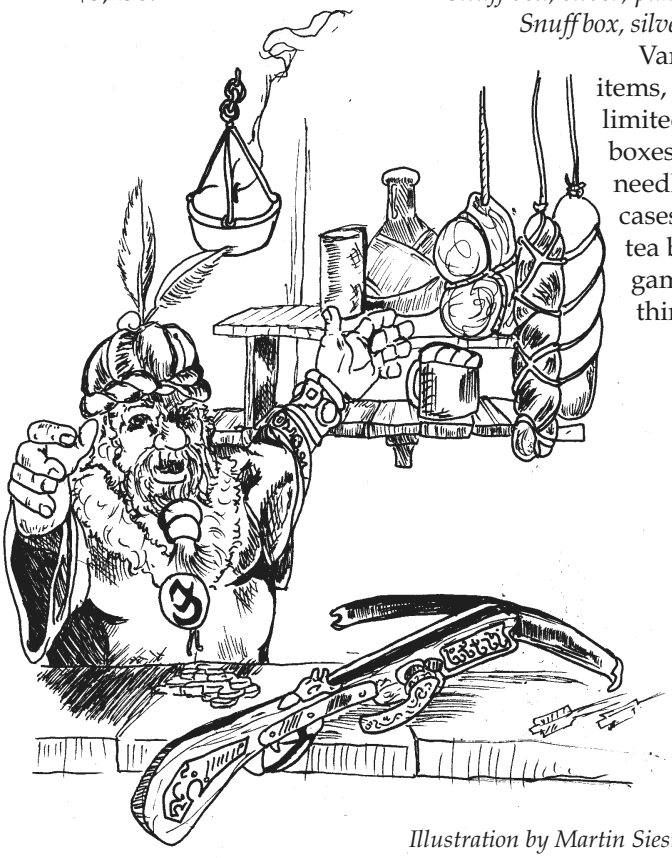


*Illustration by Martin Siesto*

**TOBACCONIST**

*Cigar box, humidor, large (100-cigar capacity):* $150 to $500.
*Cigar box, humidor, small (25-cigar capacity):* $100 to $300.
Cigar case, leather: $50.
Cigar cutter: $25.
Cigar, little, tin box of 10: $10.
Cigar: $1 to $20.
Cigarillo, package of 20: $5.
*Match, phosphorous,* 3" length: $1.
Matchbox, bone, waterproof: $100.
Matchbox, tin: $15.
Matchbox, wooden: $25.
Pipe cleaning tool: $10 to $25.
Pipe, briar: $25 to $150.
Pipe, clay: $10.
Pipe, meerschaum: $50 to $500.
Snuff box, wood, plain: $25.
Snuff, 1 ounce: $10 to $50.
Tobacco pouch, leather, 3-ounce capacity: $30.
Tobacco, chewing, 1/2-pound twist: $5 to $20.
Tobacco, pipe, 1 pound: $15 to $50.

**WATCHMAKER & JEWELER**

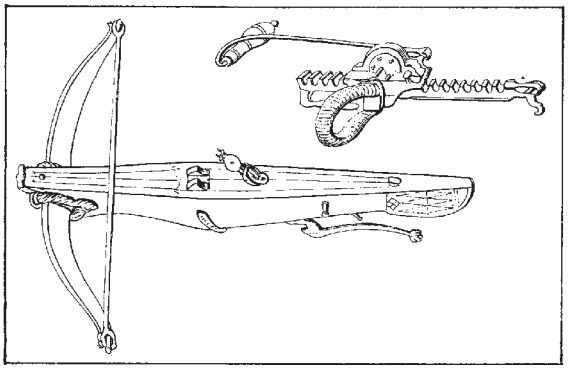
*Music box, large, gold/enamel, inlaid gems*: $55,000 to $250,000.
*Music box, large, gold/enamel*: $23,000.
*Music box, large, gold, engraved*: $15,250.
*Music box, large, gold, inlaid gems*: $51,500 to $300,000.
*Music box, large, gold, plain*: $10,750.
*Music box, large, gold, relief work*: $13,500.
*Music box, large, ivory, carved relief*: $8,750.
*Music box, large, ivory, engraved*: $8,000.
*Music box, large, ivory, inlaid gems*: $25,000 to $100,000.
*Music box, large, ivory, plain*: $7,000.
*Music box, large, silver/enamel, inlaid gems*: $35,000 to $150,000.
*Music box, large, silver/enamel*: $14,250.
*Music box, large, silver, engraved*: $9,000.
*Music box, large, silver, inlaid gems*: $25,000 to $100,000.
*Music box, large, silver, plain*: $5,000.
*Music box, large, silver, relief work*: $6,500.
*Music box, small, gold/enamel, inlaid gems*: $7,500 to $60,000.
*Music box, small, gold/enamel*: $3,500.
*Music box, small, gold, engraved*: $2,750.
*Music box, small, gold, plain*: $2,250.
*Music box, small, gold, relief work*: $3,750.
*Music box, small, ivory, carved relief*: $1,500.
*Music box, small, ivory, engraved*: $1,250.
*Music box, small, ivory, inlaid gems*: $5,250 to $45,000.
*Music box, small, ivory, plain*: $1,000.
*Music box, small, silver/enamel, inlaid gems*: $3,750 to $45,000.
*Music box, small, silver/enamel*: $2,000.
*Music box, small, silver, engraved*: $1,250.
*Music box, small, silver, inlaid gems*: $2,750 to $35,000.
*Music box, small, silver, plain*: $750.
*Music box, small, silver, relief work*: $1,000.
*Music box, small, gold, inlaid gems*: $7,000 to $55,000.
*Pocket watch, chain, gold, fancy, with gems*: $10,000 to $27,500.
*Pocket watch, chain, gold, fancy*: $3,500.
*Pocket watch, chain, gold, plain*: $2,000.
*Pocket watch, chain, platinum, fancy, with gems*: $17,000 to $35,000.
*Pocket watch, chain, platinum, fancy*: $5,000.
*Pocket watch, chain, platinum, plain*: $3,250.
*Pocket watch, chain, silver, fancy, with gems*: $1,000 to $3,500.
*Pocket watch, chain, silver, fancy*: $350.
*Pocket watch, chain, silver, plain*: $200.
*Pocket watch, fob, gold/enamel, inlaid gems*: $5,500 to $16,000.
*Pocket watch, fob, gold/enamel*: $1,750.
*Pocket watch, fob, gold, engraved*: $1,500.
*Pocket watch, fob, gold, inlaid gems*: $4,500 to $15,000.



*Pocket watch, fob, gold, personal seal*: $2,250.
*Pocket watch, fob, gold, plain*: $1,250.
*Pocket watch, fob, gold, relief work*: $2,500.
*Pocket watch, fob, platinum/enamel, inlaid gems*: $6,500 to $17,000.
*Pocket watch, fob, platinum/enamel*: $2,500.
*Pocket watch, fob, platinum, engraved*: $2,250.
*Pocket watch, fob, platinum, inlaid gems*: $5,500 to $16,000.
*Pocket watch, fob, platinum, personal seal*: $3,500.
*Pocket watch, fob, platinum, plain*: $2,000.
*Pocket watch, fob, platinum, relief work*: $3,500.
*Pocket watch, fob, silver/enamel, inlaid gems*: $1,650 to $12,500.
*Pocket watch, fob, silver/enamel*: $350.
*Pocket watch, fob, silver, engraved*: $325.
*Pocket watch, fob, silver, inlaid gems*: $1,500 to $12,000.
*Pocket watch, fob, silver, personal seal*: $750.
*Pocket watch, fob, silver, plain*: $250.
*Pocket watch, fob, silver, relief work*: $500.
*Pocket watch, gold/enamel, inlaid gems*: $14,500 to $25,000.
*Pocket watch, gold/enamel*: $12,750.
*Pocket watch, gold, engraved*: $13,500.
*Pocket watch, gold, inlaid gems*: $15,500 to $26,000.
*Pocket watch, gold, plain*: $12,250.
*Pocket watch, gold, relief work*: $14,500.
*Pocket watch, platinum/enamel, inlaid gems*: $12,500 to $27,000.
*Pocket watch, platinum/enamel*: $14,500.
*Pocket watch, platinum, engraved*: $15,500.
*Pocket watch, platinum, inlaid gems*: $19,500 to $30,000.
*Pocket watch, platinum, plain*: $14,000.
*Pocket watch, platinum, relief work*: $17,500.
*Pocket watch, silver/enamel, inlaid gems*: $11,250 to $16,250.
*Pocket watch, silver/enamel*: $10,500.
*Pocket watch, silver, engraved*: $10,350.
*Pocket watch, silver, inlaid gems*: $11,000 to $16,000.
*Pocket watch, silver, plain*: $10,000.
*Pocket watch, silver, relief work*: $10,500.

**WEAPONSMITH**

Catapult, hand, repeating (4-shot): $12,500.
Catapult, hand, pneumatic repeating (6-shot): $125,000.
Catapult, shoulder, pneumatic (single-shot): $65,000.
Crossbow, small, repeating (9-shot): $3,500.
Crossbow, small, pellet, repeating (14-shot): $4,500.
Mace, 2-handed, iron: $2,750.
*Stick, gentlemen's walking, silver head, with hidden blades, a "feather staff" therein:* $50,000 to $55,000.
Special items possibly found herein:
Wylf bolt
Wylf shot
Cost per available item: $1,000 per Grade, + 10-40% (d4).



*Continued from page 2*

As also mentioned above, the *Guidebooks* series is being launched. The plan, at least, is for this to be a series of full-sized sourcebooks that contain about one-half source material and about one-half small adventures. I surprised Mr. Cross with this idea but a few short weeks ago, and he is still scrambling to put a production team together, although he is more than ready to dive into the mix. With a low cover price and a plethora of useful adventure material in each book, it is my belief that these issues will be a significant source of new campaign material for LMs.

We further have as yet unfinalized plans for a series of books entitled the *Order Handbooks* Series. These new *Handbooks* will be digest-sized, with self-covers, and are designed to provide Avatar creation and expanded Order abilities, Activations, secret rites, and items for each of the current Orders in *LA*™. The intent here is to provide a gaming supplement that will both allow the veteran player to expand their particular best-loved Avatar, and also provide enough material that a player thinking of joining an *LA*™ game can get started playing by merely purchasing the *Handbook* of the Order for the type of Avatar they wish to begin playing. The *Handbook* releases are being planned with an MSRP of $9.95, and will average 80 pages.

*Castle Wolfmoon*™ has been VERY temporarily sidelined whilst I catch up on some of these backlogged projects. I am still toiling through a few troublesome areas of the final castle level (on which most of the plots reach their climax), but the story lines are complete, and the process of creating D20 statistics is about half finished. Those reading this who are play-testing under the several lucky LMs who have the material take note: If your LM has not received copies from me of levels 1 through 4, have him drop me a note--they're available for play-testing. Construction on *Castle Wolfmoon*™ should resume before the end of this month.

Origins will see *Castle Wolfmoon*™ events hosted by yours truly in classic *Lejendary Adventure*™ style… and for those who have already played, we will not be starting at the beginning of the adventure... It is my plan to provide a bit of background to those players who attend, and begin our explorations of the castle at level #2. Julian Wolfe is also running his *Lodoss War*™ adaptation of the *Lejendary Adventure*™ for those who'd like something a bit different. There is obviously space for others to run some *LA*™ events at this great meeting of gamers, so chime in if you're of a mind to do so. They have extended the deadline for events to March 1st. *The Judas Goat*™ (#2 in the tournament, only-get-it-by-running-events series of modules) should be available no later than April. I am also working on a third tournament module, but have no idea when I'll get that one finished. I'll simply tease you all by mentioning that it is an "Indiana Jones"-style adventure called *The Oracle of Gaia*™. Parties interested in garnering some of these free modules should contact me at fuzhero@aol.com.

**Wrap-Up**

The hand has healed, I can type like normal people once again (well, at least like normal people that have no clue about typing), and projects are moving forward once more at the Forge. The initial response to *Castle Wolfmoon*™ from the D20 community has outstripped my expectations. We have been a bit stagnant through 2001… with only this fine publication providing a means for the expansion of the Lejendary world, but I foresee quite a bit of growth for the *Lejendary Adventure*™ community in 2002. Heck, the old dwarf might even have some time for online gaming (as Lejend Master) this year.

…Well, I can dream, anyway…

*The Master LejendWeaver shares his thoughts on matters diverse and occasionally arcane. Draw 'round and listen to…*

# XAGIG'S FABLES

**MULTIVERSAL MIX: DEITIES & DIMENSIONS**
By Gary Gygax

Some time back, Angel Stewart, one of the gamers on my online list, wrote the following to me:

*"The world the Avatars travel, see, and experience with their senses and other cognitive abilities exists on one plane. This plane is vast, and encompasses the planets and known universe surrounding the characters – if the Lejend Master allows knowledge of astral bodies such as stars, planets, moons, etc. in a medieval sort of universe.*

*"There are other planes as well, some intersecting the primary plane, or Earthly Plane (insert imaginative name here), while others exist as separate places. These planes may be termed dimensions as well. In some dimensions, certain beings, to whom mortals refer as gods, do exist. Therefore, more often than not, there is a single plane to each deity. A mortal who prays to or worships such a deity opens a link to that plane, from which they receive blessings or Powers.*

*"The Command and Protect circles are physical manifestations of the formation of this link, from which the Ecclesiastic Order individuals are able to draw and manipulate the energies from the plane.*

*"However, there is a common thread running through everything, through all planes and all entities. This common thread represents the unifying force of the multiverse, encompassing all planes. It is this unifying force/entity which is referred to as the One God. A Theurgist who does not ascribe to any one entity taps into this spiritual source, and thus receives energy from there.*

*"When a player decides to choose Theurgy Ability without being of Ecclesiastic Order, by all rights the LM must require that one to show how he or she acquires such Ability. That means the Avatar must have an explanation of what deity or pantheon is specially honored, how the knowledge of Theurgy was acquired, and then the Avatar must be played accordingly. The question of an Avatar not having a deity or pantheon recognized should not arise in a campaign. It is a must that the Avatar with Theurgy Ability honor such."*

That is insightful and correct in terms of the LA game system. So I responded:

Very nicely put, thank you!

To complete the concept in game terms, I conceive of the Mundane Dimensional Matrix sets, those of all the parallel worlds and universes of material sort, as having the same general mix of each of the four medieval European elements (air, earth, fire, water), with time as an added "element." The Extraordinary energy from these places is mostly Preternatural and mixed in nature, so as to be basically of "neutral" sort.

The "highest" are the Celestial Dimensional Matrices which are positive and deliver mostly Supernatural Extraordinary energy.

The dimensional matrices of Light that are "below" the Celestial deliver Preternatural and Supernatural Extraordinary energy that is neutral positive energy.

In the middle fall the Mundane Dimensional Matrices of all sorts.

The dimensional matrices of Shadow are "beneath" the Mundane, delivering neutral negative Extraordinary energy of both Preternatural and Supernatural sorts.

The "lowest" are the Nether Dimensional Matrices, that are negative and deliver mostly Supernatural Extraordinary energy of that sort.

The various deital pantheons are of mixed ethos and nature. Each is "related to" the other, although some deities do not have exactly parallel counterparts in other pantheons. That said, most collateral deities are "aspects" of a single entity, the name and appearance being culturally- and socially-added manifestations of the worshippers' energy (thought, prayers, etc.).

Despite their Supernatural nature, pantheons can disagree and even be in conflict, just as can nations and families, with even like ethoi battling each other—or they can be allied and fighting opposite ethoi. In any case, the benign deities will not align with the malign, and vice versa. The neutral will go either way, with a propensity towards their energy source (positive or negative) indicating general probability. So the Mundane is always up for grabs, Shadow tends towards the Mundane and Nether, Light towards the Mundane and Celestial.

Not all deities of Nether sort are malign, and they can be benign. Similarly, not all deities of the Celestial are benign, and they can be malign.

This is the cue for another to step in and begin a series on the Pantheons. John R. Troy, please take the podium!

*Ever and anon we are privileged to hear a wanderer's tale of wild lands and unknown citadels. Here we present the first part of one such...*

*A Traveller's Guide to*

# CAER CIENIEL: THE CITY OF SHADOWS

## Part 1: History, Society, and Geography

***By James Mischler***

In the ancient huldra tongue the full name of the city, *Caer ma'Cieniel aeli Taer'n'Buin Ui'Auldra*, means "Fortress of Shadows, the Hidden Good Home of the People," though today it is called *Caer Cieniel* (kay-er keen-eel), or simply the "City of Shadows." The city is so ancient that even the Ulf do not know its beginnings. The most ancient architecture extant in the city is of no remembered style, fitting that of no living race, and making even trow uncomfortable when they stare at its lines overly long. The ceilings and floors of the eldest of the hewn tunnels within the great berg are long crusted over; were the markings and scraping of tools not still visible here and there, they would seem natural. Even the founding stones of the walls, great cyclopean things the size of houses, are worn with age, seemingly fossilized, and appear not so much to have been worked and dressed as to have been grown of the native born rock.

The city has, in its millennia of known history, been the capitol of an empire, a vast orcish fortress, a demon-haunted ruin, and a haven for a defeated race. Today it is a free city, or as free a city as such things are in the dark gloom of the underworld, ruled by Alfar of malevolent but mercenary nature. It is a meeting place and trading post for all the races of the subterranean lands and beyond. All malicious and inimical Alfar races can be found here, though the most common are the huldra, dockalfar, and trow who rule the city. Other residents include boggarts, dunnies, goblins, hobgoblins, kobolds, orcs, oafs, trogs, trolls, trollkin, and even the rare Ulf and url.

Humans, dwarves, gnomes, and fair folk are also found in the City of Shadows, though most are found there as slaves--or worse—in the grocers' markets, beweeping their fate in cages next to the stalls of mushroom farmers and worm butchers. Slave-taking and larder-packing is rare on the streets or even in the cavern around the city, for it is frowned upon by the city masters as bad for business. Thus human and even fairer travelers are moderately safe, and, provided they are well armed, alert, and have business in the city, are in no more or less danger than any of the city's other denizens.

### History of the City of Shadows

Caer Cieniel is found at the center of a vast cavern, miles below the surface world of sunlight and wind. Aeons ago, a broad pillar of volcanic stone a half-mile thick stood where the city now stands, running a mile high from ground of cavern to ceiling, until some terrible force cracked the pillar and shattered the uppermost part to dust and gravel, leaving a half-mile tall plateau. Thereafter an ancient, long-lost, and forgotten race built a great citadel upon the plateau, and dug many tunnels throughout the berg. For unknown ages this lost race lived in the city, until, as suddenly as they appeared and built the city, they disappeared, and left the city a silent ruin.

Across countless millennia the city stood silent, only now and again made a sanctuary by passing kingdoms, peoples, and tribes, each of whom added their own tunnels and structures to the plateau until they, too, disappeared, swept away by the inexorable march of time. Sixteen thousand years ago the city again stood silent. The last great race to walk its streets was slaughtered in an invasion of goblin-like beings, which then fled the wrath of the ghosts of the slaughtered city dwellers. This begins the known history of the city, when a tribe of Ulfs with their troll and orc servants subsequently took the city as their own. These Ulfs were wiser than their modern brethren, more gregarious and cooperative, and thus were infinitely more dangerous than their scattered descendents.

For a thousand years the Ulf lords rebuilt the city and carved yet further tunnels. Within its walls the Ulf-lords bred a terrible horde of orc warriors. Finally, after long centuries of preparation, the Ulfs, their troll servants, and their orcish slave army rode forth from their gates, and conquered not only their native cavern, but also all the subterranean lands for hundreds of miles round. For four thousand years the Ulfs ruled their empire, and the wealth of nations filled the tunnels and vaults of their great city. But in their might the Ulfs became even greedier, and jealous of one another. In time the empire began to collapse upon itself, as satrap Ulf-lords of the further caverns declared their independence from and hatred

of their masters. And at the end of their empire, the few decadent, indolent clans of the imperial city fell to an orcish revolt, slain upon their smoke-wreathed couches, in their vile meditations, or whilst counting the ancient hoards of their ancestors.

For three thousand years the orcs ruled the city, which became the greatest canker in all the blighted caverns of the fallen Ulf Empire. For those three millennia the foul creatures bred and whelped countless hundreds of thousands. They exported only warfare, pillage, and rapine, first to the nearby caverns, later to the furthest caverns, and finally to the lands above. It was twelve thousand years ago that the elves of the sun-drenched lands above decided to finally put an end to the ravages of the orcs. Toward that goal they gathered a great army, which fought the orcs all the way back to the heart of their foul kingdom. The siege lasted ten years, and the elven army nearly shattered upon the city walls, but eventually the orcs fell, and were slaughtered. Millennia of filth and slime that had gathered in the streets were washed away with the blood of orcs and elves, until the stones of the streets turned blood red, as they remain even to this day.

The elves, though victorious, were too weakened to do more than to burn the bodies of their fallen warriors and leave the countless thousands of orc bodies to rot where they lay. And so the elves erred, and invited an even greater disaster upon themselves. For the remnant energies of the foul slaughter caught the interest of beings of the netherworlds, which came to this plane through an ancient and unknown gate in the city, and there entered the bodies of the fallen orcs. Slowly, over centuries, the power of those foul spirits that came to the city grew, as did their numbers, and the unquiet dead thronged the streets of the city, until they burst forth into the cavern around. And their power grew further as they gathered unto themselves the shattered bodies and tormented souls of the vanquished. In time the cavern of the city and the caverns about became as the Hells themselves, replete with walking dead, wailing spirits, and cackling demons.

Three thousand years after the fall of the orcs the denizens of the cavern issued forth under the leadership of potent nether lords, and extirpated the realm of the elves. All seemed lost, and the whole of the Earth seemed ready to fall into chaos and ruin, when the gods answered the prayers of the remnants of the fair folk, and sent their minions to right the balance. And the earth heaved, and the skies ran red with blood, and the hosts of the dead wailed, for they were lost. And all was quiet again, for the undead fell to dust, and the demon spirits fled again into the netherworlds, and the land above was cleansed. The caverns below remained, though the greatest in power and the greatest number of the damned were destroyed.

Those few spirits that had the mind and the will fled, for they knew their time had passed. Those that did not remained, and in time faded, for the dark heart of the city had fled. And the city again fell into ruin for more than two thousand years. Then, nearly three thousand years ago, thirteen minor clans of dockalfar fled from their native caverns hundreds of leagues to the north. Hundreds of dockalfar perished during the journey, from subterranean beasts, terrible trogs, and inimical Alfar, until they took refuge in the ruined city. There they not only discovered a safe haven, but also, due to an unusual energy radiated by the stones of the plateau, that they were unable to use their ability to pass through stone. Though this limited their own abilities, the dockalfar decided to settle in the city permanently, as this characteristic was of definitive defensive value against their old enemies from their homeland.

The dockalfar rebuilt much of the city and adapted it to their needs. The long-ruined gate was rebuilt, as were many of the buildings. However, the city was still far larger than even the thirteen clans needed, so when several clans of huldra arrived almost three centuries later, also seeking sanctuary from enemies, the dockalfar welcomed them and opened the city to them. The dockalfar and the huldra combined their efforts, and within a hundred years nearly the entire upper city had been rebuilt, and the caverns of the Undercity mostly cleared of foul things and detritus. Within less than 200 years of their arrival, the huldra had come to dominate the politics and economics in the city, enough to have one of their own, Ylaene the White, declared the first Queen of Caer Cieniel.

The rule of Ylaene the White began peacefully enough, and with much promise. She quickly transferred and redirected the energies of her people from construction in the city to conquest throughout the Great Cavern. Within a matter of two centuries the city was the dominant power in the Great Cavern, and had formed alliances, made enemies, and become known throughout the underworld for hundreds of leagues around. However, corruption

followed power, and the huldra began slowly to turn against their dockalfar neighbors, consolidating power and wealth into their own clans. Matters came to a head 2112 years ago, when the forces of seven of the prominent dockalfar clans united and overthrew the rule of the queen in a quick and bloody coup. The queen was captured alive and held in one of the towers of the city, and it was from there that she jumped (or was thrown, depending on who is telling the tale) 66 years later, thus giving the tower the name of the Queen's Tower.

Many of the huldra clans of the Great Cavern refused to recognize the rule of the new king, Jarnkull of Clan Sviallungar, and a low-intensity insurgence was fought against the his rule for the entire time he sat upon the throne. Then, 1993 years ago, the king was assassinated by one of the insurgents, and the entire city exploded in chaos. Each faction put forth a king or a queen, who would rule for a time until he or she was assassinated. The clans fought each other in the streets and in the tunnels. Alliances were made and broken on a weekly basis. Chaos reigned for five centuries, during which the city continued to devolve, entire sections falling into ruin, whole caverns below inhabited only by ghosts and shattered dreams. Sometime during this period, one or more of the factions employed trow mercenaries, and within decades the trow had become a third faction in the city war.

Finally, after five centuries of chaos, eight clans—three huldra, three dockalfar, and three trow—united to bring peace (and, naturally, their own dominion) over the city. Against all hope and expectations, the alliance held, and in a few decades had eliminated or overpowered all opposition. Within a hundred and fifty years, the city and the entire Great Cavern had again come under the rule of one group. There was, however, no king or queen; the Council of Eight, led by the eight Princes or Princesses of the clans founding the alliance, ruled the city. The other clans were relegated to advisory status to one or another of the Eight.

Finally united again, the city prospered. The lesser clans, relegated to a secondary status in the city's politics, began seeking out other ways to extend their power and improve their prosperity. They thus began exploring the nearby caverns, and though they had few conquests, they made many trading contacts with tribes and clans of beings eager for the fine products of the city. It is said that a minor clan (the Skanderbeg clan, in most tales) minted the first coins of the city about that time, in order to be able to standardize trade with their various partners. The Eight Clans quickly latched on to the idea, and ruled that the minting of coins would be allowed only to themselves. All the clans and commoners eventually benefited from the ease of trade which this allowed, though the usual trade in gems and jewelry remained popular among the noble clans for centuries.

Trade grew, and the power of the merchants grew with it. This spurred the growth of the craftsmen, who began forming organizations, the guilds, to better assure that more of the profits of trade were held in their hands. Even the merchants, dominated by the minor clans, eventually formed their own guild. By the time the city began trading intermittently with the Lands Above, about 800 years ago, the guilds were quite powerful in the city. They held the upper hand economically though not yet politically. It took another century before the Eight Clans really began to have their power siphoned off, as the guildsmen took over more and more political control of the city. The nobility literally sold their birthright for money, goods, or favor over a period of centuries.

Throughout the time the guilds were rising to power, the population of the city grew, not merely in numbers but in variety, until nearly any type of grim and malevolent Alfar could be found striding the city streets, even the dreaded Ulfs. New caverns, the first in millennia, were carved in the berg below to make room for more immigrants. The first human merchants to visit the city arrived almost 300 years ago; humans have been a minor, if integral part of the city's trade since. The city continued to grow fat on trade, and, unfortunately, grew complacent. Shortly after the humans began regular trade with the city a huge horde of goblins began invading the nearby caverns that the city traded with.

This horde was merely the first in a great wave of goblins that swept through the underworld, bringing chaos and ruin in its wake. For five decades the forces of the city fought the goblins almost continuously. Trade fell, though not precipitously, and at the same time trade connections grew, as more and more peoples from neighboring caverns turned to the city for needed weapons, food, and goods. The relationship with the humans also grew, as many were employed as mercenaries by the city folk (though in truth most of said mercenaries were little better than the invading goblins).

Finally, as with all wars, the goblin war ended. Though threatened a half-dozen times, the city itself was never invaded, its great walls and fantastic defenses more than sufficient to hold back even the greatest wave of goblinkind. The city settled into peaceful trading mode, and grew even more fabulously wealthy and powerful. The only major blight upon the history of the city in the last century, in fact, was a minor rebellion led by a sept of the Ghiallie clan. Several dozen hotheaded young nobles, led by the Muirie sept, plotted to overthrow the status quo by eliminating the masters of the Grand Guild. The simple plot was discovered and stopped, but not without a fair amount of bloodshed.

Today the city remains at peace, blissfully swimming in a sea of trade. By human standards of the Lands Above, it is still a very chaotic realm, with folk being slain in the streets daily. It is rife with strange magics, and steeped in evils, supernatural and otherwise. By underworld standards it is a haven of peace, where the various races can meet and trade to mutual benefit, and more questionable practices generally go unquestioned. The city is, in essence, exactly what a resident or visitor makes of it.

### Society of the City of Shadows

The city is divided into three broad classes: the nobles, the guildsmen, and everyone else. The nobles make up 15% of the overall population, the guildsmen 35%, while the broad, general class of residents fills up the remaining 50% (ranging from lesser aristocratic clans to bonded laborers). Naturally, this is not reflective of the overall population of the Great Cavern. The city is the capitol and home base of the Eight Clans and the Guilds, and thus the bulk of their members reside in the city. Including the population of the Great Cavern, Caer Cieniel society breaks down into 5% noble, 15% guildsmen, and 80% other. Slaves are actually rare in the city, most such beings working the mines, fungi farms, or worm ranches of the Great Cavern.

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### Timeline of Caer Cieniel

The people of Caer Cieniel do not keep a progressive calendar. Years are measured by the rule of the Prince or Princess of a certain house. This year, for example, is the 137th year of the rule of Prince Kjalfhund of Grimslanger. Dates of this form are found in ledgers and on coinage. Most common folk have little call to need to know what year it is, anyway, so most such dates are little heeded.

| | |
|---|---|
| 16,000 YA: | Ulfs settle in the city with troll and orc servitors |
| 15,200 YA: | the Ulfs begin breeding an army of Orcs |
| 15,000 YA: | the Ulfs begin conquering the nearby caverns |
| 13,000 YA: | height of the Ulf Empire |
| 11,000 YA: | fall of the Ulf Empire in an orcish rebellion |
| 8,000 YA: | the orcs are slaughtered by elves from the lands above |
| 5000 YA: | the undead and demons of the city invade the lands above |
| 2995 YA: | thirteen clans of Dockalfar flee their homeland and settle in the city |
| 2722 YA: | nine clans of Huldra settle in the city |
| 2563 YA: | Ylaene the White becomes Queen of Caer Cieniel |
| 2112 YA: | Ylaene the White is overthrown by Prince Jarnkull of Clan Sviallungar |
| 1993 YA: | King Jarnkull is assassinated; the city dissolves in chaos |
| 1650 YA: | trow are first employed in the city by several factions |
| 1498 YA: | the Eight Clans unite to bring order to the city and the Great Cavern |
| 1360 YA: | the last of the minor rebel factions is eliminated |
| 800 YA: | first direct trade with the Lands Above |
| 700 YA: | the Grand Guild rises to power |
| 300 YA: | the first human merchants visit Caer Cieniel |
| 277 YA: | the Goblin War begins |
| 223 YA: | the Goblin War ends |
| 92 YA: | the Muirie sept of Clan Ghiallie is extirpated |

Power and wealth are rather more broadly distributed than this scheme might suggest, as the bulk of the residents have benefited greatly from commerce and trade of the noble clans and guilds. Even an average member of the lower class possesses wealth and goods that would make a princely sum in the squalor of the cities of the Lands Above.

**Population**

The exact population of the city is unknown, and perhaps unknowable, due to weekly fluctuations based on trade and inter-cavern relations. Estimates place the population between 40 and 60 thousand. The resident population is about 15,000 huldra, 12,000 dockalfar, 8,000 trow, 6,000 trollkin, 4,000 orcs and oafs, 2,000 goblins, 1,200 hobgoblins, and 1,000 kobolds. In addition, 600 other various malevolent Alfar and creatures of such ilk (including boggarts, dunnies, trogs, trolls, ogres, Ulfs, and urls), and 200 humans, dwarves, gnomes, and other fair folk, are found in the city, mostly transient mercenaries, ambassadors, merchants, or slaves. Only a third of the population lives in the Upper City. The vast majority of the residents live in the carven warrens within the berg.

The non-city population of the Great Cavern is approximately 500,000, consisting of 110,000 dockalfar, 80,000 huldra, 25,000 trow, 30,000 trollkin, 45,000 orcs and/or oafs, 60,000 goblins, 50,000 hobgoblins, 30,000 kobolds, 20,000 other Alfar, and 50,000 humans, dwarves, gnomes, and fair folk. The bulk of the trollkin, orcs, oafs, goblins, hobgoblins, kobolds, and other Alfar are servants, serfs, or slaves, while the vast majority of the humans, dwarves, gnomes, and fair folk are slaves or livestock.

**Language**

The city has developed a patois of its own, a mish-mash primarily of dockalfar, huldra, and trow, though it also contains no small number of words from goblin, orc, and kobold. It is a fairly limited tongue, and deals mostly with trade and similar mercantile concerns. When written, such as in a ledger, the huldra script is generally used, being easily adapted to the purpose.

**Coinage**

Each of the Eight Clans mints its own coins. As all coins of the same metals must be of the same size, all coins of the same type are generally known by the same name. The most common coin, simply known as the *Common*, weighs in at one ounce of copper, and is worth $1; commons can readily be broken into four pieces, each of which is worth $0.25 and is known as a *Bit*, *Quarter*, or *Farthing*. The one-ounce silver coin, the *Guilder*, is worth $10. The *Noble* is a half-ounce gold coin worth $250, while the *Royal* (also variably called the *Queen* or the *Prince*) is a large, 2-ounce gold coin worth $1000.

The purity of the coins is randomly tested by the Metallurgists Guild under the direction of the Grand Guild. Coins from clans whose mintings regularly fail the guild tests are usually discounted in value until they start testing better. Generally, the discount ranges from 10 to 25%; if coins test worse than that, no merchant in the city will accept them. Grimslanger coins (the Pfennig, Skilling, Marka, and Krona) always hold the highest value, while the coins of Clan Kringulvh (the Zlep, Krulg, Bannik, and Guldupher) are notorious, and never discounted less than 10%, usually more. "Worth two-quarter zlep" is a common phrase meaning, "call it worthless."

**The Council of Eight and the Grand Guild Masters**

Caer Cieniel lives and breathes commerce. The government of the city revolves around trade. Though the noble clans rule the city, the clans are themselves ruled by the merchants of the Great Guild, which itself is made up of dozens of lesser guilds. Thus, the Council of Eight, the ancient noble high council, rules day-to-day in name only as various departments of the Grand Guild handle most such duties. This is most obvious in the way the army and the city guard work.

The army is divided into three parts, two run by the Council of Eight, the third split amongst the various Clans. The Royal Guard is in charge of the city walls and the integrity of the warrens within the berg. The Cavern Guard is the army that patrols the Great Cavern, the noble mines, plantations, and ranches, and the trade tunnels controlled by the city. Neither force has any power within the city walls, unless, in the case of the Royal Guard, they are apprehending someone who broke into the city by climbing over the walls or tunneling into the warrens. The Clan Guards are each beholden to their various clans, and only have authority on clan properties. Within the vast majority of the city the City Guard tends to law and lawbreakers, and the City Guard is run by the Grand Guild.

Politically, in the long term, the Council of Masters of the Grand Guild formulates laws and policies, and has such approved by the Council of Eight. Sometimes the Council of Eight denies a change or addition, remanding it for reconsideration by the Grand Guild, but such occurrences are rare. There are a few factions among the nobility who are furious at the current state of affairs, and blame the laziness and indolence of their forefathers for the status quo. In truth, over the centuries, most of the duties and privileges of rule were handed over to the Grand Guild, the better to allow the nobles to enjoy their wealth and indulge in their pleasures.

## Geography

### The Great Cavern

The Great Cavern is approximately 60 miles north to south by 40 miles east to west, ranging from several hundred yards high on the edges to more than a mile high in the center. Dozens of great pillars, ranging from several hundred yards to several miles across, traverse from ceiling to floor, while uncounted stalactites and stalagmites cover ceiling and floor. The floor of the cavern ranges from regions of relatively flat plains to sections of broken rock and stone, not dissimilar to small mountains in the Lands above. There are several areas where magma has burst forth from the floor, complete with volcanic cones and lava rivers.

There are several lakes and rivers in the cavern, fed by underground springs or torrents falling from rivers above. The cavern experiences limited precipitation, as the warm floor, especially near the several volcanoes, turns water to steam, which rises in the air to the cooler ceiling, and precipitates down as rain. This water, along with the water from the lakes and rivers, feeds an ecosystem as developed as that of the Lands Above. The floor is, unlike most caverns, not simply stone and gravel, but mostly of well-mixed earth and soil, the work of aeons of fungi, moss, lichen, water, and worms. Most of the flat area of the cavern floor is covered in grassy moss, tangled fungal scrub, or great mushroom forests, which top out at 100 feet in height and 40 feet in width.

Animal life is common in the Great Cavern. Nearly any form of life found in the Lands Above has an equivalent here; there are even domesticated underground adaptations of ox, goat, and horse, brought to the Great Cavern uncounted millennia ago by some ancient race. Most of the native life, however, is of the reptile, insect, or slime variety. Annelids (worms) of all types are common, ranging from common nightcrawlers, to the giant worms of the ranches, to nightmarish worms the size of dragons, which haunt the darkest sections of the cavern and hunt giant lizards and goblins with equal impunity.

There are a dozen minor towns and scores of villages and ranches scattered throughout the cavern, connected by a series of roads to the city at the center. The major tunnels leading out of the cavern are fortified and well-guarded, though minor tunnels remain open and free.

### Lighting

The cavern, being a vast cyst in the bowels of the earth, naturally is not well lit, but it is brighter than one might imagine. Overall, most importantly near the center of the cavern where stands the city, lighting is about equivalent to that of a moonless, cloudless night. This is due to the light given off by the volcanoes and lava rivers, as well as the phosphorescence of the mushroom forests, being reflected and amplified by strange, quartz-like minerals. These lucifers are common in the ceiling, uncommon in the pillars, and rare in the hills and mountains of the vault.

The fungal forests generally give off a yellow, green, or blue glow within and to an extent without their environs, such that in those areas the light is nearly like unto twilight in the Lands Above. The overall effect is not one of pure light; it is of definitive purple, mauve, indigo, and violet hue throughout. Certain outcroppings of the quartz-like mineral give off pure white, red, orange, yellow, or green glows, like stars in the night sky; some even seem to pulsate or flash from time to time. These major outcroppings are known as stars, and they and their activities hold as much significance to the inhabitants of the city as the stars of the night skies do to the peoples of the Lands Above. Important stars include the White Star of Ylaene, the Jade Star of the East, the Dragon Star, and the Seven Moon Star.

The Alfar and many other residents of the city are all well adapted to darkness, and generally see as well as any human can see on a lightly clouded day. Humans and others not so well adapted must use torches or lanterns to see at all clearly, especially in the smaller streets of the city, where the buildings close in above to block out what little light is cast from above.

**The City**

The city stands atop a perfectly circular plateau; this plateau is partially natural, partially constructed. A 100' wide ramp snakes along the side of the plateau, circling the city three times over almost five miles. The layout within the city continues the circular theme, being divided into Four Quarters around the central Hub, with each Quarter being subsequently divided into four Farthings. Note that the map depicts blocks of buildings, rather than individual buildings. The Hub, Quarters, Farthings, and individual blocks will be dealt with in future articles.

Less than a third of the living space of Caer Cieniel is "aboveground," in the Upper City. Most of the buildings above are shops, inns, craft houses, taverns, brothels, merchant houses, guildhalls, clan halls, and other places of business. The vast majority of the caverns within the berg, the Undercity, are dedicated to living space, though each of the clans has a lesser hall and redoubt within the berg. In addition to minor shops and several small markets there is also the Shadow Market, found deep within the berg (described in the next installment).

**The Outer Wall**

The outer wall seems to grow straight out of the stone of the plateau; it is impossible to tell where naked rock ends and hewn stone begins. The wall, as it is counted from the level of the streets within, stands 100' tall. It is 50' thick at its base and 30' thick at its top. A 15' wide road travels the entire inner length of the wall, connecting the gate, keeps, and towers. The wall is incredibly difficult to damage, requiring intense effort, great strength, and superior weapons to even make the attempt. Such attempts are to no avail, as within a short period of days the wall will magically heal itself. The wall has not, in fact, been breached from without or within since the elven invasion eight thousand years ago.

The black outer face of the wall has the appearance of weathered stone, broken here and there with hundreds of sections of bas-relief and scores of ledges and niches replete with statuary. The bas-reliefs range from 100' long by 20' tall depictions of ancient battles, to large sections of glyphs in lost scripts, to simple hand-sized carvings of dancing demonic figures. Statues range from 20' tall demonic figures, to life-sized statues and busts of historical rulers and potentates, to miniature armies covering wide shelves. Most of the figures and bas-reliefs are otherwise unremarkable, while a few hold strange powers. Most of these are dangerous, some are of questionable value, and a very few are beneficial. In any case, needless to say, the Royal Guard frowns upon anyone scrabbling around the walls to investigate such things.

The gray inner face of the wall is unnaturally smooth, lacking even visible lines between the great stone blocks. It is broken in only eighteen places, where iron double doors enter into each keep and tower, and where three sets of such doors, one grander than the others and flanked by a pair of double doors, enters the gatehouse.

The road upon the top of the wall is well protected on both sides by crenellations and merlons, which are themselves broken by arrow loops. The road is covered by an iron roof, which, like the merlons, is broken only by regular arrow loops, in case of aerial attacks. The outer segments of the crenellations are also broken when the wall comes to the gate, a keep, or a tower, in each case by a large iron door (two in the case of each keep, two double doors in the case of the gatehouse). The only passage from wall to street below is through the gatehouse, keeps, or towers.

**The Gate, Keeps, and Towers: Common Factors**

The gate, each keep, and every tower has a room within it dedicated to the warding of the warrens of the Undercity. This room is empty save for the hundreds of skulls that are mounted on every inch of the walls. These skulls are inscribed with runes, and mystically tied to enchantments found in the furthest chambers, halls, and solid-stone sections of the Undercity. Should the wards of those areas be breached, the skull associated with the ward in that area will scream and alert the guard in the ward chamber of the intruder.

Note that though only three of the twelve towers are detailed in this article, each tower has its own individual appearance, history, special nature, and legends that surround it.

**The Demon Gate**

The Demon Gate is 160' square by 200' tall. The roof stands 50' above the top of the wall, while the ground floor is 50' below the level of the city streets. The outer double doors of the gate are 50' tall, 25' wide, and 10' thick, and are of plain black stone. The mechanism by which they open and close is ancient and Preternatural. The inner doors to the

city streets are 25' tall, 10' wide, and 3' thick, are of solid iron, and are also Preternaturally activated. The inner doors are plain on the gate side, but are covered in demonic bas-relief on the inside. The demonic faces have been known to pronounce both prophecy and gibberish from time to time.

In between the outer and inner doors are eight portcullises of Preternaturally enchanted iron, more or less evenly spaced along the ramp that corkscrews its way up through the gatehouse. Each section of the ramp is liberally sprinkled with murder holes and arrow loops. Nowhere along the entire ramp is there a place for a being larger than the smallest kobold to pass into the inner chambers of the gatehouse, and then only if said kobold could fly. The walls inside the long ramp corridor are liberally covered with demonic bas-relief, some figures of which, like the figures upon the inner doors, have been known to speak from time to time.

For all this protection, the doors are rarely ever closed, and the portcullises have not been dropped save in practice since the last goblin horde passed through the Great Cavern more than a score years ago. The real impediment to travel through the gatehouse are the tariff keepers who, though they are relatively limited in power, make the most of their ability to delay and intrude to annoy those travelers they do not like. The tariffs to enter the city are quite reasonable, the better to encourage commerce. The personal tariff ranges from free (for nobles and guild masters), to $10 (typically) to $100 (always for humans and fair folk, and never, by law, more), depending upon the judgement of the tariff keeper. Fees for steeds range from $5 for a dray animal to $50 for a destrier, while vehicles are valued at 1/1000 their approximate cost, from a simple handcart at $1 to $25 for the largest trade wain. Actual goods are never tariffed, though travelers, their steeds, and their vehicles are thoroughly searched anyway.

There are usually a half-dozen tariff keepers at the outer doors, all Merchants of the 10th Rank at least, and each guarded by a Corporal and four Men-at-Arms. All the above are of huldra, dockalfar, or trow extraction. Depending on the number of tariff keepers and travelers, the wait at the outer doors can last between ten minutes and several hours. Note that literally dozens of additional guards are available within minutes, as the area before the outer doors is watched continuously from within the gatehouse. The outer doors can close at a moment's notice at the call of the gatekeeper, who requires an ABC to utter three simple words, which will cause the doors to swing shut at the end of the following ABC.

**The Keening Keep**

The Keening Keep watches over the North Quarter. It is called the Keening Keep as several factions used it as a prison during the Civil War, and the wails of the prisoners could be heard from time to time through the solid stone. The door to the keep is unremarkable, save that it, like the stones of the main streets of the city, is stained blood red. The keep is haunted by the ghosts of prisoners who died within its walls, the remains of which (legend holds) are still interred within. The Royal Guard of the Keening Keep is entirely made up of female dockalfar and huldra, and has been nicknamed the Banshee Guard.

**The Oni Keep (#14)**

The Oni Keep, which stands guard over the Eastern Quarter, is so named for the demonic décor and vaguely oriental style in which it is built. The stones of the keep are a jade green, in contrast to the black of the outer face and the gray of the inner face of the wall. Each outer stone bears a cartouche, within which can be found writing in an unknown and thus far untranslated hieroglyphic language. The stones of the inner face are, like their gray brethren to either side of the keep, merged into a single, seemingly unbroken face.

Four great Oni statues stand at the corners of the roof. These statues may be brought to life at the command of the Keep Captain or any of his superiors, and will follow their activator's commands to the best of their ability, up to 24 hours total in a period of 28 days. There are several similar statues of Oni imps within the keep. Rumor holds that the carven stone head of a dragon lies in one of the keep's lower levels, which will answer any three questions put to it while the Jade Star of the East glows.

**The Wizard's Keep (#15)**

The Wizard's Keep, on the verge of the Western Quarter, is home to the Great Library of the Royal Guard. The mages of the Royal Guard are trained in this keep; subsequently, though all keeps are supposed to be warded identically, this keep has considerably more than its share of Preternatural and Supernatural wards and traps. The Royal Guard's mages have a centuries-old rivalry with the mages of the Wizard's Guild.

The stones of the keep are pure white, inscribed with runes both on the outer and inner faces. The runes have been known to change at random times, in random places. Some of the runes have been legible, giving limited insight to the ancient races that once inhabited the city, or providing the reader with portions of an Extraordinary Activation, and in other cases driving the reader mad or dumb. Guards are stationed along the inside face of the wall at street level to keep unauthorized readers away.

**The Tower of Blood (#16)**

The Tower of Blood is the west by northwest tower, next to the Wizard's Keep. The outer and inner faces continually ooze blood from random spots. The blood on the outside face drips down and often drips upon the heads of travelers upon the ramp below, while the blood on the inner face simply oozes into culverts designed for the purpose. The culverts lead to a main pipe that takes the blood somewhere within the berg…exactly where is not known. The question of why this occurs has led to many myths and legends. The Royal Guard company stationed in the Tower of Blood is known as the Blood Guard, and is reserved for only the most vicious and violent soldiers.

**The Tower of Bone (#17)**

The Tower of Bone is the south by southwest tower of the city. It appears to be built of a great pile of bones, of all shapes and sizes, including skeletons of creatures that have never been identified. From time to time the skulls will gibber madly, while others will engage passersby in erudite conversation; only rarely is anything of import revealed. The chambers inside the tower are built of normal black and gray stone, though most of the décor is made of bone. This tower is home to the small corps of Necrourges of the Royal Guard, and has a terrible reputation among even this most vile, jaded, and debauched populace.

**The Queen's Tower (#18)**

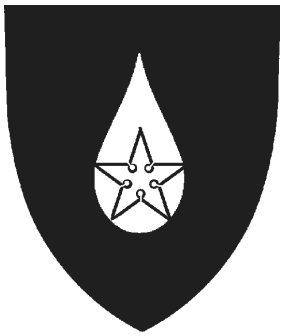
The Queen's Tower, found at the northeastern point of the city, is manned entirely by female huldra of the Royal Guard. Often called the "Old Guard" or the "Queen's Guard," only the most conservative huldra with impeccable noble training and manners are allowed to inhabit this tower. Their device consists of a black field with a white teardrop, punctuated by a white star. Members of the Queen's Guard often look for opportunities to fight males of any race, though especially seeking to cause trouble for male dockalfar.

**The City Streets and Buildings**

The city streets are set in a concentric circle. There are four circular streets, forming a series of concentric circles. *Kielesh Tier* (Wall Street) is the outermost such road, and follows the entire length of the inner face of the Outer wall. *Algash Deir* (Common Way) is the next street, followed by the *Velkaz Zheir* (Noble Road), which follows the outer face of the Inner Wall. Finally, *Caleil na'Caern* (Citadel Plaza) encircles the Citadel of Shadows at the center of the city. These four streets are complemented by a series of eight streets, perpendicular to the circling streets, that begin at the gate, keeps, and four ordinal towers and end at Citadel Plaza, and by another series of eight streets that begin at the other eight towers and end at Noble Road.

The circling streets and the 16 perpendicular streets are all of the same blood red flagstones. These streets are nearly impossible to harm, and cannot be built upon. Like the walls, the streets seem to heal themselves over time, and any structure built upon them crumbles within a period of days. Thus, the sidewalks around the greater blocks, and the lesser streets within the blocks, are all 6" to 2' above the main streets, as new buildings and roads have been built up around the ancient streets. The side streets and sidewalks are mostly of black stone, or gravel

*The Hub, the Clans, the Guilds, and the Undercity will be covered in Part 2. The Four Quarters, City Residents, and Passers-By will be covered in Part 3. Subsequent articles will delve even further into the residents, shops, and adventures found in the City of Shadows.*



# Lost Lore: New Powers of Theurgy

*By Gary Gygax*

These lists repeat all of the Activations found in the *Lejendary Rules for All Players*™, but there are also new ones shown. New Activations are given in bold text. The numbering of Powers is given for the benefit of the LM, so random ones can be selected.

## Theurgy Power Listing

***Order of Glory:***

Invocation of Glory: Order Invocation (Extreme)
Consecrate Place: Rite (Major)
Hallow Ground: Rite (Major)
**Remove Malign Channel: Rite (Major)**
Revivify: Rite (Major)
Summon Avenger: Rite (Major)
Summon Destroyer: Rite (Major)

*Powers*

1. **Aetherial Aire (Good)**
2. Assail Living Dead (Very Minimal)
3. Blaze of Glory (Very Minimal)
4. Confer Benison (Good)
5. Consecrate Fine Oil (Very Minimal)
6. Destroy Imp (Extreme)
7. **Discover Malign Channel (Good)**
8. Dismay the Unbeliever (Major)
9. Dismiss Animal Spirit (Very Minimal)
10. Dismiss Restless Dead Spirit (Very Minimal)
11. Exorcise Demon (Major)
12. Exorcise Devil (Major)
13. Exorcise Fiend (Major)
14. Exorcise Oni (Major)
15. Exorcise Supernatural Spirit (Extreme)
16. **Expel Witch Possessor (Extreme)**
17. Grant Might (Low Moderate)
18. Grant Puissance (Strong)
19. Sanctify Person (Very Minimal)
20. Sanctify Place (Very Minimal)
21. Sanctify Thing (Extreme)
22. Scourge of Attackers (Very Good)
23. Smite the Wicked (Very Minimal)
24. **Witch Track (Very Good)**

***Order of Service:***

Invocation of Service: Order Invocation (Extreme)
Aegis: Rite (Major)
**Remove Witchmark Link: Rite (Major)**
Restore Body: Rite (Major)
Save from Evil: Rite (Major)
Summon Guardian: Rite (Major)
Summon Protector: Rite (Major)

*Powers*

1. Anoint Faithful (Good)
2. Armor of Faith (Very Minimal)
3. Health Benison (Moderate)
4. Confer Righteousness (Very Minimal)
5. Consecrate Devotional Object (Strong)
6. Consecrate Pure Water (Very Minimal)
7. Crown of Belief (Very Good)
8. Deny Evil Rest (Extreme)
9. **Discover Witch Marking (Good)**
10. Divine Evil Focus (Very Minimal)
11. Nullify Burns (Moderate)
12. Nullify Toxins (Moderate)
13. Nullify Traumas (Moderate)
14. Omnivision (Very Minimal)
15. Preternatural Vigor (Very Good)
16. Rebuff Evil (Very Good)
17. Rebuke (Moderate)
18. Redeem (Extreme)
19. **Ring of Truth (Strong)**
20. Safe Haven (Minimal)
21. Supernatural Vigor (Major)
22. **Totem Vision (Very Strong)**
23. Uphold Faithful (Extreme)

***General Powers of Either Ritual:***

1. **Adept Activator (Very Strong)**
2. **Badluck (Good)**
3. Banish Sickness (Good)
4. Bolster (Very Minimal)
5. **Character Stain (Low Moderate)**
6. Cleanse (Low Moderate)
7. Dismiss Influence (Minimal)
8. Exterminate Insect Pests (Very Minimal)
9. Exterminate Internal Parasites (Moderate)
10. **Faint (Very Minimal)**
11. **Fear No Evil (Moderate)**
12. **Goodluck (Good)**
13. **Green Thumb (Extreme)**
14. Heal (Low Moderate)
15. **Hear No Evil (Low Moderate)**
16. **Inflame Water (Strong)**
17. **Major Aegis (Extreme)**
18. **Mana (Good)**

**19. Master Caster (Very Good)**
**20. Minor Aegis (Good)**
**21. Nimbus (Very Minimal)**
**22. Privilege of Rank** (Major)
23. Pulsion (Extreme)
**24. Quenching Flame (Strong)**
**25. Rank Might (Moderate)**
**26. Ray of Sunshine (Very Good)**
27. Return (Moderate)
28. Reverse Shape-Shifting (Extreme)
29. Sacred Precincts (Very Good)
**30. See No Evil (Good)**
31. Shelter from the Elements (Very Minimal)
**32. Supernatural Sight (Minimal)**
33. Undo Activation (Major)
34. Undo Petrifaction (Minimal to Extreme)
**35. Unmask Necrourge (Very Strong)**
**36. Unmask Sorcerer (Strong)**
**37. Unmask Witchcraefter (Major)**
**38. Wizard's Ward (Very Strong)**

**Rites--Order of Glory**

**Remove Malign Channel:** Rite (Major): As with any other Rite, in order to activate this Supernatural one the Theurge must prepare the proper votive and propitiation materials. Next the Theurge must activate a *Cleanse* Power upon the person of the subject of this Rite. Thereafter the Theurge must recite ritual prayers, a litany that includes a benediction, appeal, and abjuration of malign forces. With ceremonial performances (perfuming through the burning of incense, a washing of the subject's body with consecrated oil, and the various things required in any service honoring the deity of the Theurge) included, the whole of this Rite requires one hour of time. At the conclusion of the *Remove Malign Channel* Rite a secret check against Theurgy Ability score is made by the LM, the result with a penalty of +10% of the Necrourgy or Sorcery Ability score of the individual who laid the link through curse or imprint. If it fails, the Theurge knows it and must begin the Rite again if the link is to be broken.

This Rite can performed no more often than twice in any day of time.

**Powers--Order of Glory**

**Aetherial Aire** (Good): When the Theurge activates this power he or she is able to cause music to be heard as if normal instruments and/or voices were playing and/or singing. The activator determines the sort of music to be heard before the Power begins its effect. This sound can be harsh or sweet, brazen and loud or mellifluous and soft. It can be harsh male voices chanting or shouting a battle song, or a mixed chorus, or female voices harmonizing a paean of praise. It might be gongs and kettledrums or sistrums and harps, or any combination. In short, any instruments and any voices in any combination might be engendered by this energy. The basic sound is up to as many as 10 instruments or 40 voices, fewer if desired. One might opt for 5 instruments and 20 voices, for example. If more instruments/voices are desired, then for each additional 10 musical instruments or 40 voices, an additional 5 AEPs must be invested at time of Activation.

If the sound has no Extraordinary effect, then the Power will persist for up to five hours, stop short and resume, change melody, and so forth, according to the dictates of the activator.

If the *Aetherial Aire* Power is to engender an Extraordinary effect, then its energy lasts only five minutes tme. When so Activated, this Power affects all who hear it within a 150 foot radius. The sound raises the morale of those who are allied to the activator's cause, so that any checks to determine its level are made at highest normal value. The morale of opponents of the Theurge's cause is at one level below normal. Each 5 AEPs added to increase the sound add 50 feet to the radius of effect, up to a maximum of 300 feet.

**Discover Malign Channel** (Good): Through the Activation of this Power the Theurge lays hands upon and seeks to discover any dark link placed upon a victim by a Necrourge or Sorcerer. This operation is uncertain, though, and there is a secret check made by the LM, a second Theurgy Ability check that is made with a penalty of +10% of the Necrourgy or Sorcery Ability score of the individual who laid the link through curse or imprint. If the second check fails, the discovery is invalid, and the Power fails, and it seems as if there is no malign channel from a Necrourge or Sorcerer to the subject being examined.

In the case of failure, the Theurge actually opens him or herself to the possibility of likewise having a link from the Necrourge or Sorcerer to his or her person. In this case the LM must compare the Theurge's Ability score in Theurgy against the Necrourgy or Sorcery Ability score of the one who laid the imprint or curse. If the latter score is higher, then the Theurge is linked by imprint or curse and can never successfully employ this Power, although he or she will not know this.

This Power can be activated only once per day by a Theurge in respect to an individual subject.

**Expel Witch Possessor** (Extreme). This Supernatural Power enables the ecclesiastic to counter the Witchery Ability *Possession* Power and all other Witchery Powers like it. When activated successfully, the spirit of the witch in possession of a subject within 20 feet distance and in plain sight of the Theurge is sent back instantly to her own body without harm to the mind of body of the one formerly possessed. The Expel Witch Possessor Power, however, delivers 21-25 Harm to the Freewill of the witch or warlock, this then manifesting itself as Harm to Health when the spirit returns to the witch's or warlock's body. Thus if the possessing spirit is aware of the ecclesiastic's preparation to activate this Power, it is not unusual for immediate and voluntary departure from the possessed body to occur. (GG/PK)

**Witch Track** (Very Good). The successful Activation of this Supernatural Power enables the ecclesiastic to examine footprints to determine whether an Augur, Necrourge, or Sorcerer made them. This Power gives such tracks a colored aura if made by such persons—purple for Witchery, black for Necrourgy, red for Sorcery. Examples of likely animal print types are those of an ass, crow, or wolf. The activator's chance of detecting such prints, where a malign Ability possessor has activated counter-measures, is dependent on the difference in skill level between the malign individual and the Theurge.

**Rites--Service and Care:**

**Remove Witchmark Link:** Rite (Major): As with any other Rite, in order to activate this Supernatural one the Theurge must prepare the proper votive and propitiation materials. Next the Theurge must activate a *Cleanse* Power upon the person of the subject of this Rite. Thereafter the Theurge must recite ritual prayers, a litany that includes a benediction, appeal, and abjuration of malign forces. With ceremonial performances (perfuming through the burning of incense, a washing of the subject's body with consecrated water, and the various things required in any service honoring the deity of the Theurge) included, the whole of this Rite requires one hour of time. At the conclusion of the *Remove Witchmark Link* Rite a secret check against Theurgy Ability score is made by the LM, the result with a penalty of +10% of the Witchery Ability score of the individual that laid the link through witch-marking. If it fails, the Theurge knows it and must begin the Rite again if the link is to be broken.

This Rite can performed no more often than twice in any day of time.

**Powers--Service and Care**

**Discover Witch Marking** (Good): Through the Activation of this Power the Theurge lays hands upon and seeks to discover any dark link placed upon a victim by a witch or warlock. This operation is uncertain, though, and there is a secret check made by the LM, a second Theurgy Ability check that is made with a penalty of +10% of the Witchery Ability score of the individual that laid the link through witch-marking the victim. If the second check fails, the discovery is invalid, and the Power fails, and it seems as if there is no malign channel from a witch or warlock to the subject being examined.

In the case of failure, the Theurge actually opens him or herself to the possibility of likewise having a link from the witch or warlock to his or her person. In this case the LM must compare the Theurge's Ability score in Theurgy against the Witchery Ability score of the one that laid the witch mark. If the latter score is higher, then the Theurge is linked by witch mark and can never successfully employ this Power, although he or she will not know this.

This Power can be activated only once per day by a Theurge in respect to an individual subject.

**Ring of Truth** (Strong): When the Theurge activates this Power a circle of golden Supernatural energy appears. Any individual placed inside the ring thereafter and speaking an untruth causes the color of the energy to alter. A misleading word or statement will make the golden hue alter to an orange, while an outright lie will cause it to glow deep red. The effect persists for five minutes time, then fades and is gone.

**Totem Vision** (Very Strong): By means of this somewhat disconcerting Supernatural Power it is possible for the Theurge to identify a person's general nature. After Activation, the Theurge will see the observable person chosen and within no more than 50 feet distant an animal best representing that individual's character. Thus, a Theurge may well see an elderly scholar as a large robed owl, or a member of a gang of surly looking street toughs as a hyena. It is, however, important to stress that many factors, including prejudices uniquely personal, will determine which animals are associated with which characters. For example, a person identified as a cat may have one set of characteristics from the point of view of a northern Apphirian of Khemitic faith, a

different set of characteristics from the point of view of a Theurge from the Noppon Islands, and yet another set of characteristics from the point of view of a tavern-frequenting adventurer from the Gymeer Sea! The energy of this power lasts for one ABC of time. For each additional 5 AEPs invested at Activation an additional one ABC time duration is added, and thus it is possible to see the "totem" of more than one individual.

**General Powers of Either Rite**

**Adept Activator** (Very Strong): Only a Theurge *with a score of 131 or better* is able to activate this Supernatural Power. When it is successfully activated the *Adept Activator* Power's energy confers to the Theurge not merely an instant knowledge of attack upon his or her person by an act of Activation being performed by another activator of any sort (as per the *Master Caster* Power), but it enables the individual to counter the coming attack, possibly nullifying automatically a successfully activated Power or even reversing it so that it affects the would-be attacker. The nullification or reversal is found by comparing the difference between the effective Theurgy Ability score of the Theurge to that of the activator's in the Extraordinary Ability being used, the "difference" referred to below being positive in favor of the individual cloaked in this Power's energy:

| | |
|---|---|
| Difference of 71 or more points | Activation reversed |
| Difference of 41 to 70 points | Activation nullified |
| Difference of 40 or less points | no reversal or nullification |

Note that even in the case of non-reversal or non-nullification, the activator of this Power is aware of the attack in progress. The energy of this Power persists for one hour's time, plus one additional hour for each 5 extra AEPs invested in it prior to Activation.

**Badluck** (Good): By means of this Power the Theurge is able to bestow bad luck upon an individual as is in plain sight and not further than 30 feet away. The target must not already be the subject of such a Power or be otherwise protected from Preternatural Powers being so placed upon his person. This ill luck affects the next seven actions he or she takes in regards to random results. All d% rolls are at a +20 or a –20, all d40 or d30 rolls are at a +7 or a –7, all d20 rolls are at a +4 or –4, and all d8 and d6 and d4 rolls are at a +1 or a -1 so as to be the least beneficial to the subject. Note that the bad luck conveyed extends to the die or dice rolled for Harm in case of a successful hit on an opponent with weapon or Power in spite of the misfortune. In the latter case, Harm will always be the least possible inflicted on the fewest number of possible targets. However, although the subtraction from Harm and number of target subjects is suffered, such subtraction does not count towards the seven actions, it being a part of a single action in regards this Power.

**Character Stain** (Low Moderate): When the Theurge activates this Preternatural Power he or she invests some small object, something with a cubic volume of three or less feet, with a special energy. If any other individual should touch or handle the object to imbued, it will cause a fluorescent crimson to stain to appear on the hands of that one if within 24 hours time thereafter, the enchanter speaks a triggering word or phrase when that individual is within 30 feet distance. The glowing ruby mark remains on the culprits hand(s) for a like period of time, one day, and thus a thief can be caught actually red-handed. Once placed, the Power energizes the object for one month, but thereafter the magical force fades and is lost. For each additional 1 AEP invested at the time of Activation, the Power's duration is extended for one month's time.

**Faint** (Very Minimal): This generally unknown Activation for the Theurge is used for defensive purposes against aggressors. The Power's effect causes the humanoid subject to become temporarily weak and lightheaded so as to faint and gently fall to the ground. The subject must be touched by the Theurge (a successful attack based on Theurgy Ability if Activation succeeds, and failure in such an attack means the Power is dissipated), and a check against the target's current health is made to see if the effect of the *Faint* Power is minimized. If fully effective, the target subject is prone and unconscious for 2 seconds of time. If the subject succeeds in avoiding the full effect, then that individual does not fall, is only incapacitated in regards to Ability use for 1 second's time, moves at 10% normal speed, and can act normally thereafter. (It is as if the subject became dizzy for one second.)

For each additional AEP the Theurge invests at time of Activation, the period of time the target subject will be affected is increased proportionately, a one-for-one basis. Thus, if 5 AEPs are added, full effect will cause the target to become prone and unconscious for 7 seconds, while avoidance means 3 second's time incapacitation.

Note that the energy of this Power lowers the target subject's blood sugar, thus causing the noted results. If an incapacitated victim can manage to ingest an ounce or more of sugar (sugar, honey, very sweet fruit juice, etc.), full capacity returns one second thereafter. (Thanks to *Lord Lee*:)

**Fear No Evil** (Moderate). This Preternatural Power protects the Theurge activator, or other person he or she touches, from malign Extraordinary attacks based on induced panic—including fear, horror, etc.—or that otherwise interfere with the free-will of the affected person. The Power's energy persists for one minute, plus one minute for each extra AEP invested by the Theurge at time of Activation. (PK)

**Goodluck** (Good): By means of this Power the Theurge is able to bestow good fortune upon his or her person or to an individual in plain sight and not further than 15 feet away. The target subject must not already be the subject of such a Power or be otherwise protected from Preternatural Powers being so placed upon her person. This fine luck affects the next seven actions he or she takes in regards to random results. All d% rolls are at a +20 or a –20, all d40 or d30 rolls are at a +7 or a –7, all d20 rolls are at a +4 or –4, and all d8 and d6 and d4 rolls are at a +1 or a -1 so as to be the most beneficial to the subject. Addition on a d20 rolled for Harm that equals 21 or greater counts as if a natural 20 had been rolled. Note that the good luck conveyed extends to the die or dice rolled for Harm in case of successful hitting or an opponent with weapon, but not to that of a Power. In the latter case, Harm will always be the maximum possible inflicted on the greatest number of possible targets. However, although the addition to Harm and number of target subjects is gained, such addition does not count towards the seven actions, it being a part of a single action in regards this Power.

**Green Thumb** (Extreme): This Supernatural Power enables the Theurge to select an area of up to one furlong (220 yards) per side (one square furlong), or one square chain (66 feet x 66 feet, 4,356 square feet in all) to become Extraordinarily energized. There are two applications of this Power, as indicated by the area to be affected:

As an agricultural aid, the Theurge causes the area to become especially fertile, yielding what is effectively a "bumper crop," something akin to at least twice normal yield for like flora in a like area. This applies to a cultivated field, vineyard, orchard, grove, etc. It also applies to natural, "wild" growth. Growth of plants is faster, there are more and larger blooms, insect and other pests are checked, and so forth. Thus the yield is also of higher than average quality. Even trees grow twice as fast in this area. The energy persists for six months time, then fades.

Otherwise, the Theurge is able to activate the Power over a smaller area for a shorter period of time. This application of *Green Thumb* affects an area of only 1 square chain, the area's shape being square or rectangular (99 feet by 33) feet. Such area must be within sight of the activator and not more distant than 220 yards. When activated, all flora within the area selected grow before the eyes of those beholding the place:

- Grasses and low plants (normally under two feet in height) shoot up to four times their normal size in a single minute of time.
- Plants normally between two and four feet in height triple their size in two minutes time.
- Plants normally between five and 10 feet in height double their size in four minutes time.
- Plants that are normally 11 or more feet high add 50% to their normal height and girth and width in eight minutes time.

When this Extraordinary growth has ended, the energy of the Power is drained, but the affected flora remain so enlarged thereafter, although in time conditions might well cause such enlarged vegetation to suffer and die, and those of annual sort will accordingly die, their seed or other regrowth being normal thereafter. Thus, mainly the largest perennial growths will remain viable over a long period. However, this can engender some huge bushes, shrubs, and trees!

For at least a month after the Activation of the second application of this Power, movement through the area affected will be virtually impossible if it was already thickly grown. Thus, the following applies:

- Area was a thicket (jungle. rain forest, briar patch, second growth forest, etc.): Movement only by cutting through the tangled growth at about one foot per three minutes.
- Area was heavily grown: Movement only by cutting through the tangled growth at about one foot per minute.
- Area was fairly open: Movement only at a slow walk forcing a path through the thick vegetation.

**Hear No Evil** (Low Moderate). This Preternatural Power protects the Theurge activator, or such other person he or she touches, from malign Extraordinary auditory attacks by malign creatures and spirits designed to Harm or interfere with the activator's free will. The energy of the Power persists for one minute, plus one additional minute for each extra AEP invested by the Theurge at Activation. (PK)

**Inflame Water** (Strong): By use of this Supernatural Power the Theurge is able to cause a volume of water (including ice or snow) or similar non-flammable liquid into matter that is not merely combustible but indeed aflame with a fire as hot as any normal one. The volume of material so converted is equal to 100 cubic feet as shaped by the will of the activator. The combustion consumes one-twelfth of its matter each AB (four ABCs), so if a one-inch-deep area of 1,200 square feet was converted, it would burst into flame for one AB, then be burned out and extinguished. On the other hand, a 10-foot by 10-foot area would burn for 12 ABs (48 ABCs), or 144 seconds.

**Major Aegis** (Extreme): This Supernatural Power enables the Theurge to engender a protecting energy mantle that extends to cover an area of 200 feet diameter centered on the activator individual. All within it are harder for foes to see, so attacks upon them suffer a penalty of 10 on attack rolls, and Harm inflicted from successful attacks is reduced by 4 points per hit. The Power remains active for 7 ABCs time, plus 1 ABC for each additional 3 AEP invested by the Theurge at time of Activation.

**Mana** (Good): This Preternatural Power assures the Theurge of a soothing energy to flow into his or her person from the earth itself, from a body of water, or—in extreme need—from plants. The activator must be actually touching the soil or water, or else the Power will have a reverse effect on the individual. Where the energy source is flora, the energy is drained from living plants subject(s) in a 30-foot radius of the Theurge, leaving a scorched place with desiccated vegetation to mark the spot of draining. When Activated upon hallowed ground--a place consecrated to the caster's deity--its effectiveness is doubled, but plants can not be the source of the energy gained. The activator gains from the *Mana* Power's Activation both AEPs and Health, the latter as a "false total" above his or her normal Health Base Rating if the addition causes it to rise thus, and these added points of Health are lost first. A total of 15 AEPs, a net of 10, are gained thus, with a full 15-point gain in Health.

Note that this Power can be activated no more often than once in any 24-hour period. If living vegetation is drained through the Activation of the Power, the activator is unable to use it again for a full week. (Thanks to *Tamara*:)



**Master Caster** (Very Good): Only a Theurge *with a score of 91 or better* is able to activate this Supernatural Power. When it is successfully activated the *Master Caster* Power's energy confers to the Theurge an instant knowledge of attack upon his or her person by an act of Activation being performed by another employing an Extraordinary Ability's Power or Power Bid. The energy of this Power persists for one hour, plus one additional hour for each 3 extra AEPs invested in it prior to Activation.

**Minor Aegis** (Good): This Preternatural Power enables the Theurge to engender a protecting energy mantle that extends to cover an area of 50 feet diameter centered on the activator and moving with that individual. All within it are harder for foes to see, so attacks upon them suffer a penalty of 5 on attack rolls, and Harm inflicted from successful attacks is reduced by 2 points per hit. The Power remains active for 7 ABCs, plus 1 ABC for each additional AEP invested by the Theurge at time of Activation.

**Nimbus** (Very Minimal): A Preternatural Power enabling a Theurge to create instantaneously a bright and glowing illumination that surrounds such target subject as is selected. The subject must be within sight of the Theurge and no more distant than 70 feet. It can not exceed 70 feet in total area to be outlined. The *Nimbus* energy makes the target subject clearly visible, illuminated as if the beam of a nearby bulls-eye lantern were centered upon it. If the target has visual capacity, its vision is likely to be affected in some manner. If it has capacity to see without normal light, this will be lost to it. If the area surrounding it is darker than the *Nimbus,* the subject will be hindered in sight, just as one within a brightly lit place is when peering out into darkness beyond. (Typical visual penalty to dice roll in attack is from +5 to +30.) The energy lasts for 1 minute of time.

**Privilege of Rank** (Major): When this Supernatural Power is successfully activated, the individual so doing is able to decrease the time required to activate any Power by the following amounts, cumulative as score increases, according to the activator's score in the Ability used to bring this Power into effect:

| | |
|---|---|
| score 41 to 50 | Extreme Grade by 5 seconds |
| score 51 to 60 | Major Grade by 4 seconds |
| score 61 to 70 | Very Strong Grade by 3 seconds |
| score 71 to 80 | Strong Grade by 2 seconds |
| score 81 to 90 | Very Good Grade by 2 seconds |
| score 91 to 100 | Good Grade by 1 second |
| score 101 to 110 | Moderate Grade by 1 second |
| score 111 to 120 | Low Moderate Grade by 1 second |
| score 121 to 130 | Minimal Grade by 1 second |
| score 131 and up | Very Minimal Grade, two at once |

The energy of the *Privilege of Rank* Power persists in the activator for 12 hours, then fades and is gone.

**Quenching Flame** (Strong): By means of this Supernatural Power the Theurge is able to cause an area of fire (including coals and embers) to become cool and as refreshing as clear, clean, sweet water. The area of fire so converted is equal to 1,600 square feet, as mentally shaped by the activator. The virtual liquefaction lasts for 7 ABCs, then the energy evaporates. If there is still fire touching the area that was affected, then flames, coals, and embers reappear therein. However, if no source of heat and flame is adjacent, then the former flame or fire is extinguished. Note that the area of the change is only 10% (160 square feet) if the fire is of Preternatural sort, one one-hundredth (16 square feet) if the flames are of Supernatural sort.

**Rank Might** (Moderate): By using this Preternatural Power the activator increases the range of any Power or like Activation by a distance of one foot for every five points of Ability score used for the Activation of this Power**.** Thus, for example, a Theurge with a score of 67 activating a Theurgy Power will, if applicable and desired, add 13 feet to its maximum range. The energy for this Power lasts for four hours.

**Ray of Sunshine** (Very Good): By means of this Supernatural Power the Theurge is able to cause a rod of very bright light to emanate from a specifically selected object meant for this purpose. The receptacle for the energy must be of solid gold and small enough for a normal human hand to hold. When successfully activated, the Power engenders a seven-foot long beam, seven inches in circumference, of scintillating, coherent and intensely bright, golden light. The touch of this ray is to Living Dead subjects and other creatures, such as those from the nether dimensions, equal to a ray of double-effect sunlight contacting its exposed body. This ray, incidentally, illuminates whatever is touched by its end in the same manner would full, bright daylight. If the recipient of this illumination is a mirror, the resulting reflection will be a ray 10 times the size of the light engendered by the Power's energy, but it will be no brighter than a sunbeam. The energy lasts for 1 minute.

**See No Evil** (Good): This Preternatural Power protects the Theurge activator, or such other person he or she touches, from malign Extraordinary attacks based on visual delivery. It is important to note that no long-term advantage can be gained from this Power. Thus, if the Avatar has viewed a Lilitu demon under the effects of this Power, should they encounter another such demon later in their travels he or she will be treated as if encountering the creature for the first time. The energy of the Power persists for one minute, plus one minute for each extra AEP invested by the Theurge at time of Activation. (PK)

**Supernatural Sight** (Minimal): By means of this Power the Theurge is able to convey both heightened acuity and discrimination of sight, and the capacity to clearly see in total darkness, to a distance of 70 feet, and then less distinctly to 210-foot distance. This capacity can be granted to himself, or to some other person touched immediately after successful Activation. Vision in normal light conditions, including nighttime seeing, is twice human norm. Things seen only indistinctly incur an Ability use penalty of from 10 to 30 as determined by the LM. The Power's energy remains active for five hours.

**Unmask Necrourge** (Strong): Upon successful Activation of this Supernatural Power the Theurge will know if a person possesses the Necrourgy Ability. The target subject must be in plain sight and no more than 49 feet away. If successful, the Power causes the target subject to radiate an aura of dark purple color apparent to the activator and all others possessing Theurgy Ability of like or greater score than the activator's own Theurgy Ability score. The aural effect lasts for only 3 ABCs, then vanishes.

**Unmask Sorcerer** (Very Strong): Upon successful Activation of this Supernatural Power the Theurge will know if a person possesses the Sorcery Ability. The target subject must be in plain sight and no more than 49 feet away. If successful, the Power causes the target subject to radiate an aura of red color apparent to the activator and all others possessing Theurgy

*Continued on page 35*

## Propitiation And Votive Summoning Materials Of The Ecclesiastic Order

The ***Lejendary Rules for all Players™*** book specifies that a Theurge belonging to the Ecclesiastic Order must have both propitiation and votive summoning materials in order to employ any of the Rites of Theurgy Ability. These general categories of things are not detailed in the aforesaid work for obvious reasons. The pantheon, deity, and campaign all make such specific information subject to many variables. However, to assist the Lejend Master, we offer here some general guidelines for both sets of things.

**Propitiation Materials:**

Blessed oil
Blessed water
Body marking (with paint or pigment)
Brazier
Breviary
Candle (lit)
Censor
Devotional object (symbol displayed or worn)
Devotional salve
Head covering
Herbs
Icon (two-dimensional—drawing, etching, painting etc.)
Icon (three-dimensional—statuette)
Incense
Mantle
Mask
Perfume
Phylactery
Portable altar (small)
Powder (special—colored, dust of sacred sort, etc.)
Prayer beads
Prayer book
Prayer wheel
Shawl
Small sacrificial items (drink, flowers, food, paper depictions, etc.)
Thurible



**Votive Summoning Materials:**

Bell(s)
Brazier
Breviary
Candle (lit)
Chime
Censor
Devotional object (symbol displayed or worn)
Deital symbol
Gong (small)
Herbs
Hymnal
Icon (two-dimensional—drawing, etching, painting etc.)
Icon (three-dimensional—statuette)
Incense
Jewelry item (bracelet, ring, etc.)
Perfume
Phylactery
Portable altar (small)
Prayer beads
Prayer book
Prayer wheel
Rattle
Service piece (bowl, cup, dish, etc.)
Small sacrificial items (drink, flowers, food, paper depictions, etc.)
Thurible
Whistle

As indicated on the above lists, some things will be of double duty, while others will be unique in either serving to propitiate or to summon the deity.

# Out of the Wilderness

**New Lejendary Earth™ World Setting Creatures**

By Gary Gygax (with additional contributors as noted)

*Illustrated by Martin Siesto*

| Creature | Appearing | Health | Precision | Speed | Attack | Defense |
|---|---|---|---|---|---|---|
| Darkveil | 1 | 70 | 95 | 20 | special | special |
| Gloom-goer | 1/2-12/6-60 | 60 | 60 | 15a/20s sp. | special | 15 |
| Shadow Lion | 1-3 | 121-140 | P: 76-85 | S: 16a/24m | 6-20/1-20 +12 | special |
| Shadow Spider | 1 | 80 | 70 | 12a/20m sp. | special | 20/10 sp. |
| Shadow Tentacle | 1 or more | 50 | 70 | 15 | special | special |
| Shadowisp | 1 or 1-12 | 25 | 40 | 20 | special | special |

**Darkveil**

***Appearing: 1***

***H: 70 P: 95 S:20***

*In the highlands of my home country there exists a smallish keep perched on a steep and rocky pass, where the fall off the appointed trails would plummet an unlucky traveller some 200 feet before even striking the sides of the chasms. In this region the mountains are craggy and sharp, very little of the light of day reaching down within the confines of the gorge even to the level of the keep. The castle, it is told, was once used as a border guard for the long-gone country's army. The tale does not say who it was that had started the conflict, nor does it cover what the actual issue at hand was. What the tale (when told properly) does convey is the time-proven lesson of respecting the wishes of your elders. It is used even to this day to attempt – effectively--to gain some semblance of obedience from the youth who take it upon themselves to sow chaos and strife among the homesteads of my area and those that neighbor it. I shall abbreviate the tale here to give some idea of the story and show, when in the hands of a master talesman like Gareth the Loremaster, how effective it may be:*

*The story portrays a young apprentice and his master, a mage of great power who delved deeply into the darker regions of the known existences, who lived within the spire of the keep along with a company of seasoned veterans currently on duty at the border.*

*The apprentice was a wiry youth with a sharp mind and tongue and a certain lack of respect for the combined experience and knowledge of his master. All else seemed well and no skirmishes had taken place within the area for a year or so.*

*During this time, the apprentice's lessons were going well; he was always a quick study and quick to pick up new concepts. But there was one room that he had been banned from entering. As time went on, he grew more and more confident with his own power and felt greater distaste for being forbidden to enter the one room in the keep that he desired. He could come and go as he wished within the Master's workshops, but never was he allowed entrance to even see what treasures lay beyond.*

*One night when the moon was high above the spear-like peaks, the youth decided to take it upon himself and enter the room. "After all, it is within my rights, as I am almost as skilled as my Master is now," he reasoned. So quietly unlocking the door, he entered his Master's private workroom, filled with tomes, tables covered with ingredients and an almost even layer of dust over all. Bold now beyond all common sense, he strode swiftly to a pedestal holding a massive codex and began to read the words there.*

*The Master, asleep in his chambers, did not wake until the shockwave of the quake reached up from the bowels of the mountain to shake the keep loose from the stone bulwark upon which it resides. Walls cracked from floor to ceiling and a portion of the roof collapsed, as the doorway to the shadowy world beyond opened with a groan.*

*Many creatures crossed the doorway before the Master was able to seal the breach. The boy was found shortly after, huddled in a corner shivering, unable to speak, his hair white as ice. The Master looked long upon him, trying to console some of the fears he had unleashed, but to no avail. A few of the creatures were hunted down and slain by the guardsmen, but a thing called the darkveil had come through as well and none of the men could handle such a beast. The Master himself was caught unawares by it and killed. There was no hope for survival for the rest. The keep was doomed.*

*The keep to this day still stands as it was, curtains fluttering in the winds, black and foreboding along an old trail that is no longer used. A new path has been opened and all who travel across the pass now know well to keep away from the castle, even in the foulest of weather, for to enter the keep is death.*

*Of course the tale is to teach erring youth to mind their elders; they DO know more than youth, and it usually wise to respect their wishes. The first time I heard the tale, I was a wee lad of eight, rambunctious and smart-mouthed as most are. My father had been lucky enough to hear that the lord had a talemaster visiting. All around were called to come and listen if they saw fit, to be entertained by him for a night. The last tale of the night (…I feel a conspiracy of the parents occurred here) was the masterful telling of the tale of the keep.*

*I did not sleep for three days…*

***Attack:*** Covers all targets within a 10-foot diameter, draining 1-3 points Speed BR from each during each ABC so attacking.

***Defense:*** harmed only by Extraordinary means—see below.

The darkveil is a creature of shadow stuff, a denizen of those dimensions. It resembles a billowing curtain of inky velvet, able to levitate and/or fly, and is virtually invisible in shadowy conditions when not moving. It can attack as many subjects as are within its 10-foot diameter by enveloping them, draining them of from 1-3 points of Speed BR each ABC of time. An enveloped victim can take no action. Companions not attacked may strike the darkveil, but all normal Harm, including Ability bonuses, so delivered passes through it, accruing to those it envelops (although armor protection of such victims mitigates the force of such Harm). Only the Harm bonus from Extraordinary weapons, and Harm caused by the use of Extraordinary powers, will affect the darkveil; the victim within still suffers half of such Harm so inflicted. Thus an Avatar inflicting 22 points of Extraordinary Harm on a darkveil would also inflict 11 points on any victims of its assault, the 11 points accruing separately to each so enfolded. A victim reduced to a Speed BR of 0 or less transforms into another darkveil.

Speed Base Rating loss is not permanent otherwise, and points drained by this creature will be recovered at the rate of 1 per minute after the victim is freed from its cloaking assault. (JC)

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**Gloom-goer**

***Appearing: 1 or 2-12 (6-60 in a community).***

***H: 60 P: 60 S: 15 attacking/20 swimming***

*Although it cannot be confirmed to a sure degree, the disappearance of whole hamlets may be attributed to these vile creatures. Surely the fact that these villages (for the most part) are dwellings of those who ply their trade upon the cold dark waters of the oceanfront adds some credence to this argument. Never has there been a witness to the mass disappearances, so as yet their cause remains unanswered.*

*The gloom-goers are dangerous creatures to encounter in numbers. By far the best method of dealing with them is to remain at range and not to deal with them within arms' reach with melee weapons. Of their social groupings, not much is known other than the numbers that they collect in. There is no indication of any form of social pressures or leadership caste with them, nor any semblance of capitalism or barter with which they operate. Best to leave them alone and avoid contact.*

***Attack:*** Hit slows target subject by 1 Speed BR point (+4 on Speed-based Ability rolls per point lost, loss is for only 1 minute), 10 Precision BR points (+10 on Precision-based Ability rolls per point lost, loss is for only 1 minute), and 20 Harm to Health (Harm reduced only by Extraordinary protection of preternatural or supernatural sort).

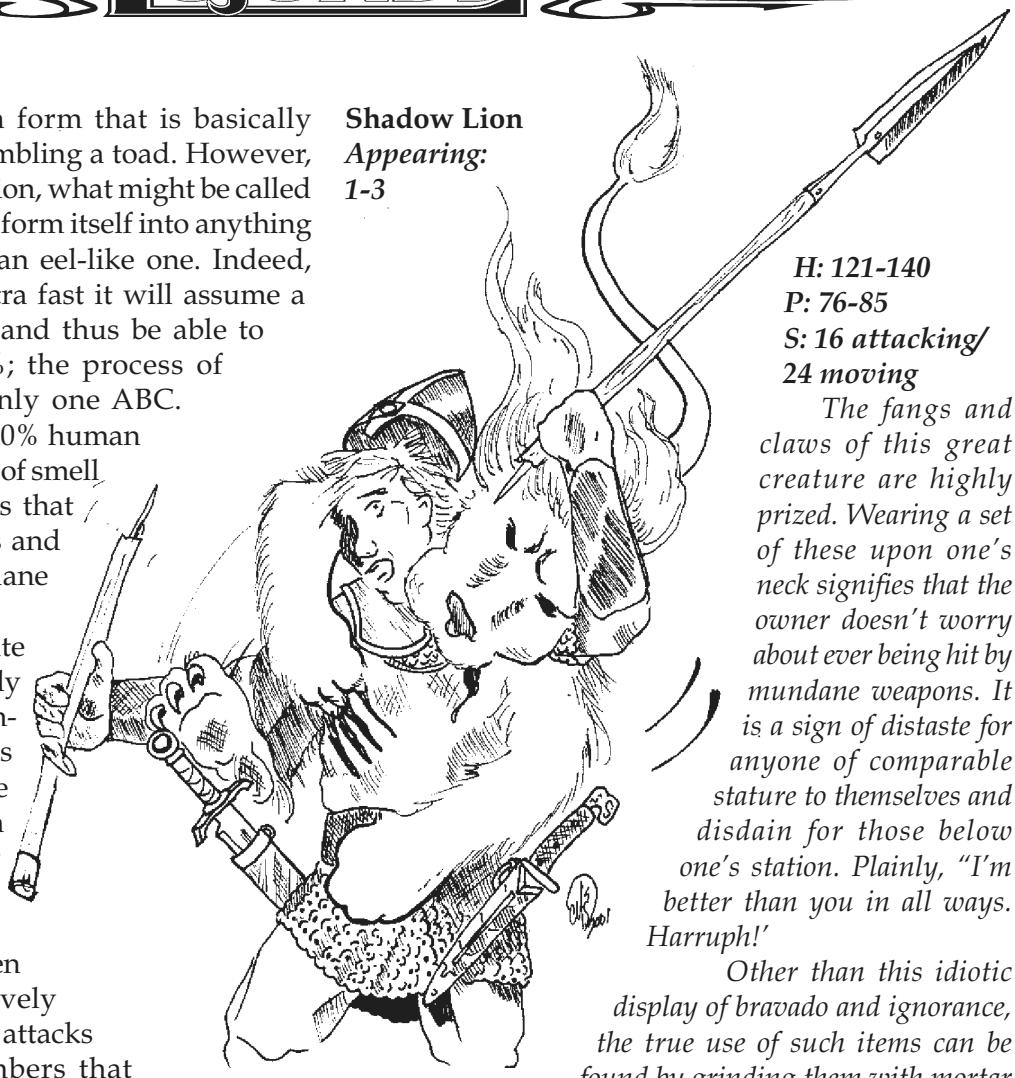
***Defense:*** 15 points of armor due to Preternatural energy, movement, and nature.

The near-transparent, smoke-hued gloom-goer is a semi-intelligent and terribly cunning native of the neutral negative dimensional matrices, mainly that of shadow. It is aquatic, able to survive only a few minutes out of water whether shadow or mundane. In the latter case the liquid must be dark and chill, such as that found below 300 feet, for example. Pressures of up to 2,000 or more feet water depth do not adversely affect a gloom-goer.

This creature has a form that is basically batrachian, somewhat resembling a toad. However, the gloom-goer's outer portion, what might be called its skin, is mutable, so it can form itself into anything from a man-like shape to an eel-like one. Indeed, when desiring to move extra fast it will assume a shape of tadpole-like sort and thus be able to increase its speed by 50%; the process of changing form requires only one ABC. They have poor eyesight (50% human normal) but excellent senses of smell and taste, as well as nerves that can sense pressure changes and vibration as keenly as mundane sharks can.

Voracious of appetite and hate-filled towards nearly all other creatures, the gloom-goer is a relentless hunter as well as a truly implacable assailant. Although it has a huge mouth, possessing many sharp teeth (causing 1-12 +6 Harm), the gloom-goer usually uses it only when attacking some soft, relatively unprotected prey. In other attacks it employs palp-like members that grow around its cranium. There are some score or so of them, and the gloom-goer will lengthen one, shooting it forth to a distance of three or more times its normal length (two feet) to strike its target. The palp bears nodes that draw off energy while at the same time corroding animal or vegetable matter so as to inflict severe (20 point) Harm. The assailing palp is lost in this process. The palp attack is possible only every other ABC, as the member must in the interim between assaults be lengthened and loaded, as it were. After 10 such attacks, the gloom-goer must then spend at least as many minutes time generating new nodes and regenerating new palps. If severely wounded, a gloom-goer will withdraw from combat if possible, so as to regenerate itself. 10 minutes spent in such process restores five points of Health to the creature.

This creature is found hunting alone, roaming in schools of 2-12 individuals, or sometimes in communities of 10-60. (JC)



**Shadow Lion**
***Appearing:***
***1-3***
***H: 121-140***
***P: 76-85***
***S: 16 attacking/***
***24 moving***

*The fangs and claws of this great creature are highly prized. Wearing a set of these upon one's neck signifies that the owner doesn't worry about ever being hit by mundane weapons. It is a sign of distaste for anyone of comparable stature to themselves and disdain for those below one's station. Plainly, "I'm better than you in all ways. Harruph!'*

*Other than this idiotic display of bravado and ignorance, the true use of such items can be found by grinding them with mortar and pestle of flawless obsidian, mixing the powder with wine, and drinking the liquid down in a gulp. The mixture (which must contain both fangs as well as at least three claws) will protect the user from damage normally caused by weapons of a non-magical nature for one day. The problem exists that the mixture may not be made ahead of time, nor can the claws or fangs be ground before-hand in preparation. This action alone may take up to an hour and is sure to make a fair amount of noise…*

***Attack:*** Paw strike for 6-20 Harm and fangs for 1-20 +12 Harm.

***Defense:*** Immune to non-Extraordinary Harm; Preternatural Harm is reduced by 6 points and Supernatural Harm by 2 points.

***Powers:***

1) Regenerate 1-3 points of lost health each ABC until slain.

2) Roar once per AB, this sound having the effect of slowing the action/attack speed of all within 60 feet of it by 1-4 points, and such individuals also

having to succeed in a check against five times Speed BR or else be paralyzed for the following three seconds of time.

These dangerous creatures are native to the dimensions of shadow, but the malign Suakadian deity Nergal has a preserve for them in *Cuthe,* his netherdimensional plane, where he protects and breeds them, admiring their fearless aggression and raw power. They somewhat resemble the black lions of the mundane spheres. Shadow lions are at least semi-intelligent as cunning as a devious human, and communicate with each other in their own language.

**Shadow Spider**
***Appearing: 1.***
***H: 80 P: 70 S: 12 attacking/20 moving in web***

*It has been documented that many a man dealing with the supply of alchemical ingredients has attempted to milk these spiders for the poisons that they contain. Like other varieties of spider, these are able to give up their poison. But the venom itself leaches back to the shadow plane when removed from the spider by any other means besides allowing the dark creature to bite. And that in itself holds its own problems…*

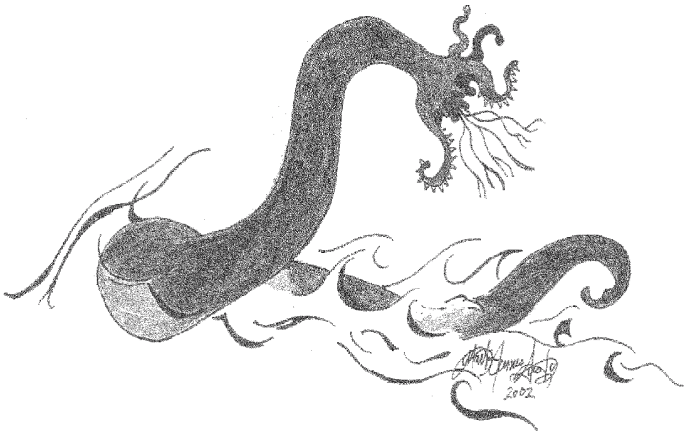
***Attack:*** Bite with venomous fangs for 11-20 Harm plus injection of shadow venom (a foul toxin that gradually changes its victim into shadow stuff, which the spider then absorbs into its own body—the change takes from 3-12 ABCs, the victim and any companions noticing this horrible metamorphosis easily, and the Theurgy power Nullify Toxins or similar powers reversing this process)

***Defense:*** Composition and preternatural negative energy provide a continuous 20 points of protection against mundane Harm, and 10 points of protection against Preternatural and/or Supernatural Harm not specifically designed to affect negative energy protection.

These spiders are the size of small horses. They create shadow webs, nearly invisible strands of sticky shadow stuff that hold fast anyone whose body contacts them, that cover an area up to 90 feet in radius. The negative force of these strands drains 1 point of Speed for each ABC of contact. The speed lost is regained at the rate of one point per AB after the victim is freed. An Avatar reduced to 0 Speed BR by such loss is turned into shadow stuff and absorbed by the spider at its leisure, or, if freed before that occurs, is reduced to existence as a shadowling.

An observer's chance of noticing the presence of shadow webs is as follows: moving swiftly in poor light 0%, moving normally in poor light 20%, moving cautiously in poor light 40%, moving swiftly in good light 20%, moving normally in good light 40%, moving cautiously in good light 80%. Any individual unaware of the web will blunder into it and become stuck. Each ABC thereafter they have a percentage chance equal to adjusted Speed BR of breaking free. Help provided by intelligent companions increases this chance by a factor of 1 times base chance for each companion so helping, i.e. one companion helping doubles Speed BR for purposes of this check, two companions treble it and so on. Remember that the webs adversely affect the victim's Speed so the check becomes harder each ABC. An entrapped victim is capable of nothing other than attempting to free itself.

The webs of shadow spiders will not burn as will normal webs. Someone armed with an edged Extraordinary weapon can, however, slash away one web-strand per ABC, being sufficiently free in 3 ABCs of such cutting to automatically escape. Thereafter, such an individual can slash and remove a five-square-foot web area each ABC. Note that such activity will be the immediate target of the shadow spider's attack! (JC)

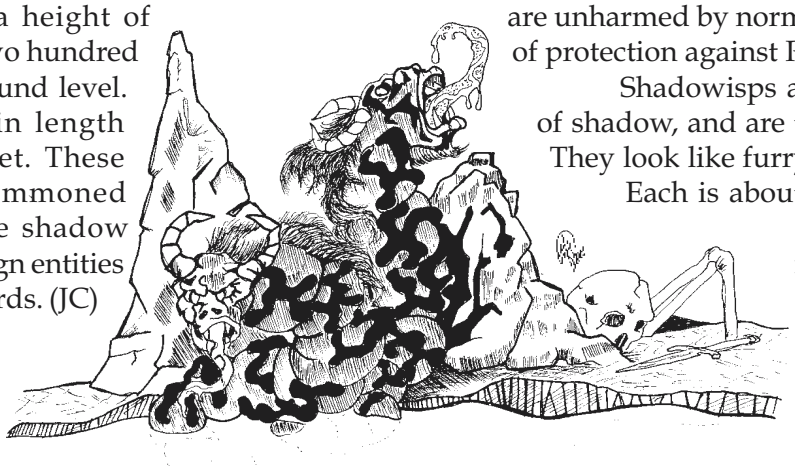


**Shadow Tentacle**
***Appearing: 1 or more.***
***H: 50 P: 70 S: 15.***

*Although rare, the movement of these dark beasts in numbers has a dangerously hypnotic effect to folk not aware of the danger that they represent. Do not watch the undulating wiggle of a mass of the Shadow tentacles for more than a couple seconds at a time! The unwary viewer may be stuck in place, watching intently the movements of the mas,s up to the time that the first strike is made against that person. Even others who fall under the lash of the tentacles will not rouse one who is hypnotized.*

Attack: A creature successfully attacked by a shadow tentacle suffers 11-20 points of Harm, plus a like amount each ABC thereafter and is also drained of one Speed BR point from each attack regardless of any armor protection that is not specifically proof against neutral negative energy. Only the severing of the shadow tentacle can free the victim. If reduced to zero Health or Speed, the victim becomes shadow stuff and is changed to a shadowling.
Defense: Invulnerable to non-Extraordinary Harm, 5 points of armor protection against Preternatural Harm, 2 points against Supernatural Harm.

Natives of the dimensions of pure shadow, shadow tentacles resemble disembodied whips like the appendages of giant squids. However, each is an individual creature, semi-intelligent and filled with cunning and hatred for all material living things. They are usually solitary or paired, although they will sometimes "school" in groups of from 5-20. They move with an eel-like undulation, along the ground or in the air, as they have a natural capacity enabling levitation to a height of some one or two hundred feet above ground level. Each ranges in length from 31-50 feet. These things are summoned forth from the shadow planes by malign entities to serve as guards. (JC)



**Shadowisp**
***Appearing: 1-12.***
***H: 25 P: 40 S: 20.***

*Seeming to be huge caterpillars, these creatures thrive in the deepest recesses of only the most vile dens of darkness. In numbers, they can be a truly dangerous opponent, as they can climb walls and ceilings with great ease to drop upon the unwary as well as wriggle into the confines of any blanket or bag and wait patiently for attention.*

Attack: A successful attack indicates that the shadowisp has wrapped itself around its opponent's throat. It inflicts an automatic 1-10 points of strangulation Harm immediately and each ABC thereafter, no armor protection that is not of Supernatural sort, or specifically protecting against Harm from neutral negative energy, withstanding. Attacks made against a shadowhisp strangling a victim are 50% likely to also injure the victim, Harm base being equal for each subject in such case.
Defense: Due to their size and nature, shadowisps are unharmed by normal attacks and have 10 points of protection against Preternatural Harm.

Shadowisps are natives of the dimensions of shadow, and are thus formed of shadow stuff. They look like furry worms with demonic faces. Each is about two feet long. They can fly, swim or crawl at the rate noted. (JC)

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**Coming in the next issue of *Lejends*:**

- **A typical abbey--its grounds and builidings**
- **A new optional Order**
- **One world, one language? Gygax on the Common Tongue**
- **and much more!**

**Issue 11, coming in March 2002 from**

Hekaforge Productions

Total Reality Studios



*Gary himself chose the title for this column, not Yours Humbly! Read on and decide for yourself whether 'tis deserved…*

## Wild Rants From The Awful Gygax; a/k/a

# The Star Chamber

**REALISM IN THE FANTASY CAMPAIGN**

By Gary Gygax

To me the concept of "realism" in a campaign that is set in a *fantasy* milieu flies in the face of rational thinking. However, there are no few players who are intent upon introducing more "realistic" features into their gaming. Who am I to argue with such bifurcated reasoning? Okay, let's accept and swallow the "camel" of magic and monsters, going forth to bring verisimilitude through rule and regulation to the "gnat" of mundane.

What better place to begin such quantification than with the basic needs of life? Given that all Avatars breathe, we can move on. All Lejend Masters, in fact GMs in general, determined to bring realism to other parts of the system should certainly keep track of the following:

*Drinking*: Water and like fluids are the next most critical thing needed to sustain life. A person needs about a quart of water a day minimum to sustain health. In cases where perspiration is free, then increase that quantity. The penalty for taking in less that the minimum fluids should be loss of 20% of all Base Ratings for each day of total deprivation; less than total deprivation can be adjusted for by reducing the loss indicated. At zero Health the Avatar is immobile and will expire in 12 hours time. Regaining of fluids lost to dehydration is at one-half the rate such loss occurred.

Other considerations include illness from drinking polluted water or water in which there are amoeboids that cause dysentery leading to death. Also, drinking water that is poisoned, or that has a high saline or alkaline content, also leads to death. Of course, all of these things can be mitigated by Powers used by one possessing Theurgy Ability.

Water for cleanliness is discussed hereafter.

*Eating*: Next in importance is eating. A typical active male needs around 2,000 calories minimum. Although not entirely realistic, let's simplify caloric intake needed to 10 calories per pound of body weight for males and females alike, adding 1 calorie to that minimum for each point of Speed Base Rating above 12. The penalty for taking in less than the minimum caloric requirement should be the loss of 1 point cumulative of Health Base Ratings for each day of total deprivation after two days; less than total deprivation can be adjusted for by reducing the loss indicated. At zero Health the Avatar is immobile and will expire in 12 hours time. Regaining of loss from starvation is at the same rate as the loss occurred from the first day of starvation, i.e. 1 point of Health restored the first day, 2 the second, etc.

Other considerations include unpalatable food that so revolts the would-be consumer that he or she can not eat it or regurgitates what is eaten, food poisoning, food allergies, parasites and microorganisms consumed in the food that will infest the consumer, bringing illness and/or death.

Hunting for food, whether by seeking edibles that can be gathered, or actual hunting for animals, increases the chance for encounters. Killing and cleaning game does likewise. In general, meat taken in the hunt must be cooked, and a fire means increased likelihood of encounters.

*Elimination of Bodily Wastes*: Defecation and urination are grossly neglected in every major RPG system, *LA*™ included. In general terms, it is necessary for sound health to defecate daily when consuming sufficient food, and urination is necessary more frequently when fluid intake is normal. These facts require the realistic game to have special attention to such processes. Defecation means the possibility of being caught armorless, literally with one's pants down. As the odor of feces is potent, the chance for encounter during such a process must be checked with an increase in the probability. If wastes of this sort are not buried, the scent will certainly attract any predators in the area, the latter perhaps thereafter tracking the party. As for urination, several pauses per day need to be accounted for, and those wearing full armor will need to remove the lower portion so as to be able to manage this elimination.

*Sleep*: Although rest and sleep are generally accounted for in most RPG systems, there is likely insufficient attention paid to the conditions in which the Avatars must seek to rest and sleep, as well as to the overall effect of sleep deprivation. Total lack of

sleep for more than 24 hours time should cause the affected individual to be penalized by 10% in all actions, this penalty being cumulative, so that on the third day of sleep deprivation, all actions are taken at 70% of normal, on the fourth day at 60%, and thereafter the individual is comatose. A comatose individual is helpless and unresisting. Capacity returns at the rate of 10% per four hours of sleep. Where sleep is insufficient, simply assume that for each day in which an individual has had four or fewer hours of sleep, actions suffer a penalty of 10% less 2.5% for each hour of sleep over two hours. Any penalties are cumulative over days so spent deprived of sleep. Return to full efficiency comes with the time noted above. Rest without sleeping is equal to 50% of time spent sleeping. Conditions that lessen the likelihood of sound, effective sleep may include: cold, heat, dampness, inability to lay prone, etc. In all cases, proper sleep while in metal armor is not possible.

Other considerations include a reduced resistance to infection as well as greater likelihood of accident.

*Cleanliness*: The washing of hands and the body is another area that is grossly neglected in the typical RPG campaign. Of course disease and infection spring from a lack of such hygiene. The unwashed body gives off a strong odor that is likely to attract creatures that hunt by scent. Parasites such as lice and fleas will find a home on the unwashed individual, these insects possibly infecting their host with one or another disease from their bites.

Other considerations include shaving so as to retain the appearance of the individual, the trimming of beard and/or hair likewise. Cleanliness of apparel must also be taken into account. These considerations affect not only the appearance of the individual, but how others react to that one.

Perhaps the next "realism" consideration should be either what the Avatar wears—style, wear and tear, etc.—or else actions, manners, and conversation in regards to various unique societies foreign to the Avatar. What do you think?

*Continued from page 26*

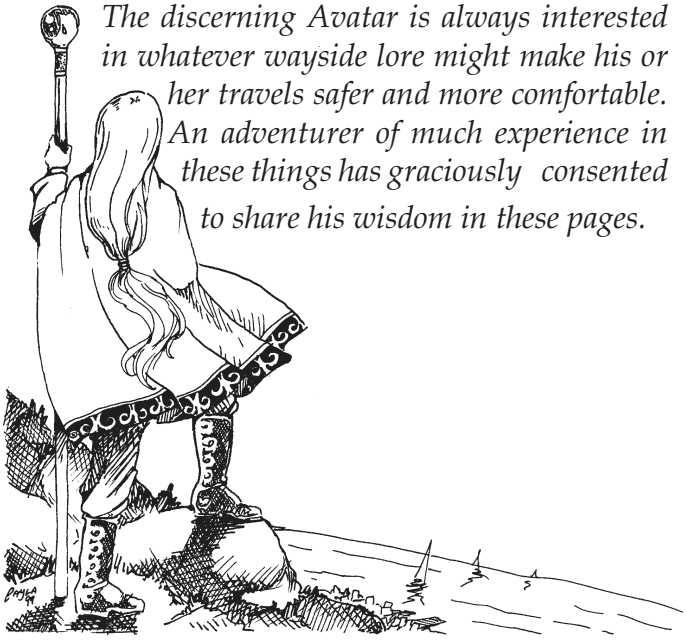
Ability of like or greater score than the activator's own Theurgy Ability score. The aural effect lasts for only 3 ABCs, then vanishes.

**Unmask Witchcraefter** (Major): Upon successful Activation of this Supernatural Power the Theurge will know if a person possesses the Witchery Ability. The target subject must be in plain sight and no more than 49 feet away. If successful, the Power causes the target subject to radiate an aura of black color apparent to the activator and all others possessing Theurgy Ability of like or greater score than the activator's own Theurgy Ability score. The aural effect lasts for only 3 ABCs, then vanishes.

**Vessel's Ward** (Very Strong): When this Supernatural Power is successfully activated, the Theurge is given instantly a sort of protection against Activations *directed at his or her person* by another sentient individual capable of Extraordinary Activations. When such an event occurs, the relative scores in Ability are compared, the Theurgy Ability score of the individual seeking the protection of *Vessel's Ward* against that of the score of the activator in the Ability used to direct the Activation upon the protected individual—Enchantment, Geourgy, Necrourgy, etc. The positive difference, if any, and totaling 10 or more points, between the protected individual's score and that of the activator's score reduces by a like percentage any effect or effects of the Activation accordingly. Points are rounded to the nearest decimal (10, 20, 30, 40, 50, etc., 5 rounded down 6 rounded up). For example an individual protected by *Vessel's Ward* who scores 86 as a target subject for a successful Activation by one employing Sorcery Ability at 60 would reduce by 30% any and all effects of the Activation. If the scores in this situation were reversed, the *Vessel's Ward* would give no protection at all.

Harm will be reduced by the applicable percentage. If Harm is of variable amount, the average amount is used, and then that number is reduced. In case of some loss of capacity over time, the amount of capacity lost or the time of effect is reduced, at the target subject's option. In the case of time effect, the length is reduced.

The duration of this *Vessel's Ward* Power is four hours, each testing of the Power by another Activation reducing its energy by one-half hour. However, a *Vessel's Ward* with only an ABC of energy remaining before the Power is dissipated will still function to attempt protection of the activator.



*The discerning Avatar is always interested in whatever wayside lore might make his or her travels safer and more comfortable. An adventurer of much experience in these things has graciously consented to share his wisdom in these pages.*

# The Watcher's Way

**by Daniel Lewis**

*Some time ago, Aryen and his new apprentice Urgent went off to the icefields, promising to send word as couriers were available. I held little hope of hearing from him once he passed the end of the habitable areas, for there is little traffic between the dwellers there and the region of Falconsflight. Yet, resourceful as always, he managed to send at least part of a tale on a scrap of skin, passed from wanderer to wanderer and at last into the hands of a merchant-adventurer, who has brought it to me at the Keep in the course of his long peregrinations.*

For three days now, Urgent and I have wandered the ice fields searching for traces of the Greater Ice worms with no luck. Re-marking the soot-black under my eyes, I start towards a great spire of ice that seems to spear the relatively flat wastes of glaring white. Our guide, a hearty young boy named Hrogthane, points to it and smiles. He obviously knows something about the tower but as of yet he hasn't divulged any information in his halting Varanian tongue.

When we arrived in the small *clansgon*, their term for a village, we were met with warm faces, hugs and large tankards of a rather bitter drink fermented from the milk of their goats. Truly glad to see us, they were. The headsman of the clan laughed as we offered our hands in greetings. He is a smallish man, surprising considering the size of most of their folk, but with a quick wit and happy eyes. We were to find that the headman is chosen for his ability to consider the welfare of the clan over all else, and this man had proven himself more than worthy after standing fast during a raid of the Worms into their vale.

For two days we remained within the clansgon meeting with the various hunters and herdsmen who had encountered the worms, seeking to discover as much as possible before taking to the floes in search of the beasts themselves. Sadly, not much information was garnered from these meetings; their tales always ending in the worm taking its prey and retiring some unknown distance away while the survivors ran madly for their lives. The headsman Hgoreth, in his defiance of the worm's attack, was armed with only a long staff topped with the huge splayed horns of the large mountain elk prevalent within the area. For some reason, Hgoreth was able to force the worm back down a gully where it had slipped to the icy waters about fifty feet below.

Urgent listened attentively during the discussions and after a number of their stories asked quite simply, "Have you tried to fend it off with a fire?" The clansfolk looked at him strangely.

"Wood?" the headman replied and gestured around him.

The huts were made of interlocked branches and upon closer inspection, were in fact still alive, the main trunks growing out of the now frozen earth. If I had paid more attention up to that point, I would have noticed that the flooring was none other than the dried leaves of a deciduous bush, now dormant under the extended winter months. Urgent dipped his head in understanding. "So you have not tried fire?" I continued.

"No, not fire," a man named Ghoran stated. "We no fuel."

"Oil?" I suggested, hoping for some opening.

Hgoreth nodded in understanding. The huts are all lit by oil garnered from the great whales that these people hunt for food and many other uses. "Oil in plenty." Hgoreth's people also use the oil for bartering in the southern towns for items they don't have the resources to produce.

So armed with casks of the oil and our supply of food and warm clothing, the three of us ventured forth to where seemed to be the most concentrated sightings and encounters of the beasts.

We were greatly assisted by a number of the strong Northern dogs each family keeps. These intelligent beasts, whose shoulders when standing on all fours reach up past my waist, are not pets as

dogs often are in warmer climes. Rather, they haul burdens in travois or upon runners, track prey for the hunters, and stand ready to assist in the rescue of any travellers who should suffer mishap. One particular beauty, masked in black and ivory about her sky-blue eyes, seemed to regard me as being in her especial care. I could not sit or stand still without Saishah wrapping herself about my feet and ankles. Her deep, thick pelt certainly sufficed to keep us both warm! When we were moving on the trail, she wore a leathern harness that allowed her to pull a pair of runners, cunningly braced to hold two casks of oil. Yet the heavy weight seemed not to diminish her energy, for as soon as she was released from her yoke she frolicked about like a pup.

For another hour we drove the sleds towards the great spire. It grew in height slowly at first, but as the approach shortened in length, we found the spire to be an ice-covered pinnacle of stone. Over a long period of time, the small amount of moisture within the air had coalesced onto the dark stone during the nights of the warmer months; and then been tempered, so to speak, in the harsh wintry nights by the howling winds that scorch the flat ice.

About midday we arrived as close to the base of the spire as we could, our passage blocked by a wide crevasse separating the stone from the ice flow around it. By some strange twist of nature, the stone appeared to absorb enough of the sun's heat to carve a deep ravine around its base. On the northern side of the pinnacle, the crevasse seemed nothing more than a series of steps that directed any descending down towards the opposite side of the spire around its base.

Because the sun was high in the sky, we were able to ascertain that a number of small side caves existed all around the outside portion of the gulf in the ice. By luck Urgent noticed the glint off some strange thing deep within the crevasse when it moved. We had found one of the havens of these Greater Ice Worms. Now at least we could, using the relative safety of the ice cliff, perform our experiment and discover something about the life of these weird creatures.

After a short period of explanation about what was required of him, Hrogthane set two teams of the dogs with a section of rope attached, ready to run away from the cliff face and drag either myself or Urgent from the area in case an emergency egress was required. Urgent would rappel down the stone face of the spire, held away from the cliff by a small frame of the sturdy wood used in making sleds, while I would descend around the spire from the northern stepped area. Urgent waited as I started down the steps towards the southern face of the spire. The path dropped steeply. About a quarter of the way around, the edge of the cliff was a full 30 feet above my reach. Hrogthane played out the rope smoothly, keeping the dogs close above me to pull if necessary. Urgent came into my field of view around and above the curve of the ice cliff and began his descent down to meet me just west of south.

Between us I noticed the first of a number of caves melted into the sides of the ice floe that seemed to get deeper the farther I went. Urgent stopped at forty feet down, pointing at one of the caves not more than twenty feet from me at that point. He was still fifteen feet above the floor of the crevasse. A bluish green lump of ice protruded out of the cave wall about three feet off the floor.

Before I proceeded any further, I checked the rope running to my waist. It was taut, running almost straight to the upper edge far above me.

Shifting against its mooring, the frame holding Urgent away from the cliff edge forced a chunk of ice free from the edge and plummeted down, striking the colored knob of ice. Urgent's frame gave way and he swung sharply against the icy side of the crevasse wall. Suddenly the blue-green knob was alive and moving, rearing its head above as its eyes centered on me.

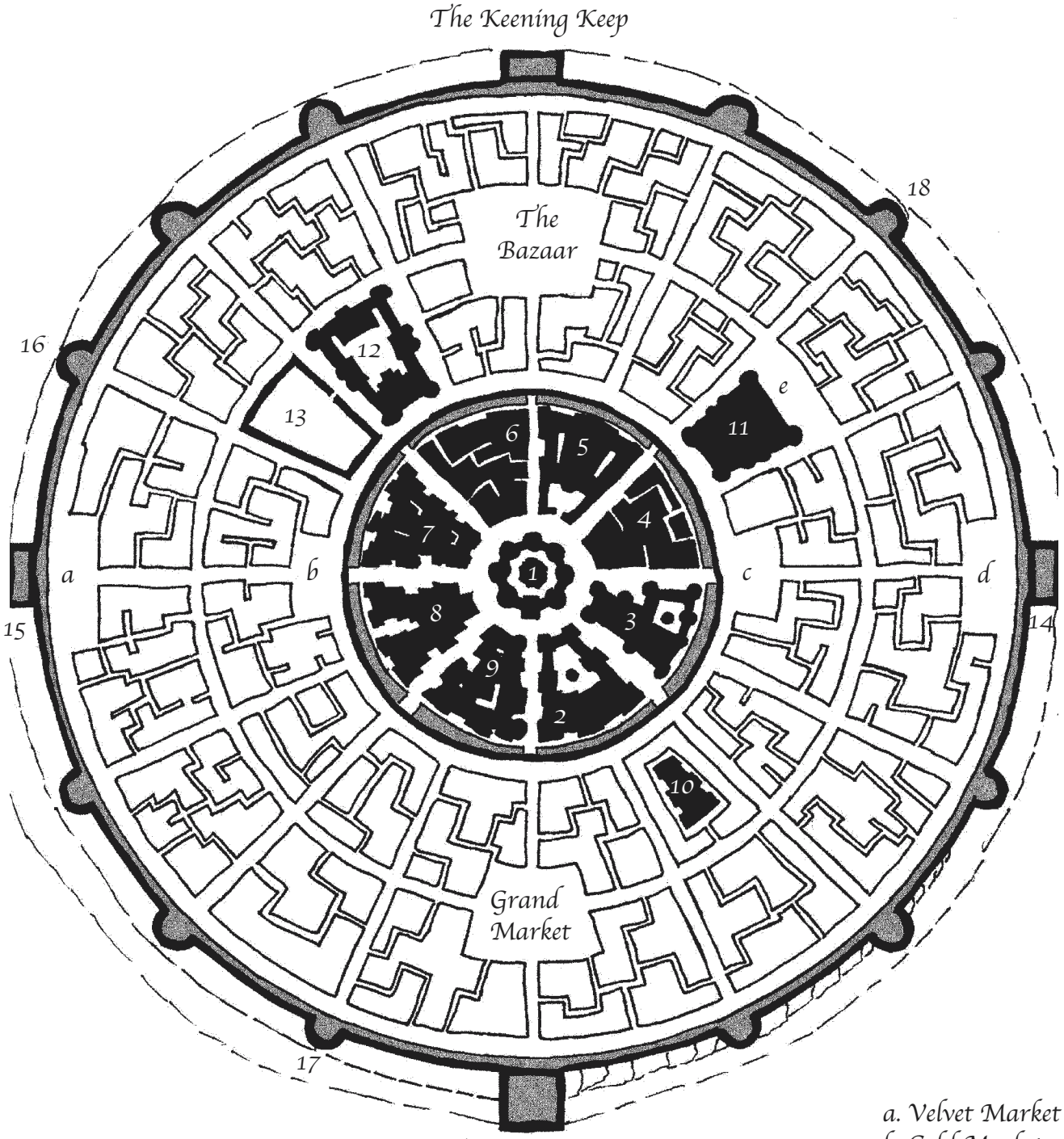
Urgent was swinging wildly from side to side, trying desperately to be quiet. I took a step back, drawing a sturdy axe from my belt. I had no shield as that would only encumber me excessively in these confines.

The worm looked like a giant caterpillar with short stubby antennae rising sharply from its head. I counted ten sets of legs, each articulated and ending in a wide serrated point. Its mandibles seemed to come from the Apphirian Mantid, a three foot-long flying carnivore that preys on birds as well as small mammals and on rare occasions, human children.

*The message ends here, having filled the small beast-skin from edge to edge. I know that Aryen has survived at least thus far, to be able to tell this much of what has passed...but I have heard no more...*

*Such is the fate of those who would keep company with a Watcher, the waiting, the uncertainty, and the silence. I must possess my soul in patience.*

*--A.*




a. Velvet Market
b. Gold Market
c. Slave Market
d. Goblin Market
e. Arcane Market

# CAER CIENIEL: THE CITY OF SHADOWS

by James Mischler

**Avatar Motivation/Goals/Agenda**

Brother Falon seeks to mend the Rift and continue the fight against the evil behind it. He has many skeletons in his closet that will never allow him to rest. As long as there is breath in him he will carry the fight to the wicked. He is the mace in the hand of his god. He prefers it that way and will die and go on to Valhalla.

The tale of his final adventure, *Brother Falon's Doom*, will appear next month in Issue 11 of *Lejends Magazine*™.

Martin James Siesto lives in Western NY with his family (Sarra and kids Jacob, Evelyn, and Brenna). Martin is currently disabled but in school studying in an online program known as the Art Institute Online out of the Art Institute of Pittsburgh. He has worked on several gaming projects, among them *JUNK*™, and his work appears monthly in *Lejends Magazine*™.

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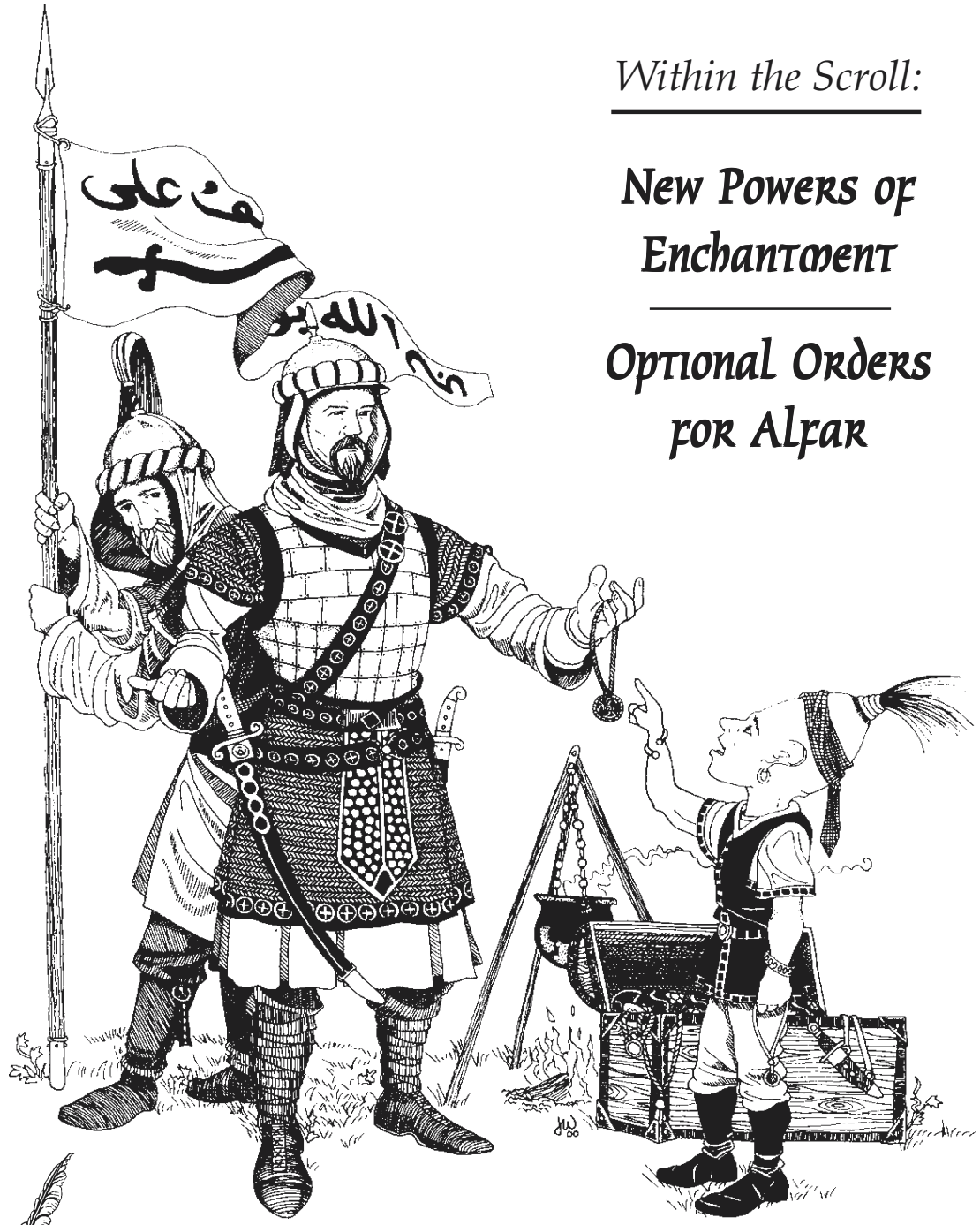

*Within the Scroll:*

## New Powers of Enchantment

## Optional Orders for Alfar

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# Lejends

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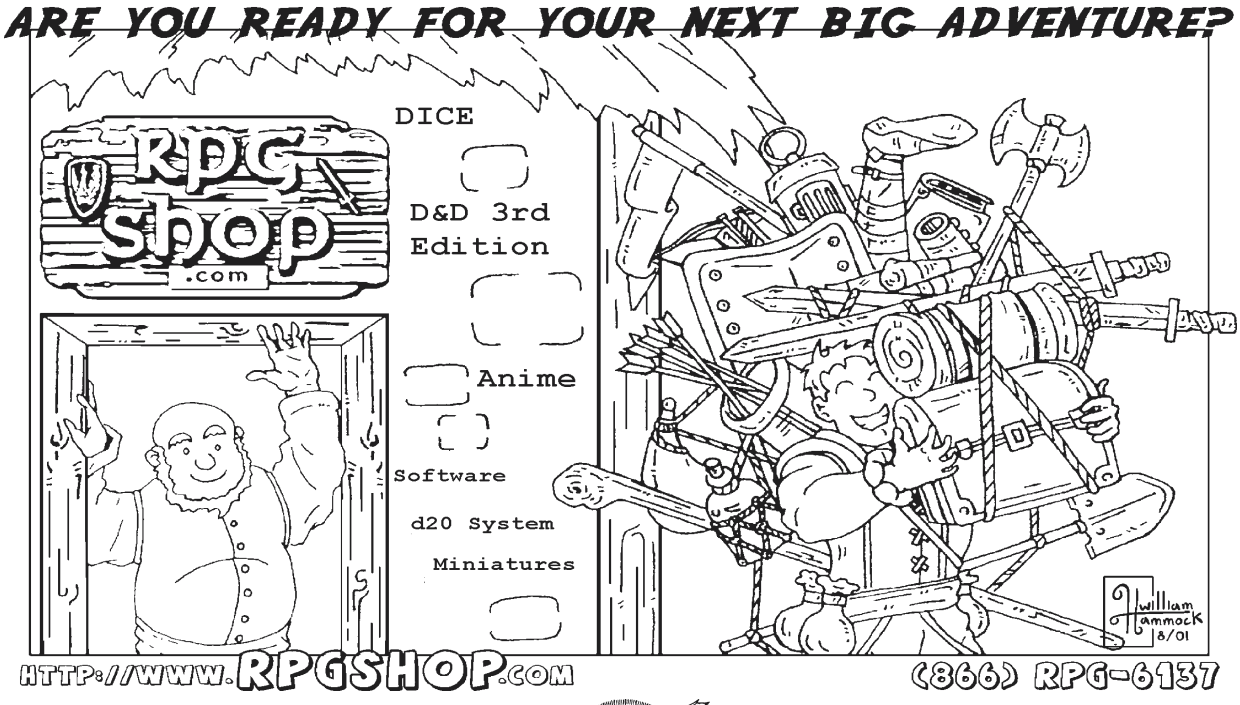
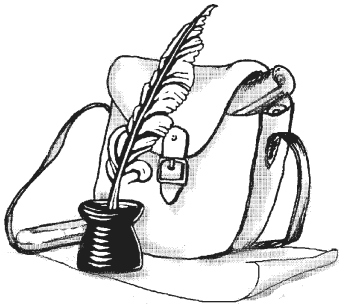




## THE COURIER'S POUCH

Greetings, friends!

We have come round to the season of settling one's accounts, rendering what is due and reckoning what is left, considering the needs and even the dreams of the year to come. I sometimes think it wise that such matters fall in this time of year; after the gaiety of the winter's festivals, yet before the weather lightens and long hours indoors with quill and scroll and account-book become unbearable. Those to whom we are in feoff for Falconsflight would reck little of the weather, of course, be it an early spring or a late winter. They would merely say that the one permits the couriers to travel easier, and the other should keep us more content to be indoors and laboring at the tax-rolls!

Be that as it may, I take up this task with some good cheer, though in quieter surroundings than usual. The wizard Heka is immured within his steading, some say in earnest negotiation with an embassy from the Troll-folk, while the good Smith is away at a meeting of his kind. He seemed eager to be off, to exchange news and samples of his labor, as well as examining those brought by miners and other fabricators. No doubt a few mugs will be hoisted, a great many stories swapped, perhaps the occasional wager laid…I wish him joy of the journey! Nor has Aryen returned yet from the ice-wastes, though I am certain that word would have reached me should ill have befallen him. So you see that the Keep is rather more silent than its wont, and there has been much time for thought.

No doubt you wish me to come to the meat of the matter, and keep you in suspense no longer! Very well, then: here is the fruit of long discussion.

Though greatly changed, ***Lejends*™ will survive!** Following Issue 12 in April, we will go to a quarterly schedule. Each issue (appearing in July, October, January, and April) will average 90 pages in length, roughly equivalent in content to three of the monthly issues. The cover price per issue will become $14.95, but the subscription price will remain the same ($52/year on paper, $36/year by e-delivery). What does this mean in practical terms?

•Room for longer, more in-depth articles. For instance, listings of Activations which had been broken into multiple issues (such as the entire panoply of Witchery Activations) will now appear in a single issue for ease of reference and use.

•Paper subscriptions will now become available for overseas delivery for a small additional charge (which is yet to be determined, but will be published both in the magazine and on the appropriate websites as soon as possible).

•On the other hand, the individual mailing of PDFs will become impossible due to the size of the files involved. We are working on having either a web page or a password-protected downloadable file available for our e- readers. This solution—whatever it turns out to be—will be in place by the time the first quarterly issue is released in July.

•In a related matter, individual PDF issues from the first year (Issues 1-12) will no longer be available after July 15, 2002. From that point on, they will only be available as a complete year's set on a CD-ROM. The price of this CD is still to be decided, but looks likely to fall in the $20 range. Back paper issues from the first year will continue to be available at the cover price while supply lasts.

•The option of "back-dating" subscriptions to begin with Issue 1 will no longer be available after July 15, 2002. New subscriptions will begin with the issue immediately following receipt of payment or the equivalent notice from one of our vendors.

•Every issue of *Lejends Quarterly*™ will contain an adventure, complete with maps and encounters. Not only will you continue to receive the source material that *Lejends Magazine*™ has been proud to present over the past year, you now will also get actual ready-to-play scenarios. (Hmm, that cover price you were choking over a moment ago doesn't sound quite so steep now, does it?) Rumor has it that the great Heka may even be convinced to contribute one somewhere along the way…

There are other changes planned in the content as well.

•The *Gamesmyth's Faire* has been dropped for lack of response. We had hoped it would become an exchange for buyers and sellers of *LA*™-related

*Continued on page 5*

# THE ADEPT'S VAULT

*This month's offerings are both submitted by U. N. Owen. One is an Extraordinary Power, the other, in keeping with this column, an Extraordinary Item.*

**New Power of Theurgy, of Either Order**

**Celestial Aegis** (Extreme)

Upon successful Activation of this Supernatural Power, the Ecclesiastic instantaneously confers protection from harm caused by Activations of any sort, including those that otherwise bypass even Supernatural armor, such protection being as described below.

The effect range is up to 70 feet from the activator. The number of individuals to whom protection is conferred equals the Theurgy Ability score of the Ecclesiastic. Where more subjects than the Ecclesiastic is able to protect are within range, those nearest to the activator are affected first, then those further away.

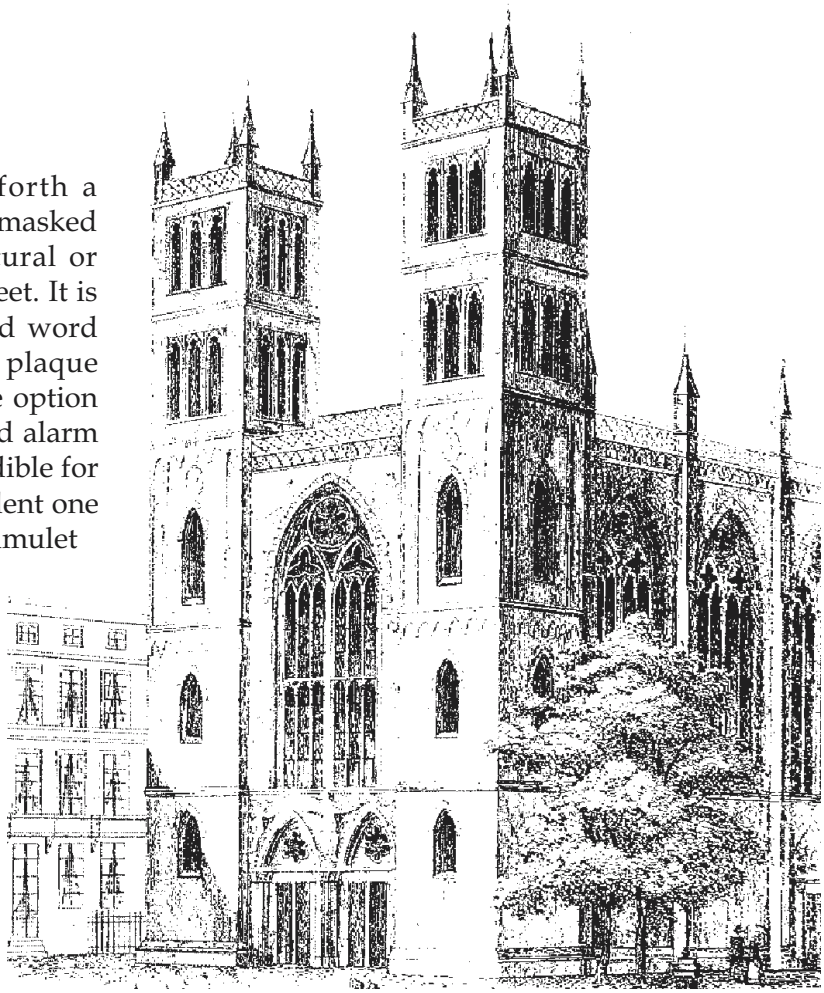
The amount of protection conferred is equal to armor of one point of Health per two points of Theurgy Ability score of the activator in regards to Preternatural harm, one point per five points of Theurgy Ability score in regards to Supernatural harm. For example, an Ecclesiastic with 80 Theurgy Ability would confer protection with a Health total of 40 against Preternatural and 16 against Supernatural harm. Defense provided by this Power against harm received from a single attack Activation in an ABC is 10 against Preternatural, 4 against Supernatural.

The protective energy thus conferred persists for as many hours as the activator has Theurgy Ability score, or until its Health is destroyed by attacks. Note that there are two separate ratings for Health, Preternatural and Supernatural; one can remain while the other has been dissipated through attack loss.

**New Extraordinary Item**

**Amulet of the Unseen** (Minimal):

This Preternatural item gives forth a warning signal whenever anyone who is masked by a Power conferring invisibility—natural or acquired through Ability—is within five feet. It is activated and deactivated by a command word engraved or written on a small disk or plaque accompanying the principal object. At the option of the possessor the warning can be a loud alarm sound (chiming, ringing, wailing, etc.) audible for a distance of up to 60 feet, or it can be a silent one discernable only to the one to whom the Amulet of the Unseen belongs. Each time the alarm sounds the energy for the functioning of this object is drawn from its possessor. While five AEP means little to an ordinary individual, this fact makes the amulet rather undesirable to many activators.



*The Master LejendWeaver shares his thoughts on matters diverse and occasionally arcane. Draw 'round and listen to...*

# ZAGIG'S FABLES

**Languages**
By Gary Gygax

This column could well be subtitled: "The Bane of Role Playing, or Why I Devised the Common Tongue Three Decades Ago."

Some players have wondered at the lack of an Ability that pertains to language and linguistics in the *LA*™ game rules. While in the real world such a thing is very much needed, I envisage the ***Lejendary Earth***™ as not conforming to that reality. That is, there is at least a "trade language" that is spoken throughout the vast majority of the globe. It might be akin to what Latin was in late ancient and medieval Europe, with more speakers; or else it could be like English is today, but again enhanced mightily. Thus, wherever one is from, they can understand what is being said in their location, if that place is not some backwater. Of course the existence of other languages is assumed—ancient ones, racial tongues of Alfar and Veshoge sort (but generally disused because these folk deal often with humans), local languages, and so forth. These are secondary, by and large, to the speech that is used in most places in everyday dealings.

Why do I favor such a universal tongue? Because we are speaking of role-playing games here. The bane of roleplay is foreign language. If the player's character is unable to converse with those around him or her, how can any role-playing occur? So, with "languages" known, or a skill available to enable conversation in some different tongue, isn't this problem taken care of? Not at all. If the facility is possessed, it is likely held by just one character, or only a few. Thus, they can roleplay in normal speech, while the others are excluded. The device is then simply exclusionary, not really beneficial to the game. This applies to the frequent and general use of "foreign languages," of course, and extends to "racial tongues" too.

To include unknown language in some locale is fine. That is a problem the whole player group then faces. To have special information be conveyed by spoken word or in writing in an unknown tongue is also useful to play. In the *LA*™ game system, the use of Abilities such as Arcana or Learning can be brought into play so as to decipher the message or else learn the local manner of talking. In such a case the capacity is indeed limited to a few—those with Learning Ability. However, this sort of situation is the exception, not the rule.

The justification for a nearly universal speech on the LE world is trade and communication between the various peoples and Orders. Surely, it is a stretch, but the bases for the common language have been laid out carefully. Thus, the acceptance of such a phenomenon is no more a stretch than many other assumptions in FRPGs. Furthermore, the "one language" prevalent on the world facilitates roleplay. The LM who desires to hinder the players' Avatars through communication problems can still do so, but in routine campaign activity, the captain and crew of an exotic pirate ship will speak the same language as the opposing party of Avatars, as will the folk of most any other place into which the team ventures.

Will the *LA*™ game ever include a Languages or Linguistics Ability? Not likely, for the reasons set forth above. Does that mean that the LM can't have exotic tongues, foreign languages, strange and seemingly undecipherable writings? Of course not. These are special circumstances that should be included in the campaign. They are not to be the norm in the rules, though, lest they become an impediment to what the game is meant to do: encourage active role playing, in character, by the players.

To use Learning Ability in regards to the assimilation of an unknown tongue, a daily check against the Ability should be made for each full day spent in studying the language with the help of one fluent in that tongue. Failure means only 1-4 words are learned, success indicates 2-8 are understood and can be pronounced properly, while a special success indicates 1d4 +8 words are known thus.

Nomadic or Savagery Abilities enable the use of sign language, if such speech form is known to the group with whom communication is desired. Rate of learning sign is that for a formal language.

Conversation can begin on a limited basis when an Avatar knows 100 words, and at 200 words more complex ideas can be expressed. A vocabulary of 500 words serves to deal roughly with all ordinary things, while 1,000 words indicates general capacity for the language. Erudition comes when the speaker knows 2,000 or more words.

Sign language generally conveys several things at once; for example "trade" subsumes "I want to trade with you" as well as "we want to trade with your people." With a simple pointing or proffering included, the object(s) to be traded for the object(s) desired is included in the signing. So signs enable limited communication when only 50 are known, and express complex ideas when 100 can be made. In general, no more than about 200 signs will be used, and one so able can communicate well on most topics not dealing with esoteric matters.



*Continued from page 2*

materials, as well as a resource for those wishing to locate new players, but we failed to take into account the immediacy of response available on the various *LA*™ websites. *Scenes from Desmuriak's Canvas*, the brief tale that accompanied the cover-artist bio and contact information on the inside front covers, has been cancelled as well. We will continue to feature and introduce new artists, but the only fiction on such pages will be that occasionally supplied by the artists themselves.

•A new column will begin if reader input is sufficient, known as Lejendary Exploits—Great Moments in Gaming. The idea here is for you to share brief tales from your game sessions: moments of play that were especially brilliant, heroic, memorable, or comic. We would like to print two to four tales per issue; these should run no more than 150 words each. (Feel free to change names to protect the not-necessarily-innocent.) We certainly have a few tales we'll be sharing…

There are a few other issues we have yet to hammer out between now and July, but you can see the basic outline of where Lejends™ is headed. We may try again to place it in retail stores on a by-issue basis; there are questions about compensation for contributors; there may be changes in the cover stock and style; a few (not many!) new advertisers would be welcome. But none of these are serious enough to put the continuation of the magazine for another year into doubt.

Renewal notices will go out soon for those whose subscriptions will expire with Issue 12; because of the "back-dating" option mentioned above, this applies to most of the subscriptions currently running. Renewals will need to be received by July 1, 2002 to assure continuous subscription without delays. Also on the table for discussion is a discount of some sort for those who wish to receive both paper and electronic versions—the question is not whether this will happen, but rather how to do it in the most expedient way.

In closing, I would like to stress again how important your contributions are to this magazine. A periodical is viable only as long as there is new information to present—verbal and visual. We always welcome new writers and artists to join the "merrie crew" of those who bring LA™ to life in these pages. I am including at the back of this issue our submission guidelines (updated to reflect the content changes coming with the switch to quarterly issues), and I strongly encourage you to contact us should you have any questions.

Aryen and I both greatly appreciate the support and encouragement our readers have given us. We hope you'll continue to adventure along with us for another year.

Good journeys!

Lady Amanda

# Ecclesiastical Concerns and Religious Structure

By Gary Gygax

In the fantasy world one thing is certain: the cleric (including the various forms of shaman) is able to deliver what we would consider the *miraculous* here in the real world. Originally, the magical powers of priests and priestesses were included to facilitate the well-being and health of various heroic and not-so-heroic archetypes—warriors, wizards, and thieves. As the working concepts of the fantasy milieu developed further, it became evident that the role of ecclesiastic figures in the magical world extends far beyond the activities associated with adventurous undertakings of some daring group bound for heroic action. So then, what beyond healing wounded comrades, curing them of poisons and sickness, and combating demonic monsters, is the calling of the priest or priestess?

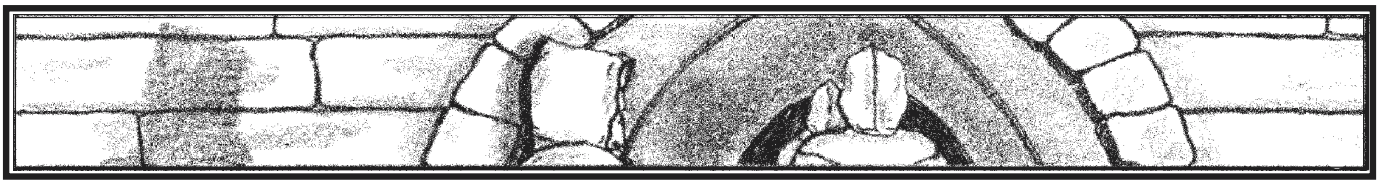
The answer is: virtually *everything* in the fantasy environment! The representatives of the fantasy world's active deities impact culture and society in all ways. The few active characters represented by players in a game operate in a wide world against a backdrop of millions of other make-believe persons. The whole of this world is very much the concern of the clergy. At the upper end of the social strata they ordain and bless the head of state and all those who are associated with such a figure in government. Always they are available to advise and to assist in judicial matters. The ecclesiastics see to the general welfare of not only the upper class, but also to all those below that station, all the way to the least in the social pyramid, the underclass.

The priests and priestesses are active in the middle and lower strata of the society. They are there from birth to death, while between those two events they confirm young members of their flock in the faith, assist in educating them, conduct marriage ceremonies, and take part in the concerns of everyday life for all.

The clerics of the fantasy world fulfill multiple roles. Their functions include such things as the propitiation of deities, the binding of political arrangements, the conducting of social ceremonies, the protection of persons from inimical spirit forces, the bringing of supernatural wisdom to legal judgments, healing and curing as physicians and surgeons do here—including eye, ear, and even dental care, the health of crops, and even the welfare of domestic animals. The reader might think of the matter this way: *Up through the historical Middle Ages, the general populace could only hope for what the clergy of the fantasy world actually delivers on a daily basis.* Thus, the ecclesiastical presence in the fantasy milieu is logically major, active, and virtually omnipresent. From priests and priestesses through friars to monks and nuns, all such dedicated persons serve their world in critical ways upon which the general population depends spiritually and temporally, for the long term and the daily routine too!

To reflect the relative importance of places of worship, assume that a *grand temple* is the seat of a major ecclesiastic (those equal to the Pope, cardinals, and archbishops). A *temple* houses the middle rank of the clerical hierarchy (those akin to bishops and monsignors), while the lower ranks of the priesthood serve (in descending order) in *chapels, chantries,* and *shrines*. These are, of course, game devices that serve to order the hierarchy of the priesthood.

Each pantheon of deities will likely have a generally similar hierarchical structure. Priests and priestesses will be in the upper ranks; dedicated warriors, priors, and friars (teachers and preachers to the people) will be in the middle tier, while monks and nuns along with religious laity will fill the lower portion of the pyramid. Such a structure may be pictured in this fashion:



**Prelate--**representing the entire pantheon (equal to an emperor)
**Sub-prelates--**each representing a major deity of the pantheon (equal to a king or palatine noble, a prince or duke)
**Sub-prelates**--each representing a minor deity of the pantheon (equal to a lesser noble, from viscount to baronet)

**Grand High Priest/Priestess** of the pantheon—Serving a state or region of the world in a grand temple (equal to a duke)
**High Priest/Priestess** of the pantheon—Serving a part of a state or region of the world in a grand temple (equal to an earl)
**Master of an order of warrior clergy** of the pantheon (equal to a baron)
**Prior of an order of friars** of the pantheon (equal to a lord)
**Chief Priest/Priestess*** of the pantheon—Serving a High Priest/Priestess in the state or region in a temple (equal to a baronet)
**Abbot/Abbess** of the pantheon (equal to a lord)
**Officiant Priest/Priestess*** of the pantheon—Serving a Chief Priest/Priestess in the state or region in a temple, or alone in a chapel (equal to a grand knight)
**Warrior-clergy** of a pantheon (equal to a grand knight)
**Priest/Priestess** of the pantheon* —Serving a locale in a chantry (equal to a esquire)
**Under-Priest/Priestess** of the pantheon—Serving a locale at a shrine (equal to a gentleman)
**Friars** of a pantheon
**Almoners** of a pantheon
**Monks/Nuns** of a pantheon

**Grand High Priest/Priestess** of a major deity—Serving a state or region of the world in a grand temple (equal to a marquis)
**High Priest/Priestess** of a major deity—Serving a part of a state or region of the world in a grand temple (equal to a viscount)
**Master of an order of warrior clergy** of a deity (equal to a lord)
**Prior of an order of friars** of a deity (equal to a baronet)
**Chief Priest/Priestess*** of a deity—Serving either a High Priest/Priestess in the state or region, or else representing a lesser deity in a temple (equal to a knight)
**Abbot/Abbess** of a deity (equal to a baronet)
**Officiant Priest/Priestess*** of a deity—Serving a Chief Priest/Priestess in the state or region in a temple, or alone in a chapel (equal to a knight)
**Warrior-clergy** of a deity (equal to a knight)
**Priest/Priestess** of a deity* —Serving a locale in a chantry (equal to a gentleman)
**Under-Priest/Priestess** of a deity—Serving a locale at a shrine (equal to a gentleman)
**Friars** of a deity
**Almoners** of a deity
**Monks**/Nuns of a deity

Lay warriors
Lay ecclesiastical servants
Lay friars
Lay monks

*A shaman would fit into this structure at about this level.

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This sort of hierarchy, altered to suit the culture and society of a people, thus provides multiple layers of ecclesiastical care.

At the top we have the prelate in some especially holy place where pilgrimages come for special things. Below that we have special grand temples in special places in the state, also places for pilgrimage, of course, with clerics of great potency. In the middle we have temples, places in cities and towns, with potent heads and various lesser clergy because of the needs to be served. Closer to the bottom there are the "parish" places of worship—chapels and chantries—located in metropolitan wards, small communities, and in the domiciles of warrior-clerics, priories, abbeys, and convents.

Scattered from middle to bottom there are shrines for the immediate or special needs of the populace. Warrior-clergy protect the people. Friars preach and also educate. They may go from place to place to assist with both mundane and special problems. Monks educate the young, serve travelers, pray, and create medicines and the like. Nuns help protect women and children, pray, and also create medicines and the like.

In a fantasy world with active deities—benign, agathocacological, and malign—can there be any doubt that spiritual concerns of its inhabitants are most immediate? The existence everywhere in society of a large and active community of clergy is logical and necessary for the well-being of virtually everyone and everything. Indeed, in such a milieu only the insane or mentally deficient could or would deny the existence of deital beings or neglect such acknowledgment and service as those beings require.

The less-sophisticated societies will also have an appropriate religious structure. That is, they will generally have a shamanistic priesthood. As noted above, the shamans will operate at a lower level because the societal structure in which they exist has a less complicated form with fewer tiers to its class structure. This does not lessen the importance of the shaman. In the primitive society, the classes are something like this:

**Ruler & Family**
**Chief Shaman**
**Counselors**
***Leading Warriors & Hunters***
***Shamans***
***Craftsmen***
***Warriors & Hunters***
Assistant Shamans
all other accepted adult persons
all other accepted non-adult persons
*Slaves*
*Pariahs*

The upper class is shown in boldface type. While unquestionably the most powerful, the separation between the upper class(es) and those below is not actually great. In more primitive societies, the leaders are honored and deferred to, but otherwise in close social proximity to the lower tiers. Thus, the middle ranks, shown in bold italics, mingle freely with both the upper and lower strata of the society. The lower class (as indicated by normal typeface) is less apt to mingle with the uppermost tier, but by no means oppressed. The underclass of slaves and outcasts are treated as property, or shunned but tolerated in the case of the pariahs.

In all, primitive social organizations will recognize the priesthood, or shamans, as integral and very important members without whom the society could not function.

# The Typical Abbey

By Gary Gygax

Because of the need for Theurgically trained persons, the developed society will generate certain religious institutions. These will be places where dedicated persons can gather to live communally and be trained to serve both the deities honored by such organizations, and the folk who likewise accept such beings. Using the historical model of the medieval European religious organizations as a basis, we can identify various forms of communities for those dedicated persons—abbeys, nunneries (also known as convents), and priories. We can then develop such places for use in the fantasy world environment.

The typical community has a social structure based along the following lines:

Abbot, Abbess, or Prior (ordained priesthood)
Officials of the community
Monks, nuns, or friars
Lay brothers or sisters
Secular workers

Again using the medieval European model, here is a likely example of the housing of the community. The typical abbey (for example—this will most likely hold true as well for nunneries and priories) is walled in its entirety, with an open yard to the east for gardens and small livestock. The far east wall, at the north border of the yard (extending along the line of the south wall of the temple), will have along it a large stable for the mounts and draft animals of visitors, as well as pens for small livestock raised by the monks (poultry, goats, swine, etc.).

In a large abbey where many travelers are hosted, the stable will be about 26 feet wide with stalls of 6-foot width and 10-foot depth on either side of a central aisle. Thus, a building 66 feet long would have 21 stalls and a central entry. Large abbeys will have larger stables, as they will host more travelers on a regular basis.

The abbey proper (illustrated below) is connected to the western portion of the temple as indicated below, and may share a wall with it as well. Although only one level is shown, the structure has a basement and one upper floor, with perhaps a loft above that. There also might be one or more towers at the corners of the enclosure, with the main gate near the center of the building. Otherwise, the main gate might be located in a gatehouse that is part of the compound.

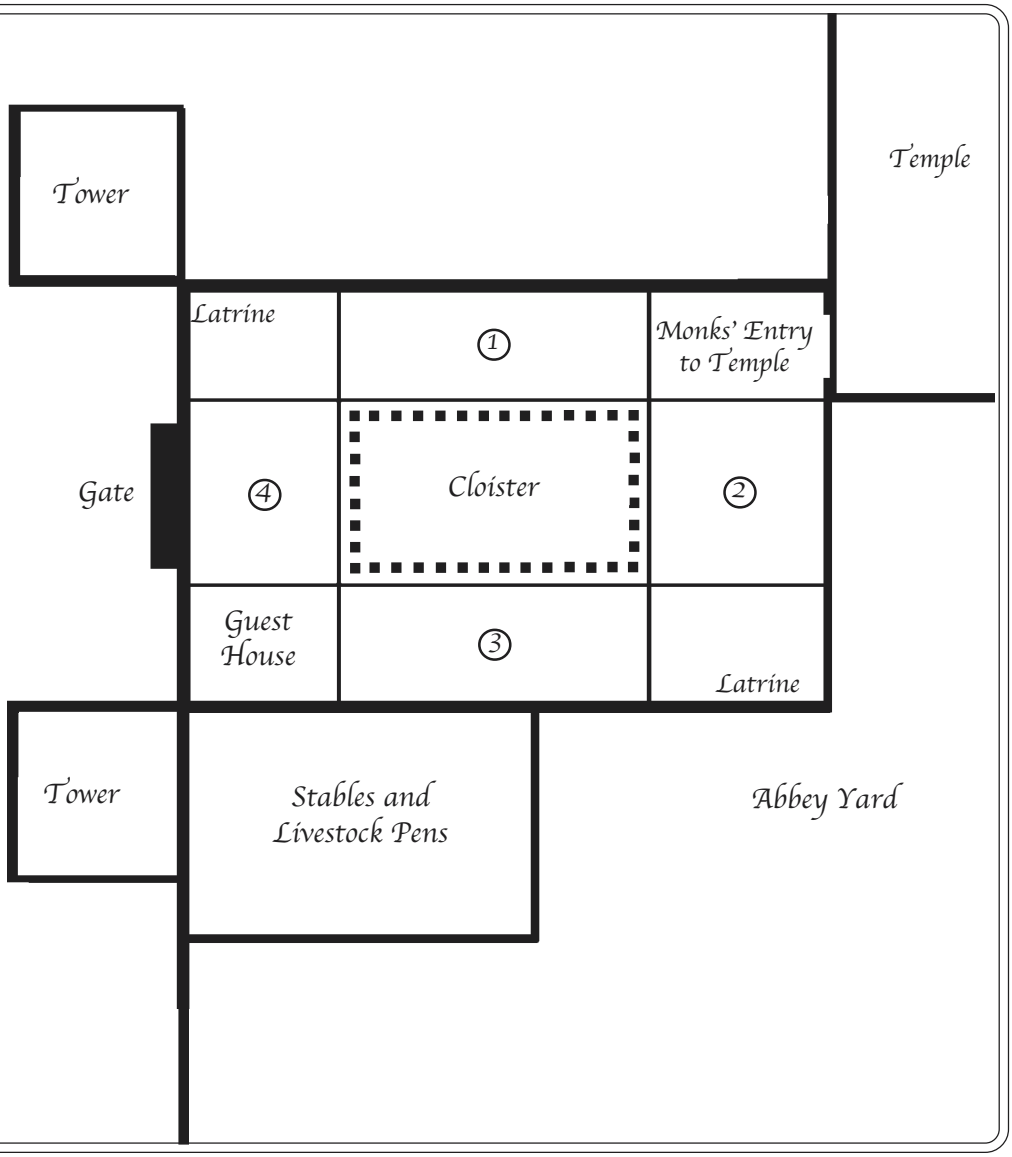
**The Priory**

The priory will not own lands, as the friars will seek alms to support the place. Most priories will be in or close to a relatively large community. In a more rustic locale, the priory will have three main occupations. First, it sends forth its friars to preach and to gather alms to support the establishment. Second, it seeks to bring in students to learn within the priory proper. Third, it works to produce some specific goods of educational and religious sort, the sale of which will earn income for the priory.

"Mendicant monks" are generally friars. They are often resented for their preaching, because they are educated and teach, and certainly because they ask for donations to support their efforts.

*Key:*
*1. Chapter House of the order of monks, Abbot's parlor, offices; storerooms and cellars below, cells for monks above*
*2. Monks' refectory and kitchens, hospital; storerooms and cellars below, dormitory for lay brothers above*
*3. Visitors' refectory and kitchens, warming room (for visitors and monks) with great fireplace, school rooms; storerooms and cellars below, hospice above for poor travelers (typically in loft)*
*4. Abbot's lodge, library, grand quarters for honored guests; storage and workrooms below, regular guests' quarters above.*

*Lands belonging to the abbey will typically lie to the to the south and east of the place.*



# New Optional Orders for Alfar

By Gary Gygax
*Illustrated by Martin Siesto and Brant Bollman*

From the standpoint of game design and overall balance between human and Alfar/Veshoge Avatars, I do not believe that any "ordering" of the latter is needed. Frankly, the tone and balance of the game is solidly established with things as they are—human Avatars can belong to an Order, most Alfar/Veshoge ones can not. The campaign setting envisioned, delivered in the *Lejendary Earth*™ World Setting and the Sourcebooks therefor, is a *human-dominated* one. The other races were brought to the world by humans to serve in their wars. If a player does not find the built-in advantages of an Alfar or Veshoge race Avatar attractive, my inclination is to say, "Create a human Avatar."

Some others clearly take another viewpoint. For the edification of such Fellows it seems a good idea to present here the special new Orders that *LA*™ game fans have suggested be included so as to bolster the Alfar and Veshoge races…and Avatars.

If you would like to add to this optional Order list, please feel free to do so. Format the new Order in the same manner as those below, then send the file to me at ***ggygax@genevaonline.com.*** When I receive a submission I will review it and get back to the author as to whether or not it is acceptable. If I find that one seems to have potential for inclusion as an Optional Order, I'll develop and edit it, then submit it to the Discerning Editor of this periodical—with credit given to the original designer, of course. If for some reason I find the suggested Order unacceptable, I will return it with an explanation as to why it has been declined.

Please note that accepted submissions become the property of Trigee Enterprises Company, owner of the copyright to the underlying game system.

**Trollkin Death Dancer Order** *(thanks to "Dusty Tomes"):*

Because the Trollkin can join only the Jongleur Order, but all societies have a warrior caste—even the Trollkin—there is the…

**Trollkin Death Dancer Order:** Low to Middle Society. This armed brotherhood is encountered in places where there is a considerable number of the Trollkin race and a need for armed forces. The Abilities called for are those of the Trollkin race, plus the two special ones indicated. Trollkin Death Dancers are recognized mainly by the Jongleur Order—although Assassins, Desperadoes, and Outlaws will sometimes also give them their due. As it is, Death Dancer Order Trollkin are often otherwise mistaken for Jongleur Order persons. Typical places for association are city slums where their organization has headquarters, borderlands, etc.

**Racial Requirement:** Trollkin.

The five required Abilities are **Minstrelsy, Ranging, Stealing, Weapons,** and **Tricks**.

**12th Rank: Novice.** Race mandatory (Minstrelsy, Ranging, Stealing), and generally mandatory Weapons Abilities only possessed. Contact only possible.

**11th Rank: Trouper.** Mandatory Abilities plus Tricks possessed. Guild membership possible, add 2 points to Weapons Ability.

10th Rank: Brand. All five Abilities possessed. Guild membership possible; add 2 points to Weapons Ability.

**9th Rank, Blade Spinner.** All five Abilities possessed in proper sequence as noted above. Gain hand-weapon with a speed of 4 or less of choice, and add 2 points each to all five Abilities, but addition to Tricks Ability can not then cause the Avatar to move to the next higher rank.

**8th Rank, Blade Chanter.** Tricks at 61. Add 2 points each to any three of the following Abilities: Minstrelsy, Ranging, Stealing, or Weapons.

**7th Rank, Blood Keener.** Tricks at 71. Add Physique Ability at 20, or add 10 to Physique if that Ability is already possessed.

**6th Rank, Sword Dancer.** Tricks at 81. Add 2 points each to any three of the following Abilities: Minstrelsy, Ranging, Stealing, or Weapons.

**5th Rank, Death Singer.** Tricks at 91. Add 2 points each to any three of the following Abilities: Minstrelsy, Ranging, Stealing, or Weapons.
**4th Rank, Death Bard.** Tricks at 101 plus Minstrelsy at 81 or more. Add Psychogenic Ability at 20, or add 10 to Psychogenic if that Ability is already possessed.
**3rd Rank, Death Dancer.** Tricks at 111 plus Minstrelsy at 81 or more. Add 2 points each to any three of the following Abilities: Minstrelsy, Ranging, Stealing, or Weapons.
**2nd Rank, Expert Death Dancer.** Tricks at 121 plus Minstrelsy at 91 or more. Add Unarmed Combat Ability at 20, or add 10 to Unarmed Combat if that Ability is already possessed.
**1st Rank, Death Choreographer.** Tricks at 131 plus Minstrelsy at 91 or more. Add Divination Ability at 30, or add 15 to Divination if that Ability is already possessed.



**Dwarven War Cleric** *(thanks to Brant "Barabuz" Bollman)*

Dwarves often play a large role in my campaigns. To add flavor to the stout-folk, I have started compiling supplemental rules, religions and orders for the dwarven race. During play, I found the need to add a structure for the fighting dwarven clergy who play such a pivotal part of my setting. With my brother's aid as a competent player and dwarfophile in his own right, we have been testing my creation, the Dwarven War Cleric, in my *Royal Protectors of Asgoreth*© Campaign played at *Macray's Keep*. So I present to you the following optional Alfar Order, the Dwarven War Cleric.

Balance is always the major concern when adding a new Order. I made careful note to write in many checks and balances so Dwarven War Clerics wouldn't overpower their competition. The Avatar joining this order simply chooses his Abilities as shown below. He gains no additional Abilities at the time of creation. In addition, my brother reports the major drawback is that Dwarven Clerics always have low Speed Base Rating, 10.5 before the armor penalty is applied is an average. This limits the Avatar in many areas. Their AEP pool will be about two-thirds of a typical human or Fair Folk Ecclesiastic. Their spell failure rate will be quite high at first because of a low Theurgy Ability. That being said, playing a blood-thirsty cleric bent on proving his or her honor on the field of battle is always a boon to your party. And nothing is more fun than listening to the near-death Ilf ask the "pot-bellied tortoise" for some healing.

**Abilities**
1st Theurgy (chosen)
2nd Scrutiny (chosen)
3rd Physique (racial requirement)
4th Planning (racial requirement)
5th Mechanics (not required for Order but a racial requirement)
6th Weapons (default)

I hope people enjoy this new optional Alfar Order. May your dwarfophiles have as much fun with it as mine! For more information on my optional rules for dwarves, their weaponry, and their religion, visit the Fantasy Realm of Barabuz at www.metc.net/~bbollman



**Dwarven War Cleric:** Upper Lower to Upper Society. The religion surrounding the mythical scribing of the Great Forger God is the prevalent religious order in dwarven society. Honor, glory, and reverence of ancient rituals of battle are the primary teachings. Devotees are called War Clerics or War Monks. Daily messages to non-fighting dwarfs include how to honor the Forger in daily ritual and how to interpret the Dwarven Code. They are recognized by all dwarfs who honor the Dwarven Code and the Great Forger God, along with other Ecclesiastic Groups, Soldiers of non-dwarf blood, and some Trow tribes.

War Clerics study in temples built in the heart of mountain strongholds. They may practice their holy works in large mine complexes and military outposts. They are also found in the presence of large battles, be it dwarven or otherwise, honoring the brave souls that fall in battle. Dwarven War Clerics cast spells from both Glorification and Service Orders but never learn or perform the rite Revivify. They believe that death in glorious battle guarantees entrance into the halls of the Forger, and robbing a warrior of this honor would truly be a curse rather than a blessing.

**Racial Requirement:** Dwarf.

The four required Abilities are **Theurgy**, **Scrutiny**, **Physique**, and **Planning**.

**12th Rank, Acolyte.** Theurgy only possessed. No benefit save contact.

**11th Rank, Aspirant.** Theurgy and Scrutiny possessed. Fine dwarven ax gained, temple membership is now available, and 5 points added to Weapons Ability.

**10th Rank, Devotee.** Theurgy, Scrutiny, Physique possessed. Add 4 points to Physique Ability. Gain holy scrolls and ritual items.

**9th Rank, Disciple.** All four required abilities possessed. Gain two Memory Tablets, two Rites, and four Powers. Add 1 point to each of the four required Abilities possessed, but addition to Theurgy Ability can not then cause the Avatar to move to a higher Rank.

**8th Rank, Dwarven Almoner.** Theurgy at 61. Add 2 point to each of the other three required Abilities and 5 points to Weapons Ability.

**7th Rank, Dwarven Crusader.** Theurgy at 71. Gain a Plaque with one Power and add 1 point to each of the other three required Abilities and 5 points to Weapons Ability.

**6th Rank, Dwarven Grand Crusader.** Theurgy at 81. Gain a Plaque with one Power and add 1 point to each of the other three required Abilities.

**5th Rank, War Priest.** Theurgy at 91. Gain Learning Ability at 20, or add 10 to the Ability if already possessed and add 1 point to each of the other three required Abilities.

**4th Rank, Lore Master.** Theurgy at 101. Gain a Plaque with one Power and add 1 point to each of the other three required Abilities.

**3rd Rank, Elder Lore Keeper.** Theurgy at 111. Gain Arcana Ability at 20, or add 10 to the Ability if already possessed.

**2nd Rank, Grand Elder Lore Keeper.** Theurgy at 121. Gain Urbane Ability at 20, or add 10 to the Ability if already possessed.

**1st Rank, Dwarven Prelate.** Theurgy at 131. Gain Luck Ability at 20, or add 10 to the Ability if already possessed.

*Just as the nations of Lejendary Earth each have their own distinct set of laws and customs, so too does each Lejend Master bring his or her own viewpoint and customs to the playing table. In this continuing series, we will look at different styles of customizing play, and the reasons they arose.*

# Laws of the Realms

## Down Time

by Malcolm Bowers

*Lejendary Adventure*™ deals perfectly well with falling in terms of game mechanics: distance fallen and type of surface versus damage done, and the chance to avoid harm or break something, are covered in *Lejend Master's Lore*™ pp. 136–137. One thing left out is the time it takes for a fall to occur. LMs and players can be vague about this, and might guess wildly that an Avatar falls 1000 feet in a minute, say. This article should set that straight. The facts might also be useful in working out whether you have time to use an Ability before a comrade hits the bottom of a well, or how deep the well is before someone decides to jump into it in the first place.

The formula for calculating distance fallen is well known:

$$d = vt + 0.5at^2$$

where d = distance, v = initial velocity (usually zero at zero seconds), t = time, a = acceleration due to gravity (32 ft/s/s for Earth). This can easily be rearranged to calculate instantaneous velocity at any distance. To work out how deep a chasm is, you drop in something handy like a stone or trollkin and listen for the noise when it hits the bottom. That arrives at the speed of sound (1075 ft/s), which can be factored in to work out the depth.

There are complications. Air resistance slows falling things so they eventually stop accelerating, at which point they reach a constant speed, called the terminal velocity. That for a 200-pound man at 1000 feet is approximately 160 ft/s. For game purposes, this can be applied to all Avatars and NACs, and indeed stones, boulders, and logs, at all altitudes. (Terminal velocity changes with altitude as well as size in relation to mass, but the fine details add a great deal of complexity for little effect. The relationship is non-linear, so while a mouse could fall from a tower without accelerating enough to suffer serious harm, a trollkin, for instance, is not small enough to slow down appreciably.)

**Table 1**. Falling, by Distance

| *Distance (ft)* | *Time (s)* | *Velocity (ft/s)* | *Velocity (mph)* |
|---|---|---|---|
| 10 | 0.79 | 25.3 | 17.25 |
| 20 | 1.12 | 35.78 | 24.39 |
| 30 | 1.37 | 43.82 | 29.88 |
| 40 | 1.58 | 50.6 | 34.5 |
| 50 | 1.77 | 56.57 | 38.57 |
| 60 | 1.94 | 61.97 | 42.25 |
| 70 | 2.09 | 66.93 | 45.64 |
| 80 | 2.24 | 71.55 | 48.79 |
| 90 | 2.37 | 75.89 | 51.75 |
| 100 | 2.5 | 80.0 | 54.55 |
| 110 | 2.62 | 83.9 | 57.21 |
| 120 | 2.74 | 87.64 | 59.75 |
| 130 | 2.85 | 91.21 | 62.19 |
| 140 | 2.96 | 94.66 | 64.54 |
| 150 | 3.06 | 97.98 | 66.8 |
| 160 | 3.16 | 101.19 | 69.0 |
| 170 | 3.26 | 104.31 | 71.12 |
| 180 | 3.35 | 107.33 | 73.18 |
| 190 | 3.45 | 110.27 | 75.19 |
| 200 | 3.54 | 113.14 | 77.14 |
| 210 | 3.62 | 115.93 | 79.04 |
| 220 | 3.71 | 118.66 | 80.9 |
| 230 | 3.79 | 121.33 | 82.72 |
| 240 | 3.87 | 123.94 | 84.5 |
| 250 | 3.95 | 126.49 | 86.24 |
| 260 | 4.03 | 129.0 | 87.95 |
| 270 | 4.11 | 131.45 | 89.63 |
| 280 | 4.18 | 133.87 | 91.27 |
| 290 | 4.26 | 136.24 | 92.89 |
| 300 | 4.33 | 138.56 | 94.48 |
| 310 | 4.4 | 140.85 | 96.04 |
| 320 | 4.47 | 143.11 | 97.57 |
| 330 | 4.54 | 145.33 | 99.09 |
| 340 | 4.61 | 147.51 | 100.58 |
| 350 | 4.68 | 149.67 | 102.05 |
| 360 | 4.74 | 151.79 | 103.49 |
| 370 | 4.81 | 153.88 | 104.92 |
| 380 | 4.87 | 155.95 | 106.33 |
| 390 | 4.94 | 157.99 | 107.72 |
| 400 | 5.0 | 160.0 | 109.09 |

*Continued on page 29*

# LOST LORE

## New Powers of Enchantment Ability

### By Gary Gygax

These lists repeat all of the Activations found in the *Lejendary Rules for All Players*™, but there are also new ones shown. New Activations are given in italics. The numbering of Powers is given for the benefit of the LM, so that random ones can be selected.

To select a Power at random, roll d10 for Grade, then the appropriate die for the number of the Power on the indicated list.

**Enchantment Power Listing**

**Very Minimal**

1. *Alarum Agent*
2. *Argo's Wondrous Force*
3. Borgasta's Flatness
4. *Discover Surveillance*
5. DisEnchantment
6. Disrupt Power
7. Flame Finger
8. Galicar's Illusion Hacker
9. *Gullible*
10. Jewel of Splendor
11. Lighter Than air
12. *Mental Feat*
13. Night
14. Personal Armor 1
15. Phantom Self
16. *Physical Feat*
17. Sense Power
18. Shadow Bolts
19. Shadowed Self
20. Shooting Stars
21. *Sudden Sound*
22. *Ticklish*
23. Unexplained Noise
24. Weapon Wizard
25. Whirlwind

**Minimal**

1. Cloak in Shadows
2. Conjured Closure
3. Create Shadow
4. Faire Fare
5. Flame Fan
6. Grasshopper Legs
7. Igxat's Doorman
8. Imitate Surroundings
9. Jumpback, Jack
10. Personal Armor 2
11. Private Illumination
12. ***Sirebuh's Screaming Slam***
13. Spring Trap
14. Thorn Thrash
15. Turtle Shell
16. Vitality
17. Vornosh's Magnification
18. Xargya's Military Fork
19. Yukking

**Low Moderate**

1. Acuity
2. Azkomil's Shifting Shadows
3. *Character Stain*
4. ***Daze***
5. Dazzling Dagger
6. Defeat Preternatural Power
7. Doublemissile
8. Eel Skin
9. Flame Gout
10. Flightmissile
11. Iron Agony
12. Mirdoleb's Shadow Shield
13. Mystic Mace
14. Pass Baring Force
15. Personal Armor 3
16. *Preternatural Ward*
17. Quicktime
18. Rapid Reflux
19. Shadow Hands
20. Strength
21. Weapon Stretch

**Moderate**

1. Acid Globe
2. Adelhard's Attack Augmentation

3. Animate Shadow
4. Dazzling Dart
5. Desmuriak's Dramatic Images
6. Dropnet
7. Energy Explosion
8. *Energy Ram*
9. Flame Inferno
10. Handy Henchmen
11. Invisible Scutifer
12. Leduc's Inescapable Drowsiness
13. Mirdoleb's Shadow Swarm
14. Obfuscate Observer
15. Personal Armor 4
16. Pseudostone
17. Spirit Sawyer
18. Sticky
19. *Thunderbolt*
20. Uncoordinated
21. *Websters Weaving*

**Good**

1. Aegis of the Ether
2. Aquatic
3. *Argo's Astonishing Environmental Cell*
4. Ashlar Image
5. Banish Elementary
6. ***Barrier to the Invisible***
7. Blue Bolts
8. Dazzling Dread
9. *Defeat Preternatural Ward*
10. Derkay's Missile Attraction
11. *Disembodied Voice*
12. Element of Surmise
13. Epicurean Banquet
14. Grim Backguard
15. Hrunji's Horrific Beast
16. Loviatskya's Infallible Mineral Analysis
17. Magical Tinker
18. Marvelous Magical Mantle
19. Miasmal Zephyr
20. Misty Bank
21. ***Nak's airless Englobement***
22. Oakheart
23. Personal Armor 5
24. ***Phantasmagoric Gaze of Stunning or Insight***
25. Secret Passage
26. Shadow Bridge
27. Shape-shift
28. Spindleshank's Preserving Power
29. Spirit Low
30. Vanish in Vapor
31. ***Vanity Valet***
32. Willowkin

**Very Good**

1. Amalgamate Vegetable Energies
2. Bestow Animal Energies
3. Invisible Form
4. Jumpwayback, Jack
5. *Master Caster*
6. Mirdoleb's Shadow Monster
7. Mystic Maul
8. Personal Shielding 1
9. *Poison Pen*
10. Pulsion
11. Seeing Orb
12. Smoke Serpent
13. Sub-Minimus 1
14. Talk with Shadows
15. Timeless (also *Timeworn* )
16. Trapdoor
17. Trip Trap
18. Turncoat
19. Umbrate Wall
20. Unseen Swordsman
21. Vampiric Vein
22. Wizard Warding

**Strong**

1. Counterpower Contingency
2. Defeat Supernatural Power
3. *Dormancy*
4. ***Eggary's Alerting Beacon***
5. Gareggy's Uplifting Tongs
6. Imbue With Extraordinary Power Capacity
7. *Invisible Spikes*
8. Implant Power Node
9. Jasmire's Enchanted Jar
10. Loviatskya's Infallible Energy Analysis
11. Mordey's Adversarial Reflector
12. *Object Guard*
13. Oppose Element
14. Personal Shielding 2
15. Renewing Extraordinary Energization
16. Spindleshank's Rot Reversal
17. Sub-Minimus 2
18. Seeing Orb Surprise
19. Time Out
20. Tortoise Force
21. *Unseen Barrier*

**Very Strong**

1. *Adept Activator*
2. Break Dark Bonds
3. Combine Mineral Energies
4. Continual Shadow
5. Doppleganger
6. Gareegy's Conjuration
7. Mist Veil
8. Mordey's Vanishing Act
9. Personal Shielding 3
10. Press of Pike
11. Quickness
12. Read Power
13. Simulacrum
14. Spirit Form
15. Sub-Minimus 3
16. *Supernatural Ward*
17. Watertank
18. Wizard's Wall
19. *Wizard's Ward*
20. Wood Glue

**Major**

1. Animated Wand
2. Chin Lei's Isolation
3. Convey Energy
4. Denokarnen's Energy Enhancement
5. Distance Warp
6. *Electric Eye*
7. Elemental Aquanaut
8. Elemental Fireman
9. Elemental Flier
10. Elemental Miner
11. Elephant of Surprise
12. *Enchanted Edge*
13. *Force Force*
14. Imbue With Spirit Entity
15. Intensify Fire
16. *Interdimentional Haven*
17. Jinker's Rope Golem
18. Krootzer's Leather Golem
19. Magical Smith
20. *No Trespassing*
21. Personal Shielding 4
22. Quorg's Wood Golem
23. Rainbow Ram
24. ***Ramund´s Icky-Sticky Stuff***
25. Seeing Channeling Orb
26. Shadow Javelins
27. Shadow Self
28. Shockfield
29. ***Stroke Of Genius***
30. Sub-Minimus 4
31. Theatrical Wizardry
32. Tock-Tick
33. Transfer Ability
34. Xargya's Demonic Arms

**Extreme**

1. *Argo's Sustained Wondrous Force*
2. Bar Possession
3. Blast of air
4. Cindersmoke
5. Conjured Castellan
6. *Defeat Supernatural Ward*
7. Dominant Shadow
8. *Dragon's Egg*
9. Eggary's Extreme Smiting
10. Fuse Kingdom Energies
11. Grimsmoke
12. Heart's Desire
13. Icewind
14. Jasmire's Potent Preservation
15. Mirdoleb's Shadow Wave
16. Personal Shielding 5
17. *Power Misdirection*
18. Power Persistency
19. *Power Shielding*
20. ProbAbility Panel
21. Reserve Energy
22. *Reverse Time*
23. Salute Foe
24. *Scorpion Seal*
25. Sending
26. Shadow Cloud
27. Shockade
28. Smoke and Mirrors
29. Sub-Minimus 5
30. *Temporal Backwater*
31. Tentacle of Krobchac
32. Touch the Weave
33. Ultra-height
34. Xargya's Secret Pocket
35. Ykcul
36. Zap!



## New Power Descriptions

**Adept Activator** (Very Strong): Only an Enchanter with a score of 131 or better is able to activate this Supernatural Power. When it is successfully activated the *Adept Activator* Power's energy confers to the Enchanter not merely an instant knowledge of attack upon his or her person by an act of Activation being performed by another Enchanter (as per the *Master Caster* Power, q.v.), but it enables the individual to counter the coming attack, possibly nullifying automatically a successfully activated Power or even reversing it so that it affects the would-be attacker. The nullification or reversal is found by comparing the difference between the effective Enchantment Ability scores of the activator and the target subject, the "difference" referred to below being positive in favor of the individual cloaked in this Power's energy:

Difference of 71 or more points: Activation reversed
Difference of 41 to 70 points: Activation nullified
Difference of 40 or less points: counter fails

Note that even in the case of non-reversal and non-nullification, the activator of this Power is aware of the attack in progress. The energy of this Power persists for one hour, plus one additional hour for each 5 extra AEPs invested in it prior to Activation.

**Alarum Agent** (Very Minimal): By means of this Power the Enchanter is able to place an energy on any object—a door, a chest, a pouch, etc. This force persists for as long as one month, or until someone other that the activator touches the object. When a "foreign" touch occurs, the energy is released, and it sounds a loud noise for one full minute of time, such sound being determined by the activator—a horn-like blast, a clanging bell, a klaxon horn, an ultrasonic whistle (detectable by Alfar with keen ears, likely), etc. The energy lasts for one week, then dissipates.

**Argo's Astonishing Environmental Cell** (Good): This Preternatural Power of Enchantment, Geourgy, and Theurgy creates a hemispherical area of 30 feet diameter with an apex of 10-foot height. This Power functions in any atmosphere, in vacuum, even under water. Within Argo's Astonishing Environmental Cell there is a healthy, breathable atmosphere. The spell centers upon the activator or object that it is placed upon by the Enchanter's touch. The air temperature, humidity, etc. are all perfect for the caster and likely those of his allies also within the cell. (If the caster enjoys toxic gases instead of air, well, hopefully his companions do as well.)

For each additional AEP invested in the Power at time of Activation, the effect remains active for one additional week. (JFM)

**Argo's Wondrous Force** (Very Minimal to Extreme): This Power is basically that of a minor ultra-dimensional force that affects non-living (excluding spirits and living dead creatures) things. For example, it can knock a coin off a desk or put out a small flame by moving all its air away. Activated as a Very Minimal Power it exerts about 1 foot-pound of pressure upon any object within 40 feet distance of and seen by the activator. For each added AEP at time of Activation, an additional foot-pound of force is gained. Each increase in rank of the Power doubles its effect and adds an increment to distance, thus:

Minimal: 2 foot-pounds force at up to 80 feet
Low Moderate: 4 foot-pounds force at up to 120 feet
Moderate: 8 foot-pounds force at up to 160 feet
Good: 16 foot-pounds force at up to 200 feet
Very Good: 32 foot-pounds force at up to 240 feet
Strong: 64 foot-pounds force at up to 280 feet
Very Strong: 128 foot-pounds force at up to 320 feet
Major: 256 foot-pounds force at up to 360 feet
Extreme: 512 foot-pounds force at up to 400 feet

Note that AEPs added to the higher Rank use of the Power add increasingly greater foot-pounds of force, just as the base moves up. (JFM)

**Argo's Sustained Wondrous Force (Extreme):** Similar to the "Wondrous Force," this Supernatural Power uses an ultra-dimensional force that affects non-living (excluding spirits and living dead creatures) things. It moves objects with which the activator has contact, doing so for a sustained period. Once inertia is overcome, requiring energy equal to the gross weight of the object to be moved and all that rests in or upon it, the Power moves the target object at a constant speed of up to 40 feet per ABC for up to as long as one AB (4 ABCs). However, if the target object is on runners or wheels, and the friction is normal for smooth ground, then the motion can persist for as long as 400 minutes, both variables being controlled by the will of the activator.

The degree of friction effects are as follows for an object with runners. Double the speed and time for wheeled vehicles:

| Movement Type | Maximum Speed | Maximum Time |
|---|---|---|
| Steep incline, rough/soft | 10'/ABC* | 10 minutes |
| Steep incline, average | 15'/ABC | 15 minutes |
| Steep incline, smooth and firm | 20'/ABC | 20 minutes |
| Moderate incline, rough/soft | 15'/ABC | 25 minutes |
| Moderate incline, average | 20'/ABC | 35 minutes |
| Moderate incline, smooth and firm | 25'/ABC | 50 minutes |
| Level, rough/soft | 20'/ABC* | 200 minutes |
| Level, average | 30'/ABC* | 300 minutes |
| Level, smooth and firm | 40'/ABC | 400 minutes |
| Turn, up to 30 degrees | no effect on speed or time | |
| Turn, up to about 45 degree | -5'/ABC* | no effect |
| Turn, up to about 60 degree | -10/ABC* | no effect |
| Moderate decline, rough | 20'/ABC* | 400 minutes |
| Moderate decline, average | 35'/ABC | 500 minutes |
| Moderate decline, smooth | 50'/ABC | 600 minutes |
| Steep decline, rough/soft | 40'/ABC* | 300 minutes |
| Steep decline, average | 65'/ABC* | 600 minutes |
| Steep decline, smooth and firm | 90'/ABC* | 900 minutes |

*There is a chance of overturning. Base chance is 20 minus the Speed Base Rating of the activator aboard and controlling the moving object. Add +10 to the base chance of overturning for each foot of width of the object under four feet. Add +1 to the base chance for overturning for each 5' feet/ABC movement rate over 10'/ABC unless the ground is "smooth and firm," in which case the addition is +1 per 10'/ABC over 10'/ABC movement rate. Add +1 per 5' of movement speed when turning at over 30 degrees, +2 if over 45 degrees. All penalties are based on speed for a vehicle with runners and do *not* increase with respect to a wheeled vehicle where speed is double, so use the base rate above. Check only once per 5 minutes or part thereof on an incline or decline, once per 20 minutes on level terrain. When turning multiply movement speed by degree of turn, and 10% of that number is the addition for the chance to overturn.

Example: Activator has Speed BR of 18. Base chance for overturning is thus 2%. The base of the moving object is three feet wide, so there is a +10 penalty for that. Additionally, it is travelling at 90'/ABC (actually 180' as it is wheeled, but this is not taken into account), applying a penalty +8 for level and smooth ground. Total chance for overturning is 2 + 10 + 8 = 20% with a single check because the down-slope lasts less than 20 minutes time.

Thereafter, the object (a wagon) rolls on level terrain of smooth and firm sort for a time, then hits a patch of level terrain of average sort. At onset, and every 20 minutes travel-time thereafter, a check is made at 2%, +10 for narrow base, +11 for speed (65'–10' = 55' divided by 5' =11), a total chance of 23%. If it made a turn while travelling thus, the speed penalty would be +20 (reduced speed by 5', double penalty for a turn of from 31 to about 45 degrees), a 32% chance. If the turn were of 46 to 60 degrees, the speed penalty would be + 27 (reduced speed by 10', triple penalty for a turn of from 31 to about 45 degrees), a 39% chance.

To overcome initial inertia, the Power must have sufficient AEPs invested in it to move the gross weight mentioned above. Base weight movable is 512 pounds, with an additional 512 pounds added per AEP invested thus. AEPs used to overcome inertia have no other effect on the Power. (JFM)

**Barrier to the Invisible** (Good): By means of this Preternatural Power the activator englobes his or her person with an energy that prevents creatures of any sort that are invisible by any Extraordinary means (including a Power, natural or gained through an Ability) from coming within three feet of his or her person**.** The energy of this Power lasts one full hour, and it can be extended by an additional hour for each 2 AEPs invested in it before Activation.

**Character Stain** (Low Moderate): By activating this Preternatural Power the Enchanter invests some small object, with a cubic volume of three or less feet, with a special energy. If any other individual should touch or handle the object so imbued, it will cause a fluorescent crimson stain to appear on the hands of that one. This happens if, within 24 hours , the Enchanter speaks a triggering word or phrase when that individual is within 30 feet distance. The glowing ruby mark remains on the culprit's hand(s) for one day, and thus a thief can be caught actually red-handed. Once placed, the Power energizes the object for one month, but thereafter the magical force fades and is lost. For each additional 1 AEP invested at the time of Activation, the Power's duration is extended for one month.

**Daze** (Low Moderate): When the Enchanter activates this Power, the Preternatural energy discharged from their hand travels up to 20 feet to strike a single subject within sight of the activator. Unless the target subject is able to succeed in an Avoidance roll against three times actual current Speed Base Rating, that individual is stunned, in a dazed, trance-like state for 3-5 ABCs. While so dazed, the subject is immobile and not able to perform any action or use any Ability.

**Defeat Preternatural Ward** (Good): By means of this Power the Enchanter is able to de-energize an Extraordinary Power activated and placed and meant to alert or otherwise protect the person, property, or place of another. The energy of this Power is not certain, and when the *Defeat Preternatural Power* is activated, the Enchanter does not know whether it actually succeeds, even though he or she will know if the Power seemed to do so by successfully being activated in regards to its coming into being. A second check is made secretly by the Lejend Master. If there is more than one Power to be defeated, the weakest is always considered. The Grade of the Power is compared to this one. All Powers have a resistance to being de-energized, this being 10% per Grade. Thus, there is a 10% chance that a Very Minimal one will resist being drained, and a Good one will have a 50% chance of not being defeated. Any Supernatural Power (Very Good or higher) automatically resists the attempt to defeat it.

**Defeat Supernatural Ward** (Extreme): By means of this Power the Enchanter is able to de-energize an Extraordinary Power activated and placed and meant to alert or otherwise protect the person, property, or place of another. The energy of this Power is not certain, and when the *Defeat Supernatural Power* is activated, the Enchanter does not know whether it actually succeeds, even though he or she will know if the Power seemed to do so by successfully being activated in regards to its coming into being. A second check is made secretly by the Lejend Master. If there is more than one Power to be defeated, the weakest is always considered. The Grade of the Power is compared to this one. All Supernatural Powers have a resistance to being de-energized (although Preternatural ones are automatically de-energized by this one), Supernatural resistance being 10% per Grade. Thus, there is a 10% chance that a Very Good one will resist being drained, and an Extreme one will have a 50% chance of not being defeated.

**Discover Surveillance** (Very Minimal): Use of this Preternatural Activation enables the Enchanter to detect any concealed "spy" or "spying" device, natural or magical, that is within range of the energy of the Power. When activated, the force extends to a 10-foot radius around the Enchanter, but it persists for only 1 AB. Thus the activator must turn to examine each quadrant of the (globular) area of effect after one ABC has elapsed. When and if a "spy" is detected, the energy of the Power causes the area—physical or magical—of hidden observation to glow with a deep amethyst-colored radiance. For each additional 1 AEP invested at the time of Activation, the Power's range is extended by an additional 1 foot.

**Disembodied Voice** (Good): By means of this Power the Enchanter is able to place an energy on any object—a door, a chest, a pouch, etc. This force persists for as long as one year, or until someone other that the activator touches the object. When a "foreign" touch occurs, the energy is released, and it

speaks such words, up to 50, or makes such sounds for 30 seconds, as the activator "programmed" in a voice as determined by that individual—his or her own or any other that the activator is able to mimic or sufficiently describe so as to enable its creation. Repetition of this sound can be accomplished, the cost being 1 AEP per repetition. For each additional 1 AEP invested at the time of Activation, the Power's duration is extended for 1 year.

**Dormancy** (Strong): When the Enchanter activates this Power, the Preternatural energy discharged from their hand travels up to 20 feet to strike a single subject who is currently affected by a Daze (q.v.) Power and in sight of the activator. Such a target subject is then placed into a completely dormant condition. The victim is unconscious, seemingly dead, in virtual stasis, and will remain thus for one full year thereafter. For each 1 AEP the Enchanter adds to the Power at time of Activation, the dormant condition's duration is extended for one additional year. The stasis can not be removed by the usual Extraordinary means, but at the time of Activation, some special "awakening" condition must be stated aloud or mentally pictured. Awakening conditions can be anything from a single word spoken by the activator to break the Enchantment to some complex condition, such as exposure to full moonlight while in the midst of a grove of plum trees in the first month of spring.

**Dragon's Egg** (Extreme): Power: With the successful Activation of this Supernatural Power, the Enchanter or Geourge has begun a shape-shifting process that can result in that individual being capable of transforming her or himself into a dragon. The activator and all worn in normal fashion, as well as anything carried in hand, will be changed into a dragon. Transformation will be into one of the known forms of that creature—an air dragon only in regards to an Enchanter, either a water or earth dragon in respect to a Geourge. With such shape assumed, the Enchanter or Geourge will also gain and be capable of employing all the capacities, including Powers, of that creature, including the physical (body-weapon) attacks of the dragon as based on Precision Base Rating of that dragon. In the process of altering form, the activator also recoups a 10% to 60% of normal Health Base Rating that may have been lost (through whatever means). Health points restored equal 10% per color/size category of the dragon form assumed, with Black equaling a 60% of normal Health BR points regained. In any case, Health points can not exceed the activator's normal total.

The color/size of the dragon to be transformed into is subject to both the Enchantment or Geourgy Ability score of the individual concerned, and to the number of additional AEPs invested. With respect to either Ability the following applies:

| **Enchantment/Geourgy Ability Score** | **Maximum Dragon Color/Size** |
|---|---|
| 41-55 | Red (no additional AEPs) |
| 56-70 | Green (+10 AEPs) |
| 71-90 | Violet (+20 AEPs) |
| 91-110 | Blue (+30 AEPs) |
| 111-130 | White (+40 AEPs) |
| 131 and up | Black (+50 AEPs) |

The number of extra AEPs that must be expended to assume a size larger than that of a Red dragon is 10 per size category, as noted above.

Once the Power is activated with additional AEPs invested to reflect the size of the dragon whose shape and capacities are to be assumed, the activator must complete the shape-shifting process gradually. Each second of time after Activation causes a 10% change in the form of the activator. The energized individual is instantly altered into the form of a dragon's egg. The egg has an initial armor of 10, adding 1 to that each second, so that the number of seconds it has been in existence equals its defense. Each second of time the egg grows a foot in diameter until it has attained a diameter of 12 feet and a length of 20 feet, from which the activator bursts forth on the 11th second. The transformation is completed in the first third of the fourth ABC after Activation, so initiative for the emerging dragon is only Speed BR +1 in that ABC.

Because of the extensive time required for Activation, the Enchanter or Geourge can expend 32 AEPs in order to "ready" the Power, preparing it to activate in one second. This moves the transformation process to an 11-second affair, but this is still a great advantage as it cuts 19 seconds from the standard 30-second time of Activation and transformation. Of course the AEPs necessary for larger color-size need only be expended when final Activation occurs. The readied *Dragon's Egg* can be activated up to 24 hours time after being so prepared, but thereafter all energy fades, and the AEPs are lost. Note that AEPs expended in readying this Power for use can not be recovered until after actual Activation of it, or else the fading of the energy from non-use.

If successfully activated, the energy of the Power enables the individual transformed to retain the dragon's shape for up to 16 minutes. Each AEP added prior to Activation extends the time of transformation for one minute. (PK/GG)

**Eggary's Alerting Beacon** (Strong): When the Enchanter activates this Power, the Supernatural energy invoked thus wards that individual from any other Activations cast directly at or upon his or her person. Thus, the Power *reduces* the chance for such another Power's successful Activation by 10, plus an additional 1 point for each 1 added AEP at time of Activation. For example, adding 20 AEPs to this Power means any other Activation aimed at the protected Enchanter would suffer a penalty of +30 on the check for its Activation. Additionally, this Power causes the one attempting to so affect the protected Enchanter to glow brightly in the eyes of the protected. The energy of *Eggary's Alerting Beacon* lasts for exactly eight hours or until at least nine Ranks of other Activations have encountered it. Example: If two Minimal (each II Rank) and one Good (V Rank) Power are used against the protected Enchanter, this equals nine Ranks. Any Activation of IX or greater Rank also ends the energy of the Alerting Beacon when it impacts the protected individual.

**Electric Eye** (Major): By means of this Power the activator creates an invisible "eye," a spherical energy store that has both the capacity to perceive what is in its field of "vision" (as a human eye would see) and to discharge a bolt of electrical energy 30 feet long, and with an effective diameter of three feet. This bolt of electricity inflicts 13-16 points of Harm, double that if the subject is touching or wearing conductive metal armor or standing on a damp or wet surface, triple Harm if both touching/wearing conductive metal and standing on a damp/wet surface. Harm is not reduced by armor/protection of any sort, unless such armor is specifically made to reduce electrical Harm. A subject taking 16 or more points of Harm must succeed in a roll against current Health Base Rating, with a penalty of +1 on the dice roll for each point of electrical Harm above 16 suffered, with failure indicating the subject is knocked unconscious for d10 ABCs time.

The Enchanter places the "eye" in the location desired upon Activation, simply by touching the place it is to be. The field of human vision from that point is the field of the *Electric Eye* Power's vision. The Enchanter next instructs the "eye" as to what it is to watch for and attack/not attack. For instance, it might be programmed to ignore anything coming into its view that is smaller than a brownie, and to disregard any intruder who makes the sign of a certain sort, say the palm of the left hand held flat above the head. Thus the Enchanter and those instructed on the "safe sign" may pass, but others will be subject to attack.

Regardless of light conditions, the "eye" will be able to "see" to a distance of 90 feet in that field, note material objects moving therein, and release its electrical bolt according to the instructions of the activator. Thus, for example, the Enchanter might say: "Discharge the bolt at a single intruder when that one is within 20 feet distance. If there are two or more intruders, discharge the bolt at as many as possible when the nearest is within 10 or less feet."

To detect invisible and/or non-material intrusion, the Enchanter must add 10 more AEPs at time of Activation. To enable repeated discharge of the electrical bolt, the Enchanter must add another 10 AEPs for each additional one to be discharged, with a minimum time between discharges of 1 ABC. The energy remains active for one month, then dissipates. For each additional 1 AEP invested for such purpose at the time of Activation, the Power's duration is extended for one month's time.

**Enchanted Edge** (Major): This Supernatural Power enables the Enchanter to draw forth energy from the aether and charge an edged weapon of ferrous metal (iron of steel) with its force. Successful Activation of means that the weapon touched immediately thereafter by the Enchanter has a Harm bonus of 13-16 points. If that weapon is then wielded by the Enchanter and no other, it also conveys to the activator a Precision bonus of 15. The energy remains active in the weapon for 12 ABCs, then dissipates. It can not be expended, nor can the force be increased to convey higher Harm bonus or a greater Precision addition.

**Energy Ram** (Moderate): When this Preternatural Power is activated successfully, the Enchanter channels a bolt of force from his hand to impact a construction that is within sight and no more distant in feet than the activator has points of Enchantment Ability score. (A "construction" means a building, fortification, or structure, or a thing built as part of such a building etc., or a container or sub-area therein. The Power does *not* work against animate objects of natural derivation.) The area of effect is 21 cubic feet.

The bolt of force delivers shock Harm to the target equal to the activator's points of Enchantment Ability score less whatever protection the target possesses. If uncertain of the latter, the guideline for protection in regards to the *Energy Ram* force only is:

| | |
|---|---|
| Brick, fire | 12 |
| Brick, mud | 6 |
| Bronze, sheathing | 14 |
| Bronze, solid | 24 |
| Iron, sheathing | 20 |
| Iron, solid | 30 |
| Metal banding addition (on wood) | 4 |
| Stone | 20 |
| Timber (log) | 10 |
| Wood, hard | 8 |
| Wood, soft | 6 |

Note that a person wearing armor is not a construction. A construction is generally something built and not itself volitant. However, the Power can be used against a constructed golem that consists of vegetable or mineral components. The target subject will have a "Health" assigned to it. When the Health of the target subject is brought to zero or less, the material in the area of effect is shattered or splintered. Note that if where the material attacked thus is of greater depth (thickness) than one foot, the outermost portion is affected thus, but material behind it is not subjected to Harm.

**Force Force** (Major): By use of this Supernatural Power, the Enchanter seeks to batter open something that is within sight and not further distant than 50 feet, and not larger than about 144 square feet. The object's closure must be otherwise subject to normal manipulation—lifting, prying, undoing, lock-picking, etc. In such case, the closure is instantly sundered with a loud, accompanying bang, as the subject closure is broken to flinders in the process. Something warded by Extraordinary protection of Preternatural sort adds another step, so that the initial use of this Power has no apparent effect, no noise is engendered, but the Preternatural protection(s) from manipulation are dissipated. Supernatural protection will simply nullify this Power, of course, but in either case the activator will not know which is the case from the results of Activation. If a Supernatural warding is not in place, a second Activation of this Power will blast the closure as described, and only 6 AEPs will actually have been expended in the process.

**Gullible** (Very Minimal): This Preternatural Power devised by Kaili the Clever will cause a single subject of human, Alfar or intelligent humanoid race who is within sight of the activator and not further than 15 feet from him or her, to believe any one *plausible* statement of no more than 12 words length the activator might make. Such belief lasts for the following one minute of realtime. A statement that is clearly untrue automatically dispels the effect of the Power. Likewise, if belief in a given statement would cause the subject creature to grossly neglect its duty, or expose itself to Harm, then the Power is, at once, negated. Note that the power effects only a statement made by the activator and *not* one made by that individual's companions. For each 2 additional AEPs invested by the Enchanter prior to Activation, the *Gullible* Power's energy will last one additional minute of time.

**Interdimentional Haven** (Sometimes called *Sir Kasm's Haven*) (Major): By use of this Supernatural Power the Enchanter creates instantly a hole between time and space. The Interdimensional Haven has an opening at the feet of the activator, but only that individual can actually see it. This opening is large enough to hold four normal humans and all of their gear—about 30 cubic feet of space. For those placed inside the "haven" time stops. Those who enter the hole must go willingly or be in a state that denies them the capacity to make that decision, such as being unconscious or dead. Living individuals within the special space have sufficient air to breathe, and need neither food nor drink. No decay occurs within the special space. Note that only living, or once-alive, creatures and what they normally wear and carry can be contained within the Interdimensional Haven. Whenever and wherever the activator moves, the Interdimensional Haven follows, so that its opening is always at the Enchanter's feet. The energy of the Power persists for a full 24 hours, then dissipates. Whatever is inside the non-dimensional space is ejected at that time. For each additional 10 AEPs expended at time of Activation, the Enchanter can double the capacity of the Interdimensional Haven. Should the Enchanter so choose, this Power can be re-energized in only a second. That is, before the duration of the Power has expired, the Enchanter need only expend as many AEPs as were used in activating it to extend its duration for another 24-hour time period.

Any Power or device enabling the detection of Extraordinary energy will discover the presence of the Supernatural force of the Interdimensional Haven, although it will not necessarily reveal its exact whereabouts or nature. (KC III)

**Invisible Spikes** (Strong): When the Enchanter activates this Supernatural Power he or she must touch the area that is to receive the energy effect. The Power covers an area of up to four square feet size, in such contiguous shape as is desired, with needle-sharp, invisible spikes. If placed on the ground or underfoot, they are equal to large caltrops in regard to Harm (d6 points, any subject stepping on one loses pedal movement equal to 10% base per point of Harm sustained), with an automatic d2 hits when some subject creature steps into the area in which the Power is active. On other surfaces, the *Invisible Spikes* Power equals d4 attacks by a dagger weapon, each with a 50% chance to hit. If any subject contacts the area with especially great momentum, such as throwing themselves at a barrier to break it down, or falling from not less than three feet to impact it, them the attack is at 100% probability by d4 daggers, bypassing armor all normal armor protection.

The energy remains active for one month, then dissipates. For each additional 2 AEPs invested for such purpose at the time of Activation, the Power's duration is extended by one year.

**Master Caster** (Very Good): Only an Enchanter with a score of 91 or better is able to activate this Supernatural Power. When it is successfully activated the *Master Caster* Power's energy confers to the Enchanter an instant knowledge of attack upon his or her person by an act of Activation being performed by another Enchanter. The energy of this Power persists for one hour, plus one additional hour for each 3 extra AEPs invested in it prior to Activation.

**Mental Feat** (Very Minimal): When this Power is activated successfully, the Enchanter is able to perform one activity using the mind at a bonus of –5 to the dice roll for the Ability check for such activity. Although the mind is empowered thus, only Abilities that are based on various Base Ratings are considered; the list of Abilities follows hereafter. The check must be made in the same or immediately following ABC, however, for thereafter the energy is lost. The Power is transferable to another if the Enchanter touches an individual at the time of Activation.

Abilities in which the mind is empowered are: Alchemia, Arcana, Commerce, Creativity, Evaluation, Learning, Panprobability, Planning, Pretense, Ranging, Scrutiny, Tricks, Urbane, Waterfaring, and Waylaying.

**Nak's Airless Englobement** (Good): By means of this Preternatural Power the Enchanter causes a sphere of force of 2-foot diameter to come into being around the head of the target subject. Activation requires a successful touch by the Enchanter, the check being made against Unarmed Combat or Weapons Ability, whichever has the higher score. The target subject, if intelligent, is also entitled to a Disaster Avoidance check so as to escape the effect. There is no air inside the globe of force, and the victim cannot breathe. After a short period of time, a minute or two (Health base rating times two in seconds), the victim will pass out. If left so for as long as it took for unconsciousness to occur, the victim is dead. Of course, the activator can negate the Power at will, and other Powers that negate Extraordinary Ability effects can likewise cause it to dissipate. Otherwise, *Naks' Airless Englobement* persists for a full five minute's time before it fades and vanishes. (Thanks to *Nakoliss*)

**No Trespassing** (Major): By means of this Power the activator is able to make an area of up to 10,800 square feet in size, in one or more generally horizontal planes, such as the stories of a building, set with alarms. To establish the area to be effected, the activator must traverse the entire perimeter of it, moving widdershins in the process. Any creature larger than a small rat entering the protected area will cause a faint noise to sound throughout the area, this sound being determined beforehand by the activator. If a trespasser of any size is under the effect or effects of an Activation, this will sound a second and different noise throughout the area. If a trespasser activates a Power or other sort of Activation while within the protected area, this will trigger a loud voice that names the location of and the Activation brought into force. Note that a trespassing immaterial or spirit creature has only a 5% chance for each minute spent within the protected area of triggering an alarm effect, this being loud and sounding throughout the area. The activator is able to engage or disengage the effects by speaking a word of command that he or she has decided upon prior to the Activation of the Power. This "password" will work for another individual if it is known or guessed, and spoken aloud when entering or exiting an area protected by *No Trespassing* . This Power remains active for up to 10 days, then fades and vanishes.

**Object Guard** (Strong): When this Supernatural Power is successfully activated by touching an object of up to 20 cubic feet in volume, that object is warded by one of the following effects. Any creature other than the activator *having contact with* the object with intent to open, steal, destroy it, or otherwise contravene the wishes of the activator in regards the object's safety, possession, and the well-being of the activator, will trigger the effect chosen by the activator. The effects possible are:

1. Acid sprays forth from the object in the direction of contact, fanning into a cone shape of three-foot diameter at 20 feet; the acid inflicts 17-20 points of Harm to Health of each target subjected to it, non-living (including armor, clothing, etc.), or living.
2. Bright light dazzles all vision in a radius of 30 feet around the object, thus preventing sight therein for one minute, as an ear-splitting clangor sounds for a like period, this noise utterly preventing verbal communication. Vision and hearing capacity of those exposed to the effect are at 10% normal for the minute of time after the effect ceased, and are regained in 10% increments thereafter, so that a full 10 minutes must pass before these senses are normal.
3. Electrical bolts of 20-foot length shoot forth from all sides of the object, the electrical discharge inflicting 13-16 points of Harm to Health of each target subjected to it, non-living (including armor, clothing, etc.), or living. Target subjects in contact with a considerable mass of metal (a metal weapon included), or those grounded (by standing on metal, in a puddle, or on a damp surface) suffer double Harm, and a subject meeting both conditions suffers triple Harm.
4. Poisonous gas jets forth instantly to fill a volume equal to that of a 20-foot diameter sphere; the toxic fumes inflict 17-20 points of Harm to Health of each target subjected to it, non-living (including armor, clothing, etc.), or living.
5. Supernatural flames of 20-foot length shoot forth from all sides of the object, the fire inflicting 17-20 points of Harm to Health of each target subjected to it, non-living (including armor, clothing, etc.), or living.

The activator is able to engage or disengage the effects by speaking a word of command that he or she has decided upon prior to the Activation of the Power. This "password" will work for another individual if it is known or guessed, and spoken aloud when within one foot of the object protected by the *Object Guard* Power.

**Physical Feat** (Very Minimal): When this Power is activated successfully, the Enchanter is able to perform one activity of physical nature at twice normal capacity for distance, speed, time, etc. Examples of this are single acts of physical sort, for example: such as climbing/jumping/running/swimming/swinging for 1 AB, doubling one's Physique Ability for 1 ABC, holding one's breath, lifting a weight for 1 AB, and so on. The check must be made in the same or immediately following ABC, however, for thereafter the energy is lost. The Power is transferable to another if the Enchanter touches an individual at the time of Activation.

**Poison Pen** (Very Good): When activated by an Enchanter, this Power enables that individual to inscribe a small or relatively large mark in ink of any color, that is Supernaturally poisonous. Any other individual creature that touches the area so inscribed, four square inches in effective expanse, will be subject to VT Harm of a base 9-12 points regardless of any armor protection not specifically reducing Harm from poison/venom/toxin. For each additional 4 AEPs invested by the activator at the time of inscription of the mark, 1d6 added points of Harm are inflicted by the Power. The energy lasts for one month, or until touched, whichever occurs first, then dissipates. For each additional AEP invested for such purpose at the time of Activation, the Power's duration is extended for one month, but a touch will negate such extension.

**Power Misdirection** (Extreme): By means of this Power the Enchanter gives to the touched person, place up to a size of a cube of 10 feet per side, or thing the capacity to reflect any Power, Preternatural or Supernatural, directed at or upon, or active within, it. The protected will randomly reflect back upon the source of any such Extraordinary Power attack made upon it, 10% to 100% (d10) of the effect of such a Power. Thus, for example, a Power meant to Harm the protect subject will do at most 90% of normal Harm, and possibly none at all, with the activator aiming the Power at the protected subject instead receiving from 10% to 100% of the effect. This Power lasts for three attacks only, then is drained of energy and gone.

**Power Shielding** (Extreme): By means of this Power the Enchanter gives to the touched person, place up to a size of a cube of 10 feet per side, or thing a resistance to any Preternatural or Supernatural Power directed at or upon, or active within, it. The

individual, area, or object so protected will deflect any such Extraordinary Power attack made upon it by a factor of 100% for Grade I (Very Minimal) to 10% for Grade X (Extreme). Thus, when a Power is aimed at the shielded subject (or an area in which a shielded individual happens to be), a d% roll is made to determine if the attack gets past the energy protecting the subject. Each unsuccessful attack reduces the duration of the Power Shielding energy by a factor of from 1 to 10, equal to the attack's grade, with the Health of the energy being 12. Successful attacks have no effect on energy Health, and the Power automatically dissipates after 12 hours have elapsed. Note that even though Health is under the Grade of a Power attacking the shielded individual, the energy can still deflect the Power, although this will reduce the energy to below 0 Health in the process. Thus, for example, Power Shielding with only 1 Health left in its energy could successfully deflect a Grade X Power aimed at the protected individual or the area in which he or she is.

**Preternatural Ward** (Low Moderate): Use of this Preternatural Power protects something from normal manipulation. It can cover an area or item of up to 25 square feet. That is, one or many closures in that area are effectively "locked." An already locked (barred, fastened shut, hooked shut, latched, locked, nailed shut, etc) item is protected from manipulation to open it (lifting, prying, undoing, picking of lock, etc.). So warded, the Extraordinary protection must be dissipated in order to be able to get to the underlying closure(s), or the item(s) must be physically broken or destroyed so as to obviate the need for otherwise opening it, viz. a broken door admits entry even though bar and/or lock and/or nails fastening it to the frame are still in place. For each additional 1 AEP invested at time of Activation, the Enchanter can add an extra 5 square feet to the area of the Power's effect. The energy lasts for one week, then dissipates. For each additional AEP invested for such purpose at the time of Activation, the Power's duration is extended for one week.

**Phantasmagoric Gaze of Stunning or Insight** (Good): This Extraordinary Power of Enchantment operates in either of two manners, as the activator wills. The activator must be within 30 feet distance of the target, and the subject must be within plain sight. In either case, eye contact is necessary, and an unwilling victim is entitled to a normal check for Disaster Avoidance. The two forms of this Power are:

***Stunning:*** The activator's gaze leaves the target subject in a stunned state of mind unless that individual succeeds in a Disaster Avoidance check at 3 x Speed Base Rating. The victim will find the world and all in it overwhelmingly fascinating; everything morphs just a little bit, the more they look at an object (a sword, a hand, the sky, peoples' eyes) the more it alters form, the whole world seems to have an ever-changing glazing of strange hues covering it—the victim, the people around, objects, etc. Meantime, weird and complex existential thoughts enter the victim's mind in a trice, and disappear just as rapidly. It is thus impossible for the subject to focus their thoughts on anything and nothing makes sense. Such a subject remains thus for d3 ABCs, and is then entitled to another Disaster Avoidance check. If this succeeds, the Power is broken. If the check fails, then the victim will collapse, huddle and cower, becoming essentially insane. From such a state Theurgy Powers alone can save the victim.

***Insight*:** When using this form, the subject will gain the benefits of a shamanistic-like spiritual journey. The affected individual will be able to leave their physical body, soaring forth in spirit form to whatever other dimensional matrix is desired.

While thus projected, the subject's spirit will encounter beings of various sorts. Each met will be hostile, neutral, or friendly (the LM will base the odds for each such reaction on the place, the being, and the Avatar). Hostile beings will either depart or attack the projected spirit. If the activator is concentrating on the subject, then their combined statistics and Abilities can be used to resist such assault. Alone, the subject is in dire peril… Neutral or friendly beings can be asked a question. Those of neutral sort will be vague and ambiguous in response, and their answers will require careful interpretation. Friendly beings will give a straightforward answer, but in as few words as possible, and often in the form of a riddle whose answer also answers the question posed. As many as eight beings can be encountered while the Power is active.

The time of the spirit's journey is only five minutes objective (real/game) time, but to the subject, and to the activator attending that one, if applicable, it seems as if a full eight hours pass. After the experience all concerned are at 50% of their normal capacities (Base Ratings, movement, Abilities) and must rest for eight hours realtime to recover and be able to function normally. (Thanks to *Anders*)

**Ramund´s Icky-Sticky Stuff** (Major): This Power, a Supernatural one, enables the activator to change up to one gallon of water to a sticky brownish liquid of effervescent sort with the fluidity of normal water in regards to most things. When the stuff is contacts any Living Dead or physically manifested (semi-material or material) spirits, even creatures of the Nether dimensions (such as demons, devils, etc.) its contact has the same effect as Consecrated Water, ounce for ounce.

*Note:* Someone at some point in history was so insane as to drink the stuff. Amazingly, they found that they actually liked its flavor, and then convinced others to likewise consume it. From then on it is has been a very popular drink with those of slightly unbalanced mental faculties. It is now known as *acco loca*. (Thanks to *Zarathustra*)

**Reverse Time** (Extreme): This Supernatural Power enables the Enchanter to place himself or another subject touched at time of Activation into a stasis state in an altered vibrational Harmony that is counter to the "flow" of the mundane dimension's time stream. The subject will remain as if in a dreamless state for as long as the activator determines at time of Activation of the Power, up to a maximum of one month. In that period, the subject can do nothing, needs neither food nor water nor air, but might be subjected to physical Harm from some attack. While in this state, each day that passes in mundane time has the reverse effect on the subject, who becomes one day "younger." The Enchanter can extend the one-month stasis period maximum by one additional month for each AEP added to the Power at time of Activation, up to a maximum of 111 points (10 years).

**Scorpion Seal (Extreme):** By means of this Power the Enchanter is able to imbue a closure point with venom of 36-55 points of Harm, regardless of any armor protection not specifically reducing Harm from against poison/venom/toxin, that affects anyone other than himself who attempts to open the closure. A subject able to succeed in a check against twice Speed BR manages to avoid all Harm. This is an effective Power, however, as it does not dissipate upon a single touch, but lasts for seven touches, or seven weeks time, or such combination of these, with a touch equaling a week of time. Time duration can be further extended by expending at time of Activation 1 AEP per week to be added. This does not, however, increase the number of "stings" the *Scorpion Seal* Power will deliver beyond seven.

**Sirebuh's Screaming Slam** (Minimal): Use of this Preternatural Enchantment Power will cause one living humanoid target subject within 30 feet and in plain sight of the activator to be overcome with the irrational urge to run full speed towards any wall or obstacle in sight while screaming at the top of their lungs. The subject is entitled to a Disaster Avoidance check at four times Speed Base Rating. If the Enchanter adds AEPs at the time of Activation, however, each such AEP adds a +2 to the target subject's total score on the roll. Normal impact Harm from a "Slam" is d10 ignoring all but Extraordinary armor protection (the victim desires to impact upon the object!). For each 1 point of Harm suffered, the victim is stunned for 1 second's time. The scream emitted by the subject will also increase the chance of encountering random creatures or alerting guards, of course. (Thanks to *Huberis*)

**Stroke of Genius** (Major): This Supernatural Enchantment Power can dramatically increase any sort if intellect the subject may have. When the Enchanter successfully activates it upon a target subject within 30 feet and in plain sight, the recipient instantly gains additional intelligence. The amount gained is equal to the activator's own Speed Base Rating, and it is reflected as an addition to the subject's base score in *all* Abilities because of the new insight and understanding it allows. The subject will possess the enhanced Ability scores for 12 seconds (4 ABCs), but thereafter the bonus is lost. For each AEP added at time of Activation, the duration of the Power is extended by 1 second. (SW**)**

**Sudden Sound** (Very Minimal): This Preternatural Activation enables the Enchanter to cause a sound of virtually any kind, other than that of a voice or voices speaking or singing words, or of music, to occur instantaneously. The sound will emanate from such place as the activator desires that is within 100 feet of that individual. It will be as loud as an actual sound of the nature determined, but such noise will never deafen hearers, as it will always seem to be at least 10 feet distant, and somehow muffled if very loud and "heard" from such proximity. The noise *might* be sufficient to distract someone or something, but this is at the Lejend Master's option. It persists for from one second to 1 ABC, depending on the nature of the sound willed by the Enchanter. The length of the sound can be extended, by repetition or extension, by investment of 1 AEP per ABC it is to be repeated or extended.

The wide range of sounds includes, but is by no means limited to: applause/clapping, babbling, bang/crash/thud, bellows, buzzing, chiming, chittering, clanking, clattering, crackling, creaking, fluttering, footsteps running/walking, giggling/tittering, a gong sounding, grinding (stone on stone) groaning/moaning, hissing, humming, jingling, murmuring, pattering, rattling (of branches/chains/sticks), a roar (animal), rumbling, rustling (of cloth/leaves), screeching, shattering (of glass/pottery), a shout/yell, slithering, squeaking (animal/metal), water (falling/running/rushing), wind, whispering.

**Supernatural Ward** (Very Strong): This Supernatural Power protects something from normal and/or Preternatural magical manipulation. It can cover an area or item of up to 25 square feet. That is, one or many closures are effectively "locked," even against some Preternatural Power attempting to enter or open it. As with a *Preternatural Ward* (q.v.) an already locked (barred, fastened shut, hooked shut, latched, locked, nailed shut, etc) fastener is protected from manipulation or Preternatural Power use meant to open it (lifting, prying, undoing, picking of lock, etc.). So warded, the Extraordinary protection must generally be dissipated in order to be able to get to the underlying closure(s), or the item(s) must be physically broken or destroyed so as to obviate the need for otherwise opening it, viz. a broken door admits entry even though bar and/or lock and/or nails fastening it to the frame are still in place. For each additional 2 AEPs invested at time of Activation, the Enchanter can add an extra 5 square feet to the area of the Power's effect. The energy lasts for one week, then dissipates. For each additional AEP invested at the time of Activation, the Power's duration is extended for one week.

**Temporal Backwater** (Extreme): This Supernatural Power enables the Enchanter to more or less escape from the time stream. When the Power is activated, the Enchanter instantly is in the "backwater," moving backwards to the point at which the Activation of the power was begun (20 seconds in the "past"). From that point, the Enchanter has 12 seconds of "out of the timestream time" in which to ready some other Power, prepare something, or simply to move away from those "in" the timestream. He can not, though, affect anything "in" the timestream. It is as if the activator were material, all else immaterial—although barriers are still as impassable as they were previously. At the expiration of 12 seconds of subjective "time," the activator returns to the timestream, becoming the same as his surroundings. To extend the period of subjective "time" outside the timestream, the activator must expend 1 additional AEP for each additional second "out of time."

**Thunderbolt** (Moderate): This Preternatural Power enables the one so doing to cause at that instant a tremendous sound and attendant Harm that affects all those within the area it strikes. The Enchanter must be in sight of and looking at the area to be affected. The distance from the activator to the area is always 100 feet plus as many additional feet distance as the activator desires, up to the Enchanter's score in this Ability. The size of the area of effect is a rectangle equal in feet of width to 10% of the activator's score in Enchantment Ability and in feet of length equal to 100% of that Ability. All living things wholly or partially within the area of effect are stunned for as many seconds of time as the area of the width of the *Thunderbolt* stroke measured in feet. Similarly, Harm delivered to all things wholly or partially within the area of effect by the Power is 1 point per foot of width of the stroke. The activator can increase this Harm by doubling the normal number of AEPs for the Power at the time of Activation, trebling the Harm caused.

**Ticklish** (Very Minimal): This Preternatural Power first devised by Kaili the Clever enables the Enchanter to loose a silent bolt of pink-hued energy from his or her hand. This bolt makes a single target creature that is within sight of the activator and not further than 15-feet distance from him or her to experience a tingling sensation throughout the body. This prickling is of tickling sort, and it persists for the following 2 ABC of realtime unless they can succeed in a check against twice Speed Base Rating. If the check succeeds, the energy dissipates immediately without effect. A target subject affected by the energy suffers a +10 penalty to Weapons Ability and/or Precision Base Rating, likewise to any Ability use that requires concentration, including Extraordinary Activations, as they are prone to squirming and bursts of involuntary giggling and even laughter. Furthermore, those attacking the subject affected by this Power do so at a bonus of -10 points to their Weapons Ability score, or Precision Base Rating, as the afflicted individual is weakened and distracted. Note that living dead, and any other beings lacking a nervous system, are immune to this Power. (JC)

**Unseen Barrier** (Strong): Through Activation of this Supernatural Power the Enchanter engenders a Preternatural wall of energy as follows: a sphere of up to 20-foot radius, a hemisphere of up to 40-foot radius, or else shaped in planes of any sort with a total surface area not exceeding 5,000 feet square. This area can be increased at time of Activation by addition of 1 AEP per foot of spherical radius, 2 feet of hemispherical radius, or 24 square feet of planar area to be barred thus. The Power remains active for 4 hours, and its duration is extended by 1 hour for each 2 AEPs added for such purpose at time of Activation.

The *Unseen Barrier* Power's energy walls off the area as determined by the activator. This barrier is invisible but impassible to any creature or spirit, and although air and gasses can pass through it, Extraordinary energy cannot. It has a Health of 200 and armor protection equal to 50% (-10) Harm, this protection never "bypassed" by any Extraordinary weapon addition. However, it is quite subject to being "battered" open by physical assault and/or a Power such as *Force Force* (q.v.). In any event, a breach in the barrier does not bring down the whole of it—such an opening is localized, and only an area of about man-size (6′ x 3′) is destroyed when sufficient localized Harm has been done to the energy's Health there. Similarly, a *Force Force* Power Activation will simply breach the barrier in a man-sized area, doing so with a great noise, however, as noted for its employment in some cases.

**Vanity Valet (Good):** The Enchanter activating this Preternatural Power will always appear to have a different wardrobe each day. He or she will be kept magically clean, smell fragrant, and be groomed to perfection. The unique effects of the Power are that no matter what costume the Enchanter wears, every single piece of attire will have the qualities noted—new, well-tailored, wrinkle-free, spotless, etc. So too the skin, hair, and nails of the Enchanter—bathed, clean, lightly perfumed, trimmed, and unrumpled. Undoubtedly, those impressed by such sartorial splendor and grooming will view the one displaying such impeccability with admiration. Others, of course, might hold such a person as vain, foppish, and of shallow intellect…to say the least. Of course envy and jealousy might be cited in such case. The energy of the Vanity Valet persists for one entire day (24 hours) and then wanes and is gone. (SW)

**Websters Weaving** (Moderate): Through this Preternatural Power, the Enchanter fills a space of up to 1,000 cubic feet (10 feet by 10 feet by 10 feet) with tough, sticky strands of webbing similar to those of tent caterpillars or spiders, only much stickier and stronger. Any creature entering or caught within the area of this weaving will be trapped, provided the strands are anchored to at least two opposite points—floor and ceiling, opposite walls, sturdy plant growth or the like—at intervals and enabling a line between them. The webs woven thus are broken by great weight or strength—one foot of such weight or strength broken in the shape of the one so doing per second of time per 1,000 pounds of weight and/or 100 points of Physique. Any edged weapon of enchanted sort, Preternatural or Supernatural, will likewise cut away its length each ABC.

For each 2 additional AEPs invested at the time of Activation by the Enchanter, another 1,000 cubic feet of this enshrouding weave can be generated. This enables the Power to be effective where fastening points are more distant that otherwise useful, or where a larger area of webbing is desired.

As with natural webs, the strands of *Websters Weave* are inflammable. They burn away in a flash, fire consuming a 1,000-cubic-foot area in only one ABC. Anything caught within this flash-fire suffers 6-8 points of Harm, and highly combustible materials (hair, paper, etc.) will certainly be ignited by the rapid burning of the webbing. Such incidental fires will deliver a minimum of 3-5 points of Harm.

**Wizard's Ward** (Very Strong): This Supernatural Power instantly gives the Enchanter protection against Activations *directed at his of her person* by another sentient Extraordinary Activation-possessing individual. When such an event occurs, the relative scores in Ability are compared, the Enchantment Ability score of the individual seeking the protection of *Wizard's Ward* against that of the score of the activator in the Ability used to direct the Activation upon the protected individual—Enchantment, Geourgy, Necrourgy, etc. The positive difference, if any, and totaling 10 or more points, between the protected individual's score and the activator's score reduces by a like percentage any effect or effects of the Activation accordingly. Points are rounded to the nearest decimal (10, 20, 30, 40, 50, etc., 5 rounded down 6 rounded up). For example: an individual with *Wizard's Ward* protection and a score of 86 as a

target subject for a successful Activation by one employing Sorcery Ability at 60 would reduce by 30% any and all effects of the Activation, while if the scores were reversed, the *Wizard's Ward* would give no protection at all.

Harm is also reduced by the same percentage. If Harm is of variable amount, the average amount is used, and then that number is reduced. In case of some loss of capacity over time, the amount of capacity lost or the time of effect is reduced, at the target subject's option. In the case of time effect, the length is reduced.

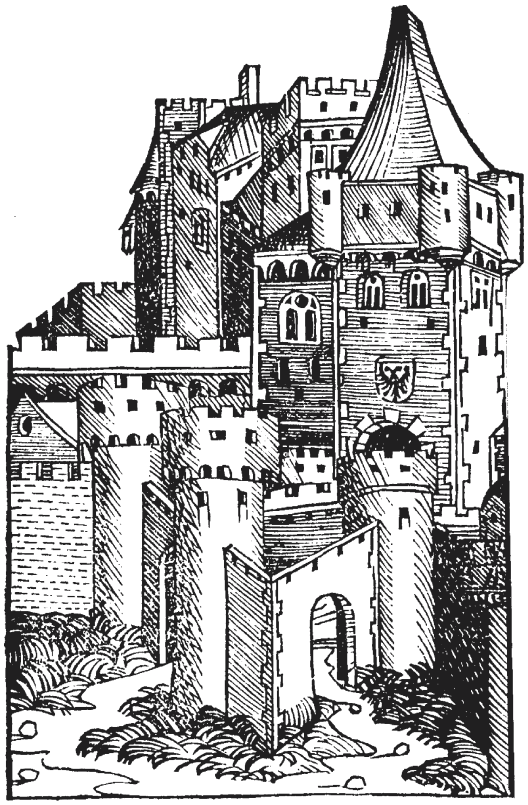
The duration of this of *Wizard's Ward* Power is four hours, each testing of the Power by another Activation reducing its energy by one-half hour. However, a *Wizard's Ward* with only an ABC of energy remaining before the Power is dissipated will still function to attempt protection of the individual who activated it.

*Continued from page 13*

**Table 2**. Falling, by Time

| *Time (s)* | *Velocity (ft/s)* | *Distance (ft)* | *Sounding (ft)* |
|---|---|---|---|
| 1 | 32 | 16 | 16 |
| 2 | 64 | 64 | 61 |
| 3 | 96 | 144 | 132 |
| 4 | 128 | 256 | 226 |
| 5 | 160 | 400 | 340 |
| 6 | 160 | 560 | 500 |
| 7 | 160 | 720 | 660 |
| 8 | 160 | 880 | 820 |
| 9 | 160 | 1040 | 980 |
| 10 | 160 | 1200 | 1140 |
| 11 | 160 | 1360 | 1300 |
| 12 | 160 | 1520 | 1460 |

Making these and other estimates, we can come up with some handy tables, showing how long it takes to fall a certain distance (Table 1) and how far things fall in a certain time (Table 2). This also shows the depth revealed by a sounding after an object is dropped. (This is slightly less than the distance an object falls in that time, since the sound waves must travel back up.)



Note that the maximum damage for falling is at not at terminal velocity. Health is an abstract measure of body–mind capacity, and the damage system is tuned to reflect this. Falling damage is what the system says it is, and peaks at 80 feet.

As you can see, things fall fast. Can you save Shroom the trollkin as he falls down a shaft? Since he falls 144 feet in the first ABC, it depends on how fast you can react. For reaction time, I suggest rolling d%, with the multiple of Speed BR that the check exceeds equalling the seconds to react. For instance, if S = 12, a roll of 01–12 would mean you grab him at the top or start an Activation instantly, a roll of 13–24 would mean 1 second elapses before acting, 24–35 would mean 2 seconds, and so on. If he falls off a 1000-foot bluff, you can make a more leisurely appraisal of the situation before he becomes a wet splat at the bottom. Unless, of course, you helped him over in the first place…

*On the cover:*
**Saracens and Trollkin** *by Jay Witthoft*

# LEJENDS QUARTERLY™ ARTICLE SUBMISSION GUIDELINES

Here at *Lejends*™, we strive to give you the very best of *LA*™-related source material and fiction. We (including Gary himself) invite and encourage you to contribute as well! Here are our standards for accepting material from our readers.

**Format**

Electronic submissions are preferred, but not required. We can accept any version of Word® up through Office 98® or an ASCII text file—please do NOT send .RTF format files. Send as an attachment to **LoreCollege@aol.com**. Please include in the body of your e-mail:

- Your name and snail-mail address
- Your name as you wish it to appear in the magazine (if that differs from above)
- Your e-mail address and a phone number at which we can contact you should we have any questions concerning your submission

If you prefer to mail us your submission, please type it neatly and include your name on the top of each page along with the page number. Include the info listed above on the front page or a cover letter. If you are including maps or diagrams, please see the guidelines for art submissions for the proper format. Paper submissions will NOT be returned. Submissions should be mailed to:

Lejends Quarterly™
C/o Total Reality Studios
7202 38th Avenue
Kenosha, WI 53142-1910

While we will do minor editing for style, mechanics (spelling, grammar, etc.), and length, we still want to see your best work! Pieces that require major work but which we believe could be made acceptable will be sent back to the author with suggestions as our time permits.

Work accepted for publication that is derivative of the *LA*™ RPG system becomes the property of TriGee Enterprises.

If you have any questions or comments, you can reach us at the address listed above, by e-mail via **LoreCollege@aol.com**, or at **(262) 652-6482** between 8:00 a.m. and 10:00 p.m. Central Time. We'll do our best to get you an answer—or at least an acknowledgment that we're looking for an answer—within 24 hours.

Now, the specifics…

**Non-Fiction**

We welcome submissions for the following columns:

- *The Alchemist's Journal*: science fact as related to gaming, both on the physical-world level and within the game itself. **Maximum 500 words**.
- *The Jongleur*: Reviews of *LA*™ related items as well as other genre-related literature, art, movies, and music. **Maximum 250 words**.
- *Out of the Wilderness*: greater detail on specific creatures. **Maximum 500 words**.
- *Lost Lore*: new Activations and Psychogenic Abilities. **Maximum 500 words**.
- *Shadoweavings*: Lore and history from ancient sources. **Maximum 1,500 words**.
- *The Adept's Vault*: new Extraordinary items and their uses. **Maximum 500 words**.
- *Lejendary Places*: Adventures for use by LMs and players. Must include all pertinent diagrams, maps, etc. with labeling as necessary. (Don't worry if they're not perfect—just make sure they're readable and we'll clean them up.) **Maximum 20,000 words without pre-approval**. If you have a longer adventure, submit a synopsis with event outline and sample text for our consideration.
- *Lejendary Exploits—Great Moments in Gaming*: true incidents from game sessions that are noteworthy for being particularly heroic, intelligent, or funny. **Maximum 150 words**.

- *The Traveller's Guide*: locales for LMs to situate their own adventure sessions. Preferably consistent with the *Lejendary Earth*™ Game Setting. **Maximum 20,000 words without pre-approval**. Longer pieces, especially those with maps included, will be considered for serialization.

**Fiction**

We will occasionally use short fiction, generally no more than one piece per issue. Stories must have a strong connection to *LA*™, whether set in the real world or within a fantasy/campaign milieu. **Maximum 2,500 words without pre-approval.** We will occasionally consider an exceptional piece of longer fiction for serialization—submit a synopsis with sample text for our consideration.

## ART GUIDELINES

Words alone cannot convey the true sweep and creativity of the Lejendary multiverses. That's where you, the artist, come in—bringing these new worlds to life on the pages of *Lejends*™. Here are our standards for accepting illustrations.

**Illustrations**

In practical terms...we need ***black-and-white line art only!*** Not pencil-work, please (and preferably not greyscale; more on that below)—it just doesn't print well enough. Try to use formats that aren't constrained by boxes or lines, so we can shape the text around your work. We'll do our best to respect the integrity of your work and avoid excessive cropping, resizing, etc. There will be rare occasions when we'll need some color work, but those will be specifically announced and will generally have a particular subject matter. More details on that when it happens.

However, if your forte is greyscale, or you just have a hard time with the high contrast line art, feel free to do such. The only thing we ask is that you use a complete grey field (no white spots) and have it ready for a border in a controlled shape (squares or rectangles). White spots or freeform shapes end up looking "greasy" upon printing. The complete grey field and border resolves this problem

**Format**

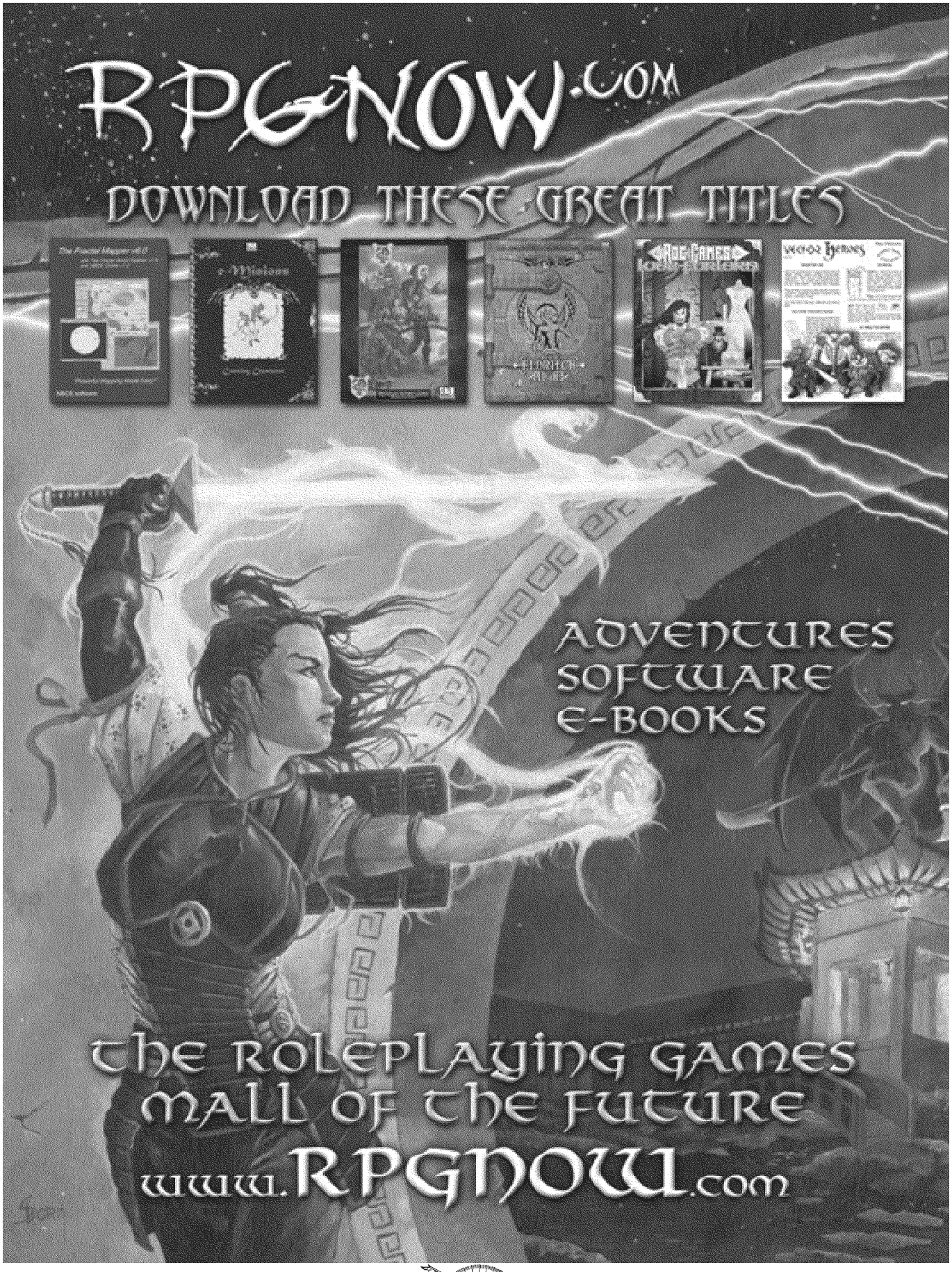
Electronic submissions are definitely preferred; however, if that's just not possible for you please contact us and we'll do our best to work something out. Files should be at 300 DPI resolution, in TIFF or JPG format. These tend to minimize the file sizes and reduce download time, and help us avoid PC/Mac compatibility problems.

File names: IMPORTANT! Please use a descriptive filename that ends in your own name. For instance: "nomads scene 4 Rob C." If you're running Windows® 3.x or earlier and can't go beyond 8 characters in the filename, then please give a good description in the e-mail and make sure at least your initials are in the filename (so the file above would then be named "nomad4RC.jpg"). In this case, also include the file-type extension (the three letters after the "."). This is the only way we can make sure there's no "orphaned" art that gets used without proper attribution.

**Acceptance for Publication**

We reserve the right to reject any submission which does not meet our standards or needs. The *Lejendary Adventures Role Playing Game*™ is intended for the entire family. While certain mature themes such as violence are a natural part of the game, material of a gratuitiously sexual or excessively gory nature may be rejected for this reason. If your work is targeted to a specific time of year, please make sure it is in our hands no less than **three** months before the issue in which you wish it to appear—and, of course, let us know what month you wish it to appear in! Please do not submit work that has been published elsewhere unless you are certain that you have full rights to do so.

If you have any other questions, or there are issues not covered in these guides that you would like to see addressed, please contact us before submitting any work.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# Legends Magazine

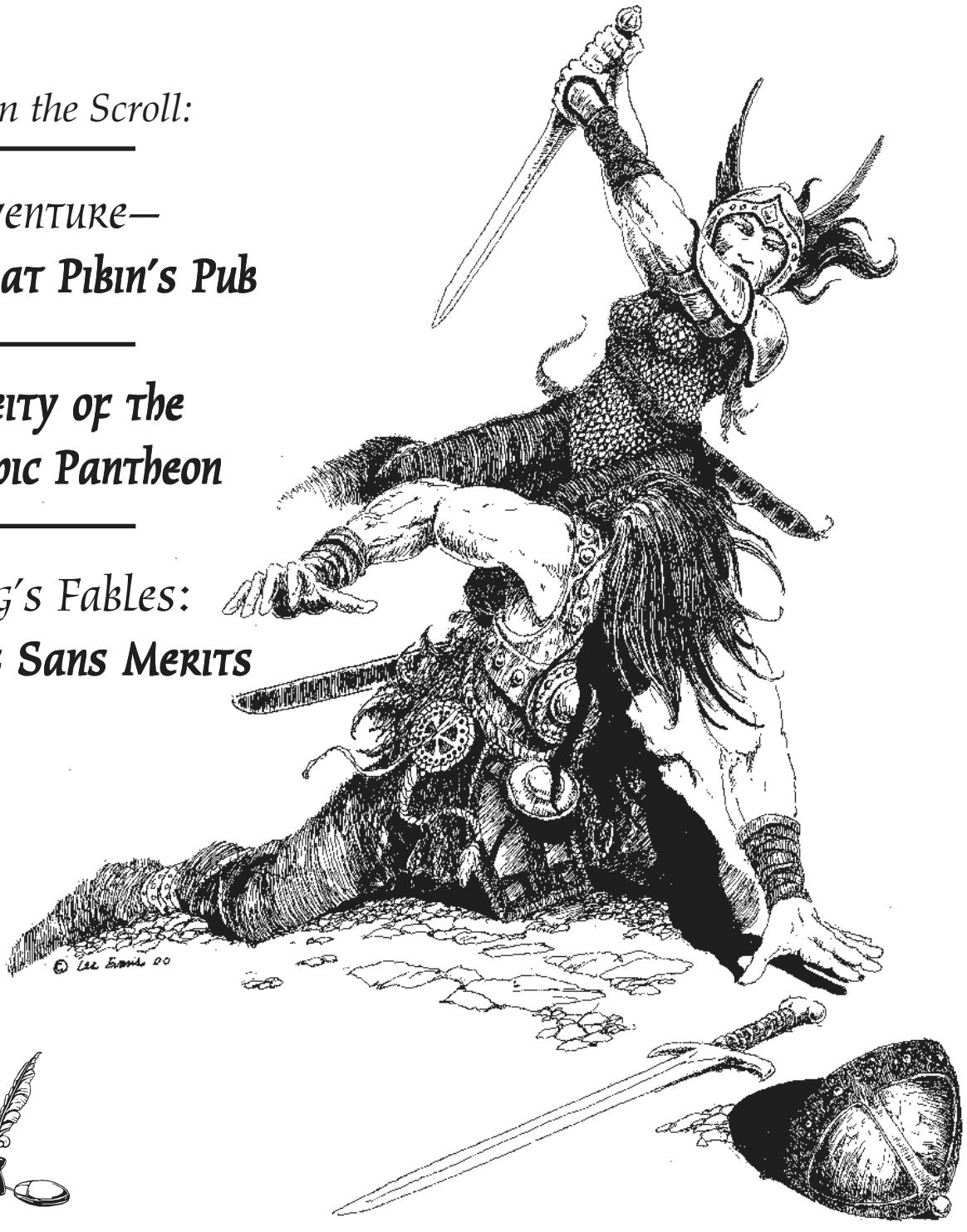
**$5.00**
*April 2002*
*Vol.I, Issue 12*

*Within the Scroll:*

*Adventure—*
**A Night at Pibin's Pub**

**A Deity of the Yattemic Pantheon**

*Xagig's Fables:*
**Training Sans Merits**



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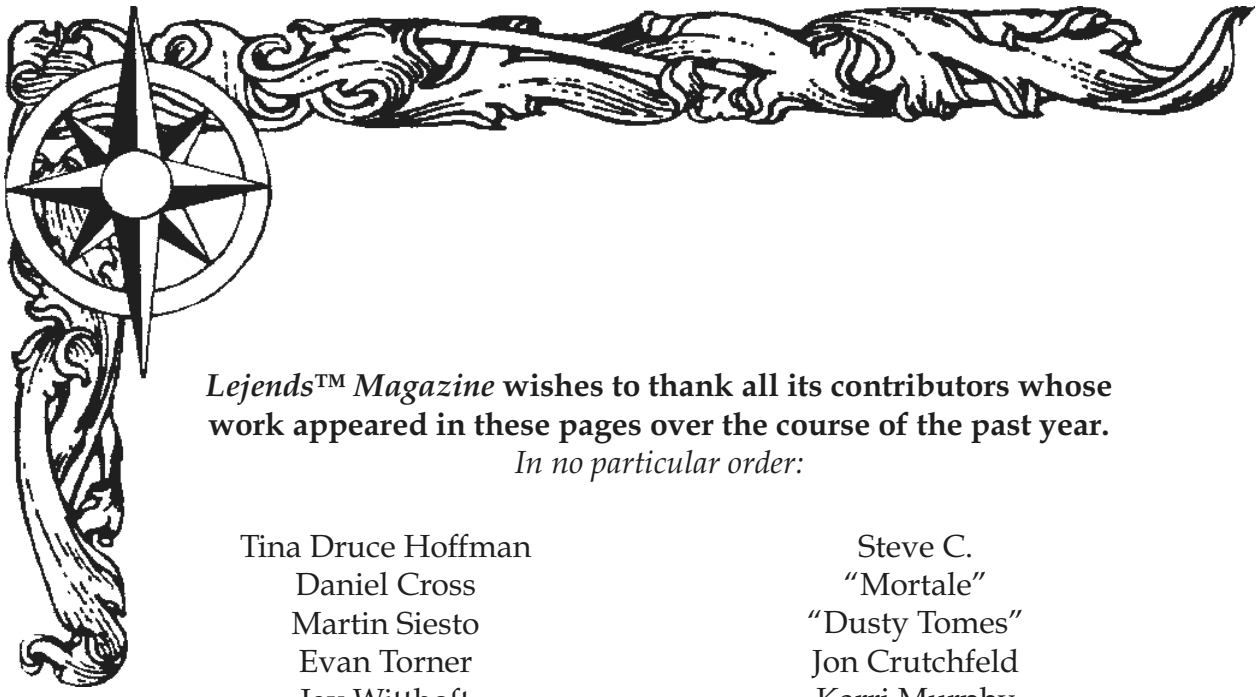

***Lejends™ Magazine* wishes to thank all its contributors whose work appeared in these pages over the course of the past year.**
*In no particular order:*

Tina Druce Hoffman
Daniel Cross
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Evan Torner
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Jim Pavelec
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Hassan M. Ahmed
Justin Tindel

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"Mortale"
"Dusty Tomes"
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Brant Bollman
Jake Bertelsen
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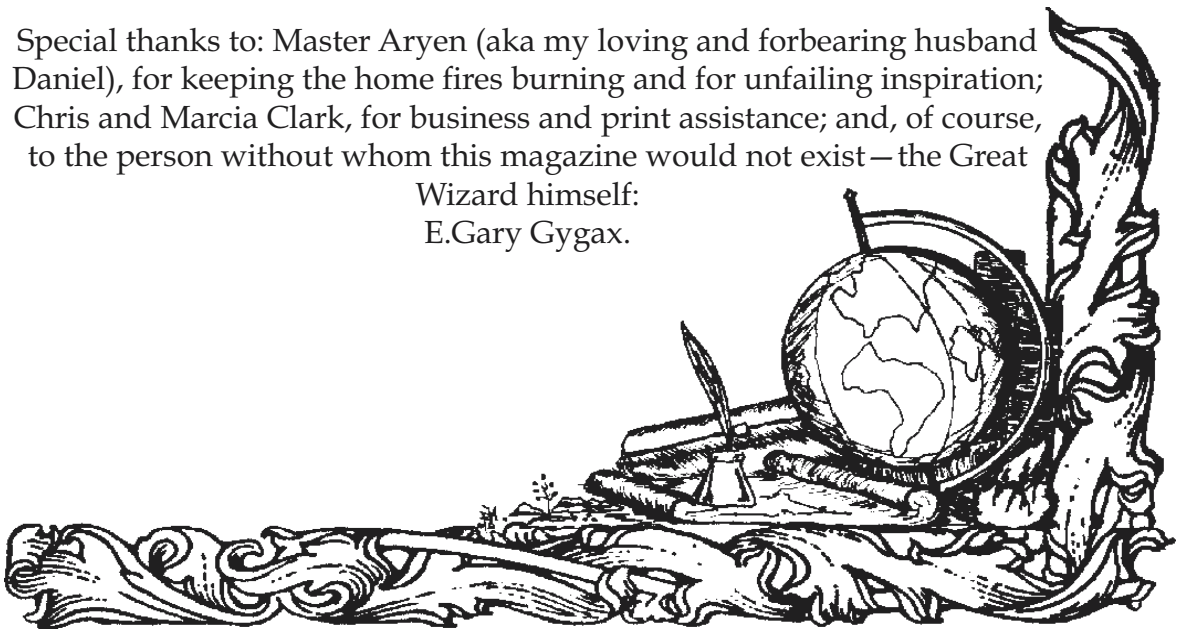
Les Evans

and many others known only by their initials, but who played a part in creating this game and its world.

Special thanks to: Master Aryen (aka my loving and forbearing husband Daniel), for keeping the home fires burning and for unfailing inspiration; Chris and Marcia Clark, for business and print assistance; and, of course, to the person without whom this magazine would not exist—the Great Wizard himself:
E.Gary Gygax.



# Legends

Within the scroll Volume 1, Issue 12 April 2002

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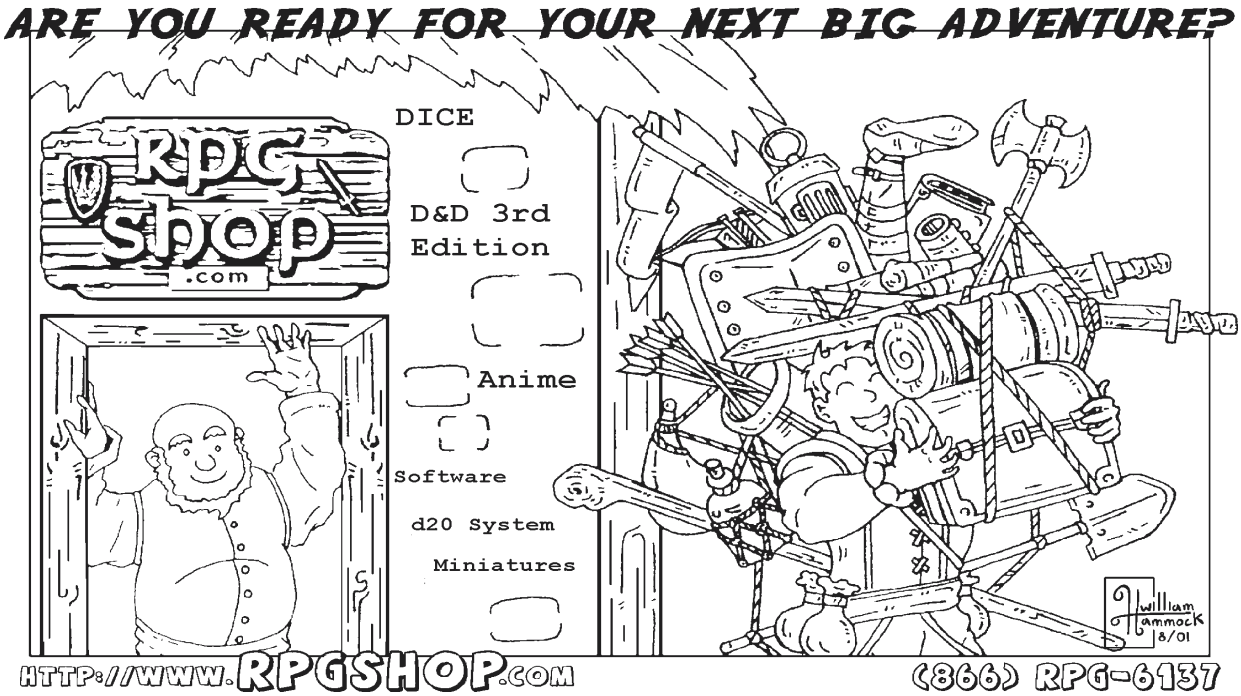

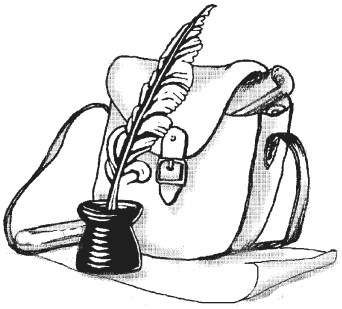

## The Courier's Pouch

Greetings, friends!

Winter has at least released its grip upon the lands surrounding the Keep…indeed, it has been difficult these last few days to be about one's tasks, rather than escaping to the sun and wind upon the fields. Master Aryen has at last returned from the frozen wastelands; he chafes at his slow recovery from the pains of his journey, but he does well and I have no doubt he will soon return to his usual duties. 'Tis glad I am indeed to have him home at last!

The response to our announcement of coming changes to *Lejends*™ has been most gratifying. We are busily tying up the loose ends, trying to make the transition to quarterly releases as smooth as possible, and we appreciate your cooperation and encouragement!

One scroll the courier withdrew from his pouch this last visit was most unexpected, a thick roll despite the thinness of the parchment, and filled with writing to the very edges. After a hasty scan of its contents, I knew that I would need time to read it thoroughly and reply, so I sent the courier off to break his fast and rest a bit. Day waxed and waned, the lamps were lit, and night sped past as well as I read, so engrossed I was in the missive. Another day I held the courier, and another, before finally allowing him to continue his wonted rounds; but now he bears in his pouch my transcription of Sir Wulfgarn's adventure in the hamlet of Hatchett Grove. I trust you too will enjoy the tale!

In the next issue we will have some better idea of the upcoming travels of the folk of Forge and Keep, in hopes of meeting with you and sharing some adventures.

Until then, good fortune fare with you!

Lady Amanda

**From the Pouch**
***Kobold Fixative***

The mysterious "Kobold Fixative" has been bandied about in your magazine since Issue #2 (page 31), and has been mentioned in various price lists on at least two subsequent occasions. We are told that it "stops vanishing

*Continued on page 11*



## From the Forge

*By Chris Clark*

It had been a rough haul, but the first leg of the journey was now almost complete. Lord Barabuz looked over at his friend Mortale with new respect. Their journey had been arduous indeed, but Mortale showed no signs of fraying around the edges. In fact, he had a look of intense concentration on his face as he looked out across the beach to the ocean that lay beyond and the island chain that was their final destination. Following his friend's gaze, Lord Barabuz peered through the haze of the bright spring sun towards the islands himself…

…and was astonished by what he saw. The islands were moving.

Lord Barabuz blinked, and rubbed his eyes, but it was no illusion. Far out to sea, near the horizon some 15 miles distant, the island chain that was their ultimate goal moved slowly from place to place. Islands changed both position and shape, and occasionally traded places with one another.

"If there were only a deity to whom I could render supplication…" he muttered to himself.

***

The dwarf was working hard, as was his wont, but the fires of his forge were cold. Today he labored not with his hammer and anvil, but with a group of learned scribes. They toiled in great depth over a map spread across a long table of birch wood. The top of the table was cluttered with measuring devices and surveying instruments, as well as a small stack of magical parchments that had been delivered by the great Heka himself. Finally, it seemed that they were done.

"Are we sure that these are the last changes, noble sirs?" asked the Dwarf.

"That probably depends on you, Sir slave driver…" came the reply.

Perhaps, pondered the Dwarf, I have been a bit hard on these noble scribes…and good cartographers are notoriously hard to find.

"Thank you gentlemen, Sir Bluesponge, Sir Space Gnome, Gambit, Sir Moseley. I heartily agree with your assessment. It is a masterwork, and your kind and diligent assistance has been a boon to us all. Let us present the world to those who shall dwell within it."

***

As Lord Barabuz watched, the islands slowly ceased their movements, finally coming to rest in positions that seemed for no readily apparent reason to be ultimately appropriate. Shaking his head at the phenomenon that had just occurred, he turned to his friend, Mortale.

"What I wouldn't give for a good Gazetteer."

**The Hammer**

Things are proceeding at a rapid pace here at the Forge, and I have little to say concerning new tools. I will mention that we have sent out feelers hoping to entice several renowned writers into our fold, in particular for the upcoming Guidebooks series that will be masterminded by Daniel Cross, but as those negotiations are still in process, there is nothing new to report…yet.

I would like to provide some resounding attaboys and thank-yous to the cartography crew who have spent countless hours poring over the maps for the upcoming *Lejendary Earth*™ series, and I have some updates on that topic coming later in this article as well. Suffice it to say that without the efforts of these individuals, the *Lejendary Earth Gazetteer*™ would still be on the drawing board.

**The Anvil**

As of this very day I have received the last of the map corrections from these fine gentlemen (see above). By the time this issue is in print, I fully expect that the PDF version of the *Lejendary Earth Gazetteer*™ will be available, and the covers for the printed version should be finished and available for my perusal next week. It is going to happen, folks, and (at least the print version) it will undoubtedly release on schedule (5/23). We are going to make an Author's Signed and Numbered version available, complete with a PDF version of the book, at www.lejendary.com (and most likely ONLY there), so make sure that Gambit knows of your desires next month should you want one. In all probability, the Author's Edition will be limited to 150 signed and numbered copies. In proof of the completion of this project I can only offer this: I have started the work on the next release in this series, *Noble Kings and Dark Lands*™, which with a minimum of Luck should be releasing on time in July.

As mentioned above, the Guidebooks series of source materials will be releasing this year, although it is possible that but a single title will see print this calendar year, "*The Lejendary Earth Guidebook to Lost Temples of the Forgotten Gods*™" (working title). Dan Cross and several others are laboring diligently over the building blocks of this project, but the first issue of a new series is always the most difficult, and I fear that this may be the only release in this series this year. The current plan for this series is 80-96 page books, with heavy parchment covers and an "old world" feel. They are currently scheduled to contain: 1) source material as per the topic area for the use of the LM in creating such scenarios; 2) sample adventures; 3) new Activations, Extraordinary items and creatures; 4) and lore for the player on proven methods of dealing with the types of situations found in each book. Retail will be under $15 and might dip as low as $11.00 or $12.00 per issue in this series.

The Handbook series is on hold until I get a few other projects off my desk, but I hope to pursue this line as well. I will probably need to write the first book in this series, offer it for free to all who wish, and then receive their feedback as to what changes should be made before making the first book in this series the template for those that will follow. For now, this menu item is still on the stove, but has been relegated to the back burner.

*Castle Wolfmoon*™ has hit a slight hiccup as we await the completion of the D20 portion of the module. Once at least the first portion of this task is complete (and I have been informed that it is nearly so), we will be able to more readily determine the feasibility of either reducing the module size, type size, or—most probably—the splitting of the module into three separate (not to mention inexpensive) parts. Jon Creffield has informed me that he is preparing to play-test the first four levels of the module (he wants to run *Enclave*™ with his group first) and we can all pester him for a report once he has given it a once-over.

**Augury**

Wow. The last month has seen an enormous boost in our fan base, which provides me with more options for continuing to expand the universe than I have had in quite some time. Rest assured that Gary has already conceived and written large truckloads of material for the *LA*™ system! It has been more a question of having the resources to do so. To some extent, those resources are now available. We have a few old friends to monetarily thank for both their efforts and their patience with and on behalf of Hekaforge, but rest assured that the top priority for our newfound largesse is the production of source material for this world. I might also hint that there is a possibility of an expanded universe in the offing as well.

The next major phase in the expansion of the system is the MMPRPG that *dreams-interactive* is working on at this time. If you haven't been over to their site as yet, I would heartily recommend that you give it a look. Once this game is online and running, deciding whom to ask to form a new gaming group, because yours has become too large, will be a much more prevalent problem than finding fellow gamers.

**Wrap-Up**

Undoubtedly, this will be our best and brightest year since the inception of Hekaforge. We'll see it here at the Forge in a number of ways, but you will all see it in a rash of new products as well as in an increase in events at cons (in which you can participate!) and an expansion of local gaming groups. This expansion has already begun, as my books here tell me, and will only gain speed as D20 begins to subside. All in all, I think we're in for a banner year, and a rich growth in the Lejendary universe. I hope that I get to see you all there during the year.

*The Master LejendWeaver shares his thoughts on matters diverse and occasionally arcane. Draw 'round and listen to...*

# ZAGIG'S FABLES

**Training sans Merits**
By Gary Gygax

Merits are a game device to enable players to build the Abilities of their Avatars. They are a metaphor that encompasses many different things. For example, they subsume interest in learning some specific thing, as well as at least some of the time spent in studying, training, and educating themselves in that field. Ability-specific Merits also subsume the experience and practice of the singular Ability in question.

Of course real persons don't gain Merits of any sort or use them to learn, acquire skills, or gain knowledge. Non-Avatar Characters in a campaign aren't thought of as having earned Merits and applied them to be able to know and do what they do in the campaign setting. The assumption is that NACs have learned as actual people do, through training and then doing. When you went to school you were learning and gaining skills. You might have picked up others in Boy Scouts, on the job, in the military service, whatever.

So what of the Avatar who has no, or insufficient, Merits to gain or increase an Ability? Can they learn "naturally?" Why not! As we have established, the Merit is a metaphor for the desire and will to learn and the time spent doing so. There is the key: *time*.

In order to make up for lack of Merits, the Avatar will have to spend more game time on basics for the Ability desired, this learning being kept track of by assigning Ability-specific Merits for every full day devoted to such training. Furthermore, the instruction can't be done in bits and pieces. Blocks of at least two weeks' time must be devoted to the schooling, with no more than two or three days "off" between the study blocks. That means for the Avatar learning thus, there can be no going off and adventuring for a while, then coming back, unless sufficient Merits have been learned to add one point of score in the Ability. This is not as arbitrary as it might seem if you consider how humans learn. There are stages of learning, and for the sake of managing this in the game, a point of Ability is the lowest and easiest benchmark.

The minimum Ability score for the instructor to be able to teach a pupil is assumed to be 30. When learning the basics of an Ability, score of more than 30 will not add to the rate of learning of the student, indeed might detract from it in actuality, because the more able person could well have gone beyond the point where the instruction of fundamentals comes easily.

The Merits gained by training are Ability-specific as stated. For each day spent devoted to the training, the Avatar will *possibly* learn sufficiently to gain several Merits towards a point of Ability. Learning is not always even, for in a given day the mental and physical state of the individual being educated will vary. To reflect this, a check against the Base Rating associated with the Ability is made after each day of study. (Speed is multiplied by four as usual to establish that BR.)

A successful check indicates a gain of seven to ten (d4 +6) Merits, a special success adding 20 to 50 (d4 +1 x 10) extra, and a failure meaning nothing was learned that day. Assuming a 50 BR score, this means in a month of actual study (20 days), an average of 85 Merits from regular success and 35 special success ones will be gained. With an average total of 120 Ability Specific Merits gained per month, this means than in two months the Avatar will have gained enough to acquire 1 point at 200 Merits per.

If the Avatar in training possesses another Ability that lends itself to what is being inculcated, then the usual 10% cross feeding from that Ability is added to the Base Rating of the Ability being studied. Learning Ability applies in this manner. For example, if the Avatar has 50 score in Learning, and therefore knows how to pay attention and study, 5 points would be added to the percentile chance to succeed in gaining Merits for a day spent studying. Each Ability that cross-feeds into the Ability being studied adds 10%, so an Avatar studying Panprobability, for instance, who already possessed Arcana, Learning, and Luck Abilities at 60, 50, and 40 score respectively would add 10% of each, 15 percent (6 + 5 + 4) to the base chance for success each day spent studying.

As another example, consider an Avatar being trained in Ranging Ability. If he or she possessed Hunt and Rustic (or Nomadic or Savagery) Abilities, then 10% of each score would be added to the base chance for successfully learning from each day spent in training for Ranging.

*Continued on page 34*

*We ocasionally print some deserving piece of fiction in these pages, not only for your reading pleasure, but also in hopes of inspiring you as players or LMs to flesh out the world of your campaign and the persona of your Avatar. Here, then, is the first installment of...*

# The Theurgist's Lethe

by Daniel Cross

I don't remember much of my life before I was murdered; only wispy images that bubble up from my unconscious; memories like fireflies, winking out in the darkness of my mind before I can grasp them. Each morning, I sit upon a cold stone bench in an alcove beside a narrow temple window, gazing out over verdant fields under a cerulean sky.

Today I look through that window and, as it has been in all the weeks since my resurrection, my sense of identity or purpose is as ephemeral to me as the clouds.

Those clouds are dark today, casting long shadows over the rolling hills. Sometimes I feel it's my secrets that are kept in those shadows, soon to be shredded by a cloudburst and lost forever.

Alas, it is the clearest and brightest of days that seem to conceal the most truth. When it storms, I feel closer to my own essence; as if my soul were trapped in some dimensional maelstrom for which these vaporous clouds are but a metaphor.

Then, as the winds pick up and a chill wafts through my narrow window, there is a knock at my door. I turn toward the sound and regard the plain, ironbound, wooden door as if it leads to another dimension.

"Who knocks?" I ask.

"It's me, Lydia. I've brought your meal." Her voice is soft, slightly muffled behind the door and, as always, oddly unsteady.

"I suppose I could use something to fill the empty spaces between these bones." I respond. I feel my voice is growing stronger again, less hoarse. I like the resonance of it; perhaps I was once a politician?

The door creaks open, and Lydia steps in, wearing a brown cassock and holding a ceramic bowl of gruel, her hazel eyes sympathetic. She gazes at me intensely, her large eyes emphasized by the dark, almost violet hair that frames her thin, youthful face. The gaze has a hunger in it, but is not that of a predator; it is an unexplainable hunger that I am unable to fathom.

The steam from the bowl wafts to my nostrils, carrying in its smoky tendrils a veritable command to eat, if not enjoy.

"Here," she says, shoving the hot bowl under my nose.

"Thank ye," I mumble, taking the bowl and turning toward the window. It is growing darker outside, the morning sun obscured by the clouds. I sit there, eating a few bites, but the woman stands still beside my cold shoulder, as if waiting for something.

So I turn and rebuke her, "Thank ye, I said. Not enough for you? Or shall you stare at me all the while?"

"Be well, Sir Lethe," she answers coolly, leaving the room and shutting the door gently behind her. The bolt is set, and once again I am alone, free to listen for the secrets of a past spoken cryptically in the rising wind.

Alas, the storm brings me no intelligible news, and the day progresses uncaringly forward. I shall not be depending on the wind and shadows for answers much longer, nor will gruel be enough to keep me quiet. By the morrow, things must change.

Nor does it matter at all how I obtain the knowledge I require.

### *Chapter 1*
### **Assault On Jord's Shrine**

Most bards would begin their tale somewhere in the middle, to recount with contagious lyricism the brave deeds of some intrepid hero of yore. Yet the name and face of such a hero barely matters, as the life and feats of such a one tends to follow a discernable pattern. Typically of humble beginnings, in spirit if not in socioeconomic standing, a man either high-born or lowborn, but not of middling decent. Disgusted by the corrupt nature of potentates, or the insipidity of the life of social responsibility, our knight-errant would strike out to follow the call to adventure and thus enter the proverbial dark forest, whatever the particular manifestation of that dangerous realm. There he will valiantly face the Dragon, and in the aftermath of its vanquishment some epiphany comes, an ineffable notion that blazes forth in his mind, teaching him not only of the darkness in the world but of mankind and their path to salvation. And with this grail, containing the light of knowledge, he returns from crossing the Abyss,

to restore society to a state of utopia, and the future generations of the realm would be indoctrinated as to the moral meaning of the hero's exploits. Perhaps one day such a one would be understood as demigod.

Alas, the man with whom this tale begins was never a hero.

He was thrust abruptly into a different kind of dark forest, without benefit of a mystical call to chivalrous exploits, his past unknown even to himself. Locked away each day in a small room of some remote shrine, he was served gruel by a woman who appeared to know him, then told he was murdered and subsequently resurrected from the dead. Today he dreamt again of Death's pale visage, his closest memory, while sleeping upon a hard, wood-framed bed, with rough sheets and wool blanket pulled up around his ears. His body was chilled by the moist, cool air of a windy spring morning.

A distant roll of thunder awoke him from his fitful slumber.

He sat up in a small bedroom, blinking the sleep from his eyes, hoping that he had been dreaming. Unfortunately, everything was as it had been since his awakening from the coldest of slumbers.

Along the left wall was a fireplace, its log wreathed by an undying flame that flickered with a cold, violet hue. The exit from the room was a single, iron-bound wooden door, across from a narrow window adjacent to his bed. The door was always locked, except at meal times.

Toward the center of the room stood a chair next to a small, cherry-wood table, on top of which was an urn holding an arrangement of bluebells and daisies, a crystal glass and pitcher of water, and a bowl containing apples; recent gifts from the attractive woman who served him his meager meals each day.

Swinging his legs over the side of the bed, he placed his aching feet down on the woven hemp mat and arched his back, cracking his vertebrae back into place. His entire body was in pain, but he felt he was recovering well enough, considering a recent run-in with death.

He splashed his stubbly, unshaven face with fresh water from the wash basin beside his bed, then curiously opened the reflective lid of the chamber pot. The pot was empty, odorless, as he'd expected. His captors were either thieves or rich--they certainly had access to some consummate magic, he thought.

The wardrobe cabinet located several feet from the base of his bed contained a humble but not uncomfortable brown cassock, which he wrapped around his body, pulling the cloth sash tight around his thin waist while walking to the table and pulled out a rickety chair. After pouring a cool glass of water from the pitcher for himself, he settled into the chair and faced the door, with the cool morning breeze at his back, and waited for Lydia, the woman who served him breakfast. This morning will turn out quite a bit differently than the others, he decided.

The shadows of the room receded as the sun continued to rise in the eastern sky, sending a sliver of bright light through the bedroom window. The light of the fireplace faded in proportion to the sunlight, slowly changing from violet to a pale silver flame, the latter color normally signaling the arrival of his morning gruel.

Sure enough, a polite rapping at his door.

"Enter," said he, and the door creaked open.

"Good morning to you, Sir Lethe," said Lydia, as she entered the room with a steaming bowl. She smiled and said, "Since you've recovered so quickly, I've brought you this morn' a thicker porridge. Your stomach ought to handle it just fine."

Taking the steaming bowl into his hands, he mustered up his best, warmest smile and looked the fair lady directly in the eye. "Why do you call me Sir Lethe?" he asked pointedly, while stirring his porridge.

Lydia pursed her lips with a contemplative look. "Because you have forgotten who you are," she replied cautiously. "I call you by that name because it connotes one who has returned to this world from out of oblivion. You see, you suffer from the forgetfulness associated with death."

"Again, I ask you, why was I brought here and raised from the dead?" His voice hardened.

"You ask that every morning," snapped Lydia, planting her palms down on the table and leaning toward him. "I have begged you to be patient, and yet you continue to hammer on me!" Then, her voice lowered, "Each morning I've prayed that you could demonstrate a bit of sang-froid…"

"No," roared Lethe suddenly, heaving the wooden table into the air, "You keep me here prisoner, but I will be held no longer!" Lydia cried out in fright, stumbling back in a rain of apples, daisies and bluebells. The table toppled heavily on its side, sliding into the bronze screen of the fireplace, two of its legs cracking asunder.

"Please, don't!" pleaded Lydia as she backed away. Her long, dark hair was mussed, her robe drenched in water and covered with porridge.

Lethe strode to the door and slammed it shut, then turned to face his captor, his eyes red with anger. "Tell me who I am," he yelled forcefully, guarding the door.

"I can't yet," she cried, seizing a poker from the fireplace to wield defensively. "You could be under some evil influence!"

"You're right," Lethe retorted with a laugh like a convulsion, "but I think that influence is you!" Now was his only chance for escape, while he had her off balance. He didn't fear her impromptu weapon, thinking he could physically overwhelm her if need be. Yet something in her voice made him hesitate, some maddening familiarity that stayed his hand. He could not bring himself to advance against her.

Lydia removed a small, engraved symbol from her side pocket and shut her eyes momentarily, bowing her head as if in prayer, while still gripping the poker in one white-knuckled hand. "I rebuke you," she whispered.

"Damn," Lethe swore, sensing some kind of numinous force filling the room. He launched himself at Lydia, hoping to take her down to the floor while avoiding crushing her. He grappled her with all of his strength, knocking the poker aside, forcing her lithe body to the ground. She cried out in pain as air exploded from her lungs, but simultaneously her body blazed with a mystical force that enveloped Lethe, causing him to gasp as if tackled by a man with the same momentum. With a blinding flare, and at precisely the second her back hit the floor, his body was flung up and backward, twisting in the air and landing heavily on the overturned table. Its top split in half with a squeal of tormented wood.

Groaning, he rolled off the splintered table and rose to all fours, his face dripping blood onto the floor. Apparently he'd seriously underestimated this woman. A pair of sandaled feet appeared beneath his nose, swiftly kicking him in the head. His body rolled to the side from the force of the blow, and his skull cracked the fallen urn.

"Never hit me again, my love," seethed Lydia, still wheezing, standing above his crumpled form. Her voice sounded not only angry, but wounded.

Nursing his nose as he regained his feet; he heard the sound of the door slamming shut, and the lock turning. What the hell was going on, he wondered as he struggled back to his bed. My love? She apparently had some history with him, and if her words were true, it would certainly explain his hesitance to assault her, even though a prisoner.

"Great, my truelove is holding me prisoner and beat the crap out of me. What next?" he exclaimed, angrily kicking the bedwarmer.

The afternoon passed with no noontime meal. The clouds departed, and the day turned out to be one of blue skies and a warm temperature suitable to springtime. But though the rain had passed, the maelstrom in his mind did not cease; and Lethe contemplated his plight.

While it was true that Lydia locked him in his bedroom each day, she had done him no actual harm until he assailed her. He was beginning to think that her motive may actually be to protect him, but from what? If she had indeed been his lover, and he was foully murdered, it would make sense that she'd want him resurrected. But why would somebody have wanted him dead in the first place?

Also, it was odd to him that he would be able to identify every common thing, could recall knowledge pertaining to the world he lived in, was able to function basically as an adult, and yet was totally unable to remember a single thing about his life. He was no expert on the phenomenon of returning from the dead, but was it truly common, he wondered, for a man new-raised to leave his identity on the other side of the spiritual divide? Was it a theurgical blunder, or a deliberate removal of his memory? He had to know, and that need would supersede any uncertainty concerning use of force. Next time there would be no more hesitation.

That night, there came another knock at his door. It was a different knock, more forceful than Lydia's, only two raps.

"I'm entering. I bring either your evening meal or a solid beating if you are recalcitrant," warned the acerbic voice of a woman on the other side of the door.

"I would prefer the food," Lethe said dryly.

A key was turned and the door swung open, revealing a woman advanced in years. She wore a white velvet blouse under a dark green frock, and held a gnarled applewood cane in one hand and a bowl of porridge in the other.

"Wise choice," she said, entering. Her face was wrinkled and weary, framed by thin silver hair, but her teeth white and her eyes bright, full of youth and power.

"Tell me why I'm being kept in this shrine," demanded Lethe, his voice nasal due to his pressing a wet, bunched-up rag to his broken nose. "No more games."

The old woman's eyes lit up with mirth at his angry, muffled voice. "You were brought here a corpse, so whatever your complaint, rest assured that your situation has improved. Now eat your food and ask no more questions until we are sure that it is in your best interest to reveal more of the story."

Shaking with frustration, Lethe retorted in an urgent voice, "I'm not some ignorant child to be shielded from the harsh realities of the world!"

"Hush! You are being shielded from the harsh reality of yourself. You cannot afford to know more, not until we are sure you are in your right mind."

Lethe stood up suddenly, seething, and shook his fist. "You bet I'm out of my mind! I'm being told now that I'm being kept safe from my self? What next? Are you to say that I was my own murderer too, that you are you the matron of an insane asylum?"

"It would seem so to judge by your actions, good sir, but you are creating that sort of environment for yourself!" said the old woman. "And to tell you more would perhaps, in a sense, force you in the direction of suicide. We certainly can't have that."

"And just what in the nine hells is that supposed to mean?"

"Any further outbursts and I will be forced to treat you as if you are insane, perhaps bind you to your cot for the night." She brandished her cane.

They locked gazes for a moment, but Lethe sat down, defeated. He could not bring himself to accost the old woman; his body hurt too much and his resolve quickly faltered.

Placing the bowl of porridge on the floor, the woman turned to leave. "Eat your porridge," she advised tersely, "it has strong medicinal herbs mixed in." Then, hesitating, she dropped a white cloth on the floor and said, "Clean yourself up…you look gruesome."

Lethe cast his eyes down to stare at the white wash cloth she dropped at his feet. The door was almost shut when he asked in a calmer voice, "What's your name? Can you tell me that much?"

"Riona," she said. "High Priestess of Jord…"

"…Jord the earth goddess. Daughter of Nott and Annar, sister of Dagr, half-sister of Delling, and first wife of Odin, mother of Thor," finished Lethe pedagogically, surprising himself. "Hmmph. How did I know that?"

"Lucky guess." She shrugged, then shut and locked the door.

Dropping the damp, bloody rag to the hemp mat at his feet, he bent over and picked up the wash cloth, ignoring his meager dinner. The cloth was embroidered with the images of trees, doves, a fox, and a lioness in the center, and oddly warm to the touch. He wet the cloth in the wash basin, then pressed it to his nose. A sudden flash of warmth penetrated deep into his skin, and, startled, he brought it away from his face. With a short cry of surprised pain he realized the bones in his nose were reconstructing at a preternatural speed; the blood running down his nostrils turned to salty water dribbling down his chin. The process ceased after a few seconds. Gasping in astonishment, he sneezed the remaining water from his nose.

He sat stunned for a moment, rubbing his nose, but grew even angrier and more frustrated. The magical healing Riona's washcloth had provided placed her in an aggravating maternal role, as though he were a child administered medication by a chastising mother. Balling up the magical cloth, he hurled it across the room, which hit the wall with a dull thud. "Thanks a lot!" he yelled sarcastically. Nobody answered.

Sitting down, Lethe reviewed his situation. Lydia claimed that he suffered from the forgetfulness common to those rare individuals raised from the dead, and Riona added that he was being "shielded from the harsh reality" of himself. Perhaps this forgetfulness was something that could be cured, but they took no steps to correct the problem. Or it could be that the two women were in fact the cause of the entire cycle of his death, resurrection, and resultant memory loss. In any event, the problem ran deeper than a bloody nose. One thing was certain; these women wanted him alive, and the younger one wanted him to believe she had once loved him.

A frontal assault, in retrospect, was a bad idea. Not only was it likely the women possessed powers he could not match in strength, he concluded he lacked the temerity to hit a woman. Grimly, he wondered how many times before his death he had been forced to come to that realization. Probably it was a woman who murdered him, he thought sarcastically. "Oh, enough!" he chided himself, then laughed aloud and spoke to the empty room. "Ought death make one a misogynist?" No, but there were other ways to deal with his situation, like running

for the door next time it was opened. In the meantime, sleep beckoned…

The moon slid slowly across the night sky as Lethe dozed; the sounds of crickets punctuated by the occasional hooting of an owl providing an almost musical accompaniment to his dreams. Then, in the deep blue light of early dawn, distant voices, the thudding of hooves, and the sound of clanking armor broke through the haze of his sleep, causing him to stir. He cracked open one eye, watching the door opposite his window, and listened intently. Did he dream those voices?

A terrible clamor resounded from somewhere within the shrine—a door bashed in, the fervent battle cries of men-at-arms, the scream of a young woman taken by surprise. These signaled to Lethe that he was definitely not dreaming.

Riona cried out vehemently from somewhere beyond the bolted door of Lethe's room. "Unhand me, you filthy, horse-spawned, cretinous louse!"

Lethe was unsure of the layout of the shrine—in fact, he couldn't even remember being brought to his room—but judging by the volume and clarity of Riona's outburst, she couldn't be any farther than down the hall to his south, which would be a quick left beyond his door. I bet they'll regret locking me in here, he thought, then jumped up from his bed and picked up the bronze fireplace poker.

Then a horrified, strangled cry issued from Riona's assailant, though the nature of his affliction was beyond Lethe's ken. "Die by nature's thorns, impudent mongrel," spat Riona.

Lethe hesitated. Should I break down my door? he wondered. He had tried such a maneuver before, leaving his shoulder bruised and the door still standing. Scanning the room, he spotted the magical embroidered cloth balled up on the floor. Deciding that it certainly could be useful in case of a broken shoulder, he picked it up and stuffed it in the pocket of his robe. Maybe with a good running start and a bit more determination, he thought, I'll be able to break down that door…

"You've breathed your last, foul witch," boomed a male voice from beyond the door, seemingly opposite from where Riona stood. His voice rose above the shouting of men in the background. The sound of heavy, metal-shod boots thudded swiftly by Lethe's door.

"Flee or be slain by one entity *vitalitas*," intoned Riona cryptically. The man responded with laughter. "Yeah, whatever, lady."

Enough of this! decided Lethe. He propelled himself at the door, leading with his one unbruised shoulder. With a loud CRACK he hit the door, causing the wood to buckle but unfortunately not to give entirely. He bounced back from the door, his shoulder hurting.

Whipping himself into a frenzy, he launched himself at the door again with a frustrated yowl, slamming into it with all of his might. Again and again he hurled himself at the door, until his sight turned to patterns of confused colors and began to blur, and all the while the sound of battle rose to a cacophony. The screams of dying men filled the shrine and rang through his brain. And then, finally, the door burst open and Lethe stumbled out into the corridor, dropping his poker, only to fall over some man's unconscious body and hit the far wall with uncontrollable momentum. Rising to his knees, he scrabbled for any handhold to support him. As it happened, the wall was oddly covered in vines and moss, so he found himself clinging like a drunkard to its surface as he waited for his vision to clear.

His eyes focused after a moment to reveal a macabre sight: dead men hung from the ceiling in the torch-lit hall, their feet swinging limply above the stone floor, their necks broken by noose-like vines and similar flora that covered the short length of the hallway. Others were hanging upside-down, their eyes punctured by long, sharp thorns that extended from the vines, their mouths filled with suffocating moss. The rest lay dead on the ground, held fast by constricting vines, covered in moss, various weapons strewn like useless toys around their bodies. Riona was nowhere in sight. Good thing I decided against the frontal assault, thought Lethe grimly.

Looking around as he caught his breath, he saw that the hallway ended in either direction at a single wooden door, each broken in, their hinges torn from the walls, their wooden bars cracked beyond repair. He bent over and yanked a spiked club from the curled fingers of a vine-strapped corpse and, grabbing a lit torch from a wall sconce, headed toward the din of battle, which seemed to have moved further into the heart of the shrine. But before he made it two paces forward, his heart jumped into his throat as he unexpectedly found himself tilting backward, totally off balance. His ankle had been seized by somebody's powerful grasp, his leg pulled out from under him, and he fell hard onto the stone floor, dropping his torch.

A large, bearded, wild-eyed man, wearing battle-worn chain armor, straddled him where he'd fallen and punched him repeatedly in the chest with wild, frenzied blows. Luckily, Lethe had managed to hold on to his spiked club and brought it up with an arching blow aimed to the side of the man's skull. The assailant sensed the shift beneath him and tumbled off before getting brained, then got to his knees and grabbed the torch from the ground.

"What are you here for?" gasped Lethe, scrambling to his feet while wielding his club defensively.

"You are to be executed on grounds of sedition against our god!" growled the man and lunged to attack with the burning torch. Lethe sidestepped the attack, pivoting on one foot, and struck the man on his back with his club. The man fell forward with a yell of pain, but rolled with the impact, his armor preventing penetration by the spikes, and twisted to avoid landing on the torch. He ended up on his back.

"Who am I?" asked Lethe flatly, standing back a pace.

"An idiot!" retorted the man, dropping the torch and rising to his feet.

Lethe lowered his weapon slightly. "Who am I that I must be murdered?" he asked again in desperation.

The irises of the man's dark, deep-set eyes flashed azure as he intoned a word of power—a rod of force resembling brightly glowing electrum sprang into existence in his right hand, as thin as a willow wand. "Lord Vidar guide my hand," he murmured, stepping forward to attack.

The glowing rod was brought down with devastating force, breaking Lethe's interposing club in half, forcing him backward. A second blow broke Lethe's arm and forced him to the ground. The man then stepped forward and stamped on his broken arm at the joint, crushing his elbow with iron-shod boots. Lethe cried out, feeling his bones crack .

"First I destroy the traitorous arm that would strike at his own brethren, " laughed the man with murderous relish, "then I crush the sinister hand that would cut our throats in our sleep!" Lethe screamed as his exposed hand was whacked hard with the glowing electrum rod, breaking every bone.

"Ludwig," called a deeply resonant and commanding voice from behind Lethe's prone body.

A warm golden light filled the hall, making the man wielding the glowing rod resemble a bronze statue of some madman, his black knotted hair wildly unkempt, blood and thorns covering his armor and wreathed in vines. He stepped back from Lethe's crumbled form, regarding the supernatural presence with awe, and willed his magic weapon to blink out of existence.

"Protector, I have found the traitor…his death won't be so short this time," panted Ludwig.

"I will not protect you now," chastised the presence. "You have attacked wrongfully a priestess of Jord, who is first wife of Odin, mother of Thor. Deal with this now on your own, for your lord does not assist the ignorant, even if such a one acts out of fervent faith."

While the supernatural presence spoke to his assailant, Lethe hurriedly removed the healing cloth from his robe and wrapped it around his broken hand, and then his arm. He doggedly remained silent the whole while, shutting his eyes and clenching his teeth to bear the pain as the bones in his hand and arm quickly re-knit.

The presence vanished, leaving the two alone in the flickering torchlight.

As the man whose name was apparently Ludwig stood in shocked silence, Lethe tightened the cloth around his fist and sprang up from the ground, striking the man full in the jaw with every ounce of strength he had left. The man fell hard, howling in pain, his jaw broken.

No time to waste. Lethe turned and ran through the closest door as fast as he could, though a refectory with smashed and overturned tables, past halls overgrown with thorny foliage and vines, hurtling through several wooden doors hanging half off their hinges, until he burst out into daylight to follow an arched way along the inside wall with a columned opening along one side which lead to a wide courtyard.

The courtyard was alive—a mass of writhing, probing green tendrils. Pale, terrified men in full plate armor were constricted by vines, some of them pressed to the trunks of large hawthorn and black locust trees, others held face down by massive tree limbs, suffocating in the dirt. Two fully harnessed chargers stood by the outer stone wall of the courtyard, snorting in fear, shying away from the apparently sentient and hostile plant life. A single wooden gate leading to verdant, hilly countryside stood open in the outer wall, its locking bar sundered.

Lethe walked cautiously forward on a cobblestone path, smelling sweat and blood in the

air, winding his way through the center of the courtyard, stepping through patches of witch grass, flowering moss, ivy, creeper vines, and ground pine. The flora moved away from him with an eerie rustling as he approached, apparently sensing his innocuousness. In the center of the courtyard was a clearing where stood a monument of megaliths, arranged in a circle and surrounding a mound of verdant earth…on which the old woman Riona was prone. Her dark green frock was soaked with blood, her hair as untamed and tangled as the surrounding foliage, but she held up her head and watched with glazed eyes as Lethe came forward.

"Fetch my cane, young man," she snapped in a hoarse voice, nodding her head in the direction of her applewood cane, which had fallen to the side of the mound during conflict. "The spirit has gone, so I must rely on mortal means."

Lethe picked up the cane and placed it in her gnarled hand, also aiding her as she struggled to rise. "Are you sure you ought to stand?" he asked as she rose unsteadily to her feet; it looked as if she had lost quite a bit of blood. She stumbled as if in answer, sliding down onto her hip, but Lethe caught her fall. "The cloth," he muttered, unwrapping said item from his hand and presenting it to Riona.

"Its magic is spent," she said, tossing the cloth on the ground.

"So what do you need?" snapped Lethe.

"I need you to go and find Lydia, and quickly," said Riona. "She escaped the initial assault on the shrine, but she may be pursued."

"She could be anywhere!" exclaimed Lethe.

Riona shut her eyes, wincing in pain, and settled into an awkward seated position, hanging onto her cane like a puppet with several supporting strings cut. "No…probably down to the west of here, past Hawk's Cliff. There are two old cottagers who live down in those woods. They've been kind enough to hunt for us while we've watched you here. Their names are Emma and George. You should go there, find them."

"You'll die here," admonished Lethe, "you shouldn't stay—"

"—There are new disturbances. Some of the men inside have cut their bonds…" interrupted Riona cryptically, ignoring his concern. "Go now, sir! I have sacrificed much for you and Lydia, do not make my efforts a waste. Fear not for me, my goddess watches over my soul."

"Wait! I need to know what this is all about!" Lethe demanded.

Riona only smiled wryly in response, her eyes shifting color to a deep forest green as she thrust her cane into the dirt. She spoke a short Activation that instantly caused her skin to alter, beginning to resemble the bark of a yew tree. Her feet took root, her arms merged with the sides of her body, and her neck elongated, branches and twigs formed from the side of her head and arms. "Run now and I'll prevent the passage of your pursuers."

"*Who am I running from?"* yelled Lethe, kicking up dirt.

"You run from yourself. Now *GO*!" Riona's voice sounded through the rustling of the leaves, in the wind, causing the ground of the courtyard to tremble, cutting through the air like a force of nature.

So Lethe ran, taking the horse at the gate as his own, then racing away on horseback with his shadow ahead of him, headed due west toward the woods of uncertainty, in metaphor and in fact.

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*Continued from page 2*

in vapor for 24 hours." Do Kobolds have a natural tendency to unwillingly disappear in mist as a "racial handicap," a reference to an unstated racial capacity duplicating the Enchantment Power *Vanish in Vapor* (***LR4AP***:103), or something else? Is the fixative a hurled missile weapon, or an ointment which must be smeared upon captured Kobolds? *Beasts of Lejends*™ sheds no light on this, either...

Steve C.

***Geourgy Correction***

The Wise One sent this missive recently, with a request that it be made general knowledge:

"In going through the *LR4aP*, and much to my chagrin, I discovered an error I made in the Geourgy Ability General Powers.

Power #14 reads "Shadow Bolt," and it should read "Shadow Blast," with the Power explanation as follows:

Shadow Blast: Very Minimal General Power

By activation of this Preternatural Power the Geourge sends forth instantly a cloud of negative energy that appears as shadow. The wave of shadowy stuff is 20 feet wide, beginning at and centered on the hand of the activator, and extending for a distance of 30 feet. Each subject within this area that is not protected against negative energy will lose all capacity for action for the remainder of the ABC, and will suffer an action penalty the following ABC equal to the length of time in the previous ABC they were affected by the shadow blast, so that altogether the effect is 3 full seconds in duration."

# Bantos

## A Deity of the Yattemic Pantheon

**By John R. Troy**

The following material was sent to me for review, and I found it to be just what should be detailed when Hekaforge Productions is able to do sourcebooks detailing the deities and ecclesiastical organizations thereof for the 20 different pantheons that will be published en masse in the Lejendary Pantheons sourcebook some time in the not-too-distant future.

To put this into perspective, the entire survey of the Yattemic Pantheon is appended to the specific treatment for Bantos. Your comments are solicited. *(Gary Gygax)*

**Name:** Bantos
**Aliases/Titles:** Bringer of Peace, Lord of Learning, Smiling Spiritual Sentinel, Master of Meditation, Tri-Eyed Seer, Wiseman of the High Ones.
**Rank:** 5th Rank (Major Deity)
**Primary Concerns:** Learning, Teaching, Wisdom, Serenity, Insight.
**Other Concerns:** Spiritual and Psychic healing, Extraordinary Detection, Warding, Apotropism, Exorcism, Meditation, Children, Peasants and Commoners, Orphans and Elders, Seers and Mystics.
**Classification:** God, Celestial, Benign, Intermediate (High One, Insight Trinity)
**Sacred Things:** Dove, Owl, Sunset, Candles of Beeswax and Silver, Sapphire.
**Background:** Bantos is one of the oldest and most prominent High Ones. According to the myth he was one of those gods who came during the creation of humanity and the main battles with the monsters. In such legends, Bantos was considered the Wiseman and Seer of the High Ones. He worked to comfort the worried and to dispel despair, and through his Theurgists taught humans the arts of meditation, self-reflection, and education. His legendary Third Eye helped him to gain celestial insight, and he completed the Insight Trinity (which consists of him, Huhulax, and Zegol-otou). He helped Huhulax spread his knowledge by developing the process of formal education, and helped Zegol-otou access the Extraordinary Powers by training him in the meditative arts.

**Powers, Artifacts, and Statistics:** Bantos' Third Eye can see anything in its actual form. Even a deity or monster of greater rank is hard-pressed to cloak or deceive Bantos when actually in his immediate presence. Through concentration, Bantos can scry the mind and soul of a being, and can discern the history of a subject or object, even reviewing the rede of alternate probable outcomes. He uses a powerful Extraordinary item, the Sparkling Sapphire, to extend this power over space, time, and probability.

Should Bantos so choose, this Third Eye can damage, destroy or at least banish beings who are malign spirits of the dead and nether spirits, such as demons, devils, the living dead, etc.

Through his smile and his aura, Bantos can project a peaceful and primal calming effect in up to a 100' radius, so that virtually no mortal beings of non-malign nature will be able to initiate or cause any sort of violence.

Via his soothing touch, Bantos can cure insanity and remove fear and worry.

As the god of learning and meditation, Bantos can grant a boon of quick learning to a being capable of learning.

**Relationships**
*Pantheon – Family:* No Known Relatives.
*Allies:* The High Ones, The Elder Entities.
*Associates:* The Insight Trinity, Morgyn, Ellani, Lirlya.
*Foes:* Qar Lytolep, most of the Ancient Masters, many of the Dark Princes.

**Servant Creatures**
*Sapphire Sentinels:* These 9' tall humanoid beings appear to be cut from some sort of Supernatural sapphire, and have a blue flame surrounding their heads. They serve Bantos as protectors of the innocent and are called to defend his faithful against forces of evil.
*Blue Maids:* A special breed of Yattemic nymphs, they are said to hear the cries of despair and hopelessness among mortals. These nymphs seek out those in great pain and try to eliminate their sufferings – sometimes from counseling and healing, other times by seeking out a Preternatural or Supernatural source of the despair and eliminating it.
*Holy Wings:* A special kind of Aetherowl, these beings have the same stats, plus great intellect and the ability to speak several languages and even cast spells. They serve as Bantos' messengers and scouts.

**Religion—Details**

The primary adherents of Bantos, making up 80% of the clergy, are called simply the Bantites. Bantites wear robes of turquoise, graduated by increasing rank down to a dark shade of purple for the Prelate. Those who progress from the acolyte stage get permanent tattoos on their forehead to symbolize Bantos' third eye. They wear their holy symbols around their neck, usually made of wood or brass for lower-ranking clergy, silver for higher-ranking. Bantites carry a plain quarterstaff, which acts as both walking stick and defensive weapon when needed.

Temples to Bantos are domed structures, without pews or seats, but rather mats and rugs for worshippers. Worshippers sit lotus style or kneel in prayer. The focus is a statue of Bantos, usually anywhere from 8-10 feet in height. A small altar is usually placed in front of the statue. Within the temples' outer walls, shrines are dedicated to allied deities.

The Bantite religious ceremonies usually contain meditation exercises and silent prayers, along with chanting ceremonies where dogmatic creeds are recited. The priests will also tell a parable or story of reflection as needed. Some of their tenets include the following:

- Avoid excessive desire. Enjoy life, but don't overindulge in specific aspects of it. Seek a balance of pleasure.
- Pain is a necessary part of life. Accept it and deal with it. Do not dwell on it. It will pass like most things.
- Seek knowledge in all its forms. Inquire into life. Illuminate yourself with the light from Huhulax, and keep on learning even after your education is over.
- Ignorance is the way towards evil and insanity. It is a false bliss, leading to pain, suffering, and death.
- Extreme emotion passes. Do not feed into your rage or anger. It will pass, but actions from that rage may not be fixable.
- Keep your mind clear. Avoid indulging in intoxicants and addictive substances. Clouding your mind to seek artificial bliss is destructive to yourself and those around you.
- Passion is part of life, but it is better to have compassion than passion. Love takes time to build and grow.

Another common Bantite exercise is the lesson. During each worship ceremony, a Bantite will spend an hour or so teaching a subject, usually something like history or philosophy.

Bantite priests start out as acolytes in abbeys, learning the basic tenets of the faith. Once they graduate, they either serve in monastic orders, become underpriests to a chapel or temple, or enter a life of journeying.

An interesting quirk of the Bantite faith is the high number of priests who have no set location, but move from place to place. Officially named the Wandering Seekers, or wanderseekers for short, they are friars who serve Bantos and who spend their time wandering from place to place, be they hamlets, villages, cities, castles, manors, or holy places. They do this to serve the needs of people. They don't carry a lot of wealth; either they visit a Bantite chapel or temple, one closely aligned to the faith (such as Huhulax or Morgyin), stay in low priced inns or boarding houses, or barter labor and castings for food and shelter. They never stay long in one place—until a crisis or problem is averted, but not for more than a few weeks or months or so. They keep journals, which they drop off at Bantite temples when completed. Close to 50% of the primary Bantite faith are friars of these sorts.

In addition to temples, Bantites tend to serve their faithful as teachers. Many serve the common folk by giving this as charitable aid to the poor. Others run schools for fees—the fees supporting the church and the charitable works. Some are hired as private educators for the aristocratic classes. Bantites also run orphanages—which are run a lot better than others in the state. Because of their leanings towards peace and wisdom, Bantites make great state ambassadors and negotiators.

Bantites have worked with Huhulax on several projects. Certain schools and libraries are joint projects of both deities, with clerics of both deities working together, and jointly managed by the two faiths.

Bantites learn defensive and "soft" martial arts. They are allowed to use the quarterstaff for defense, but as devotees of a god of peace they are only expected to fight if pressed, as war is a last resort. They shun wearing armor unless in dangerous situations. They will avoid using weapons that can't easily be used to stun, disarm, or parry—such as most

edged weapons. In wartime, Bantites in an army focus on protecting the innocents, healing warriors, and defensive castings and warding spells—they are not expected to fight offensively.

This doesn't mean, however, that a Bantite will sit and be sacrificed. Wisdom states that "Peace doesn't equal stupidity." If a Bantite stands between an assassin and an innocent girl, and the assassin refuses to back away, the Bantite will respond with as much force as necessary, including deadly force if pressed. They also know that Extraordinary evils, such as demons, vampires, and other Supernatural evils are irrevocably corrupt and must be dealt with immediately.

Above the rank of priest, there are the Invocators (the Yattemic version of the High Priests), who usually serve larger temples in more populated areas or special holy temples/sites. Some Invocators belong to the Wandering Seekers, and conduct pilgrimages along with other Wandering Seekers and lay people interested in the faith, but no Bantite can rise above this rank and still be a wanderseeker.

The Grand Invocators are equal to the Grand Priests, managing the entire Bantite religion for an individual state. Usually, there is one for each state of the Yattemic Pantheon, although large or highly populated lands may have more than one.

Like all of the religions of the dozen Most High deities, there are an additional two Grand Invocators who become members of the Pantheatic Council, those which make up the Council for the Pantheon.

The public head of the faith is known as the Wise Elder. He sets the public policy for the Bantite faith. Valuing wisdom, the Wise Elder serves until he is dead, unfit to work, retires, or is called to higher duties. This prelate is the public head of the Bantite faith and sets all policy along with a subordinate council of the Grand Invocators. Most of the time, he or she makes most of the decisions, but occasionally he gets guidance or orders from a cabal known as the Ineffable Seers.

The Ineffable Seers are a mysterious council mostly made up of former Wise Elders of Bantos deemed worthy of joining that has existed for centuries. Currently, nine are rumored to exist, though the number may have varied over time. They rarely appear among the active clergy, and usually are only seen cloaked in hooded azure robes—this is mostly to protect their identities, but also to hide their actual third eyes. Bantites of all orders can see an aura of power surrounding them (this is only viewable by ordained Bantites, and this effect can't be duplicated by normal illusion magicks).

The Ineffable Seers replace their ranks by calling on some Wise Elders to retire. However, this doesn't happen too often—according to some accounts, elders tend to live much longer than the normal human life span. They serve and commune with Bantos directly, so when they do appear, all Bantites listen, and any Ineffable Seer can override any edict or command from even the Elder. One of these Seers is elected to be the Supernal Seer, though which individual is the Supernal Seer is only be known within the cabal itself. Once per year, the Wise Elder must make a pilgrimage to visit the Seers, though all of them never appear to him at once.

**The Order of the Guarding Owls**

This order is an officially sanctioned sect of Bantites, and they serve a specific purpose within the organization. They make up about 15% of the total Bantite faith. While Bantos is a god of peace and serenity, he is also a protector of the innocent. Those who join this sect specialize in skills such as castings of protection, warding, apotropism, exorcism, divination, detection, and similar Powers or spells that ward against evil. Like other Bantites, they also train in unarmed combat and combat with the quarterstaff, but to greater extents than the standard clergy. Some serve as guardians at the various temples, shrines, and other places; other wander like the wanderseekers, serving as protectors where needed, and actively watching for and hunting the worst of evils: undead and evil spirits, plus those who practice evil castings.

It may seem odd that a god of peace would have warriors, but Bantos is also a god of wisdom; again, "peace doesn't equal stupidity." The Owls seek peace first, but are prepared to do what must be done. They do not seek to start battles, except in the case of evil undead and spirits, whose very nature is to destroy life and souls, and those who have given their souls and show no hope for redemption.

The Owl hierarchy is its own internal organization that is only subordinate to the Wise Elder of the main faith, but they cooperate and coordinate their activities with the Chief Invocator of each state. Each state in the Yattemic Pantheon where Bantites exist openly has its own central fortress-abbey ruled by an Invocator, the "Great Wise Owl." Occasionally, the highest ranks of the Bantites

call upon members of the Owl Order to act as internal investigators into the body of the faith.

The Owl Order wear the same clothes and vestments as other Bantites, save for the emblem of the owl displayed on a sash over the robes.

**The Mystics of the Sparkling Sapphire**

The Mystics of the Sparkling Sapphire are a splinter sect of the Bantite faith. They follow their own creed and are a more exclusive order, not conducting typical church business, but rather following an internal road to ultimate insight through meditation and discipline. They make up less than 5% of the faithful, and are organized as loose groups (called "circles") of disciples whom follow the more powerful and experienced mystics, as well as the general dogma recorded by the early founders. The name comes from the legendary Sparkling Sapphire that is Bantos' scrying tool, and all mystics try to practice some form of Divination Ability.

The mystics follow the same creed, but over time three complementary "paths" have come to exist. Circles tend to choose a specific path to teach. They are as follows:

*Path of Natural Harmony:* These mystics try to look towards the forces permeating nature—the earth, weather, flora and fauna, etc. They are specialists in magicks that manipulate the natural world—weather, natural flora and fauna. They have been known to guard sacred wilderness sites. They seek to improve natural conditions so nature can be "at peace," and fight corruption of the natural.

*Path of Harmony with the Weave:* Mystics who follow this path seek to harmonize themselves with the Cosmic Weave that powers most spells, castings, and innate powers—in other words, Magick. Those who follow this path specialize in understanding the mystical forces of magick and wielding these powers. Their goals are to learn about the mystic forces that permeate the earth, the mundane and the cosmos.

*Path of the Disciplined Mind:* Mystics of this path learn psychic skills and discipline in body and concentration. They are known to use mental powers and also to have disciplines of control of body…some are said to be able to blend into shadows, even hiding in plain sight.

## Yattemic Deity Family
## A Fabled Pantheon with Inspiration from the Myths of the South Pacific
**By Gary Gygax**

LEADING DEITIES OF THE PANTHEON

Ilaheva: 1st Rank
Papa: 1st Rank
Qar Llyotep: 1st Rank
Rangi: 1st Rank

Hikuleo: 2nd Rank.
Huhalax: 2nd Rank
Hycholtu: 2nd Rank
Lumillex: 2nd Rank
Nareau: 2nd Rank
Ryhrlu: 2nd Rank
Tane: 2nd Rank

Dhu-kalkhru: 3rd Rank
Eitumatupua: 3rd Rank
Hina: 3rd Rank.
Hlogthur: 3rd Rank
Kaalpan: 3rd Rank
Keganul: 3rd Rank
Lukulong: 3rd Rank
Na-areau: 3rd Rank.
Oro: 3rd Rank
Savenyal: 3rd Rank
Tlokhala: 3rd Rank
Yag Sotlagl: 3rd Rank

**Achya:** *5th Rank.* The goddess of chance and luck. Her symbols are the feather and the club.
**Ahoeitu:** *7th Rank.* A minor god who is the protector of small islands. He is the patron of adventurers. Ahoeitu is the son of Eitumatupua, the sky god, and Ilaheva, the Serpent goddess.
**Aluluei:** *4th Rank.* The star god of astronomy, navigation, and seafaring. He is depicted as having many eyes. He is the patron of mariners.
**Arematapopoto:** *7th Rank.* The god of short waves and choppy waters. Servant of Pahuanuiapitasitera´i.
**Arematararoa:** *7th Rank.* The god of long waves and calm waters. A servant of Pahuanuiapitasitera´i.
**Bantos:** *5th Rank.* The god of learning and wisdom, the bringer of serenity and the protector of the spirit. He is depicted as a seated man with a serene and smiling face, and a third eye on his forehead.
**Dhu-kalkhru:** *3rd Rank.* A monster that appears to be a 12-tentacled octopus-squid. He is a deity of elemental water and space, a manipulator of probability, and a consumer of the bodies and souls humans. He is the patron of those seeking power for malign ends. His symbol is a 13-tentacled monster of black on a gold field.
**Eitumatupua:** *3rd Rank.* The mighty sky god.
**Ellanni:** *6th Rank.* The beautiful demigoddess of music and song who is the patroness of singers, entertainers and performers. Her symbol is a silver dulcimer.
**Gancha Va:** *6th Rank*. The goddess of fame and renown, the patroness of heroes and the successful. Her symbol is the golden trumpet.
**Hikuleo:** *2nd Rank.* Malign god of the underworld dimensions of the dead. He is the vile Patron of Necromantic activities.
**Hina:** *3rd Rank.* The great creator goddess of flora and fauna.
**Hlogthur:** *3rd Rank.* The malign Demon toad god, the eater of courage, and the bringer of panic. Hlogthur is the Patron of Sorcerers.
**Huhalax:** *2nd Rank.* The god of the sun, the giver of thought, bringer of knowledge. Huhalax is the patron of scholars and those who learn. His symbols are the rayed sun and a scroll.
**Hycholtu:** *2nd Rank.* The goddess of the moon, stars, and the night sky, and patroness of lovers and astrologers. Her symbol is a silver crescent moon with points circled.
**Ilaheva:** *1st Rank.* The serpent goddess, creatrix of the world.
**Iwa:** *6th Rank.* The Trickster demigod of pretenders, rogues, and thieves. His magical boat paddle enables him to travel seven leagues in a single stroke.
**Juyjaxi:** *8th Rank.* A mortal explorer-hero who was deified and is now the patron of those who seek adventure.
**Kaalpan:** *3rd Rank.* The god of mountains and of volcanoes who can bring earthquakes and eruptions.
**Kanalod:** *4th Rank.* The evil Monster-squid god and king of squids.
**Keganul:** *3rd Rank.* The god of war and battle, lord of destruction, patron of warriors. He is a friend of Tu. His symbol is a gold skull with fiery eyes and a black helmet.
**Klu-Taglul:** *4th Rank.* The Demon god of hatred, jealousy, and revenge. He is a foe to all benign deities.
**Kortzal:** *5th Rank.* The minor god of wealth and treasures. His symbol is a red fish.
**Lirlya:** *4th Rank.* The goddess of flora and fauna, and protectress of the wilderness. She is depicted as a lovely woman standing beside a flowering tree, in which birds and animals are seen, and at whose feet are savage beasts.
**Lukulong:** *3rd Rank.* The god of storms and lightning.
**Lumillex:** 2*nd Rank.* The great lord of the oceans. His symbol is an indigo sperm whale.
**Maui:** *6th Rank.* A lesser, Trickster god and a patron of those who employ Extraordinary capacities of the mind.
**Mowyrin:** *5th Rank.* The god of health and healing, a bringer of vigor. His symbol is a red and white striped horse.
**Nanimulap:** *4th Rank.* The god of fertility, growth, and longevity. The turtle is sacred to him.
**Na-areau:** *3rd Rank.* A Monster and god known as "Young Spider," who is the spinner of elements into matter.
**Nareau:** *2nd Rank.* An ancient greater Monster deity of spider-like form who is called "Old Spider." The god of space and the stars.
**Nukumaitor:** *15th to 13th Rank.* A class of jungle and wood nymphs.
**Oro:** *3rd Rank.* The god of islands, and the one who separates land from water. The conch shell is sacred to him.

**Pahuanuiapitasitera´i:** *4th Rank.* God of the ocean surface. He is served by three deities of the waters, Arematapopoto, Arematararoroa, and Puatutahi.
**Papa:** *1st Rank.* The goddess of the order of the manifold material-dimensional planes. She is the wife of Rangi and by him the mother of Tane.
**Patupairoa:** *12th to 9th Rank.* A class of water nymphs.
**Poukai:** *15th to 10th Rank.* A class of man-eating demons who take material form as man-birds with flint-like beaks.
**Pozulto:** *4th Rank.* The god of freedom and liberty but also lord of license and mischief. He is the patron of outlaws, the oppressed rebels, and slaves. His symbol is an axe severing an iron chain.
**Puatutahi:** *6th Rank.* The god of coral reefs and submerged rocks. A servant of Pahuanuiapitasitera´i.
**Puchalal:** *7th Rank.* The goddess of sudden love and amorousness. Her symbol is the orchid.
**Qar Llyotep:** *1st Rank.* The Monster and deity of chaos, the bringer of insanity. He is exiled to the most distant and empty of other dimensions
**Rangi:** *1st Rank.* The god who is master of space, time and probability. He is the husband of Papa and the father of Tane.
**Ryhrlu:** *2nd Rank.* The malign god of all that brings destruction, misery, torment, and despair. His symbol is a flaming hand with black iron talons
**Savenyal:** *3rd Rank.* The god of the air, sky, and non-sea wind who is the patron of landsmen. His symbol is a circle of blue upon which are two silver bars.
**Tane:** *2nd Rank.* The creator god of the world. He is the son of Rangi the god of space and time and Papa, goddess of the material planes. His plane is Tahunaku**. The drum is sacred to Tane.
**Tangaloa (Kanakoa)** *5th Rank.* The sea god of fish and the patron of fishers.
**Tlokhala:** *3rd Rank.* The Demon goddess of slaughter and execution. She is the bringer of disease and famine. Her symbol is a black vulture and the black rabbit is sacred to her.
**Tu (Ku):** *4th Rank.* God of raiding, raids and piracy. He is a friend of Keganul.
**Turahui:** *13th to 9th Rank.* A class of sky and cloud nymphs.
**Turomo:** *4th Rank.* A Monster deity and the malign lord of all eels. He is the lurker of shores and reefs. His symbol is the skeleton of a wrecked vessel.
**Uuupanipo:** *4th Rank.* The malign shark god and lord of all such sea creatures. He can grant the most vicious sharks and others faithful to him the power to transform to human-form or to shark form.
**Xin-sosh:** *6th Rank.* The malign goddess of the dead and of burial places. She is the patroness of Necrourges. Her symbol is a skeletal gray willow tree.
**Yag Sotlagl:** *3rd Rank.* The evil Serpent who is the god of snakes and all reptiles. He is an ally of Demons and all malign deities.
**Zegol-xotu:** *4th Rank.* The god of surprise and the unexpected. He is the patron of all who practice Extraordinary Activation of Enchantment and Geourgy. His symbol is three adjacent circles, one with an eye, one with a hand, and one with a dagger.

Miscellaneous Information:

**YATTEMIC ECCLESIASTIC HIERARCHY**
Supreme Invocator/Invocatrix
Invocator/Invocatrix
Lesser Invocator/Invocatrix
Senior Priest/Priestess (styled "Intensity")
Priest/Priestess
Officiant

*Pulotu: An other-dimensional plane of the dead.
**Tahunaku: "The Hidden Land" that is the other-dimensional plane of Tane.



## The Trouble with Trollkins--Part 1:

# An Evening at Pibin's Pub



**By Martin Siesto**
*Illustrated by Martin Siesto and Brant Bollman*

**Author's Intent:** It is my intent to provide a solid base for a campaign set at the edge of civilization. With the next installment of this adventure I will have the information in hand to place this adventure location on the *Lejendary Earth*™ setting. I can say that it will be most likely set on the continent of Varan. The town of Hatchett Grove has a very Victorian feel to its architecture and standard of living. The roads are cobblestone and the streets are lit by attractive gas lights. Many of the homes have the beginnings of indoor plumbing with water closets. Most homes are two stories plus an attic and root cellar. The people are happy and most are educated enough to read.

**Placing the Adventure:** The town of Hatchett Grove is a wilderness or border town. Feel free to set it at the edge of any kingdom or in an appropriately wild area. It functions as a hub to the local mining and lumber camps. The land around the town should include dense forest, hills, and mountains. At the time of this writing I do not have access to the *Lejendary Earth*™ setting. When I receive that looked-for work I will place the town appropriately in the setting and update the information in the second part of this adventure, which is tentatively titled "Trouble with Trollkins, or The Death God's Masquerade." The original setting for this adventure was in the country of Velossa near the foothills of the Carpathian Mountains.

**Adventure Synopsis:** This adventure is best begun on the heels of another adventure. Often an LM will find himself running a tavern session. These can be great fun where the players tend to let down their guard a bit and have a good time. Some of the best role-playing sessions have been in a tavern. It is my hope that about halfway through one such session the LM springs the events of "An Evening at Pibin's" on the unsuspecting players. To this end I have put a good deal of effort into describing the town and setting the scene. Those portions of this text that are intended to be read to the players are set off in italics.

The game truly begins at Pibin's Pub. There is a celebration on this stormy night; a half-Ilven bard of some small renown and greater beauty has traveled to the small border town of Hatchett Grove and hung her harp at Pibin's Pub for a night of song and tales, dancing and drinking. Tnetty Rosewynd will entertain and flirt with any male adventurers, all as part of her act. During a break in the revelry the door to the pub is thrown open and a wrinkled Gnomish woman, the wife of the town's watchmaker, bursts in, screaming that something has taken her little boy and husband. As the High Protector is not in town but investigating the Himson farm, the patrons look to the adventurers to save the boy. There are several ways to get reluctant players involved in this if the need of the child is not enough (demerits should be in order for such an Avatar!), these being detailed in the text.

The Avatars make their way through the storm to the Gnomish Quarter. This is a small grouping of homes built not far from the Pub near the edge of town. There are some six buildings in the Quarter, built half in and half out of the ground. The players search the home and find some clues and hopefully the trail that leads to the ruined Cathedral and the old cemetery. The trail leads directly to a large crypt. Inside the crypt the body of the watchmaker is discovered, as well as a hole leading down into

the earth. Beneath the crypt—in fact, under the entire cemetery—is a catacomb network dug by animorts and Trollkin slaves. Stealthy Avatars may be able to listen in on the summary discipline and discussion between the leaders of the vile group. This advance group is preparing the way for the "Death God." They are gathering corpses and skeletons to strengthen the force being prepared to conquer the town. The "Death God" is in fact a Necrourge who was slain some twenty years ago and has returned to unlife as a Lichwight. (see **Things That Haunt the Present from the Past**.) The group is comprised of zomboids (Trollkin, human, Dwarvish, and Orcish), animorts, bone walkers, a group of Trollkin death cult fanatics, a handful of ghouls, balewretches and moriants. The leader of this happy band (a kobold who has delved into the black arts of Necrourgy, named Xer'rin) is accompanied by a savage Orc warrior and a Trollkin Death Dancer.

After the battle is over the Avatars discover (should they survive) a single Trollkin cultist willing to talk. The Avatars glean that a powerful being claiming to be the Mev'Gosz (the Death Bringer—the Trollkin God of Death) subjugated the brangle and hungers for more souls. The Trollkin Onya, a trained Death Dancer and daughter of the brangle's shaman, does not believe it. She overheard the Mev'Gosz being referred to as Marikov by the "High Priest" Xer'rin when talking to Kresh and Hyrnn.

The adventure concludes with a meeting with The High Protector, Magistrate, Friar and Pibin the innkeeper and his wife. In this meeting the Avatars are congratulated and asked to search out the brangle and the "God of Death" and destroy it.

**Things That Haunt the Present from the Past**: Twenty years ago, the town had been the seat of power for Marikov, a Necrourgist of great power and vileness. Marikov was so steeped in evil that he was hardly human, appearing as one of his own creations much of the time. He used the townsfolk in his vile experiments and to strengthen his undead minions. His taking of the town was swift and bloody. The surrounding area was sore pressed to find a way to free the enslaved populace. The Dwarves of Rumblebeard Hall finally hired the Band of the Brand to destroy the Necrourge and free Hatchett Grove. The Dwarves of the Hall, as they are known, were not completely altruistic in their motives; business was sorely hurt with the Necrourge in power. The Dwarves used the town to sell their wares to merchants who came to the town to purchase the ore and timber harvested by the outlying settlements. The Band of the Brand, led by Jack Davich, was able to put an end to the Necrourgist in a pitched battle below the now corrupted Cathedral. There a summoned elemental of Earth and stone crushed him with a huge support column. It was several months before all the balewretches, ghouls and moriants were slain. Of the twenty mercenaries of the band only seven survived to tell the tale. Of those seven, four settled in Hatchett Grove.

**Recent Events:** Little more than half a year past, an enterprising Trollkin screwed up the courage to investigate the rumors of treasure buried beneath the ruined Cathedral just outside of Hatchett Grove. Along with two of his closest friends, Journ made the journey to the ruined church and explored it. Disaster struck the Trollkins when they located the final resting-place of Marikov. He had been crushed beneath a huge column. His great evil in life, his hatred of all that lives, and his desire for vengeance entombed his spirit within his buried corpse.

Thus he was dormant; until the Trollkins, spying what they believed to be a jeweled ring under a pillar, excavated his corpse. The newly freed Lichwight made a quick meal of two of the Trollkins and dominated the third completely. In this way Marikov was able to learn of the brangle, its location, and—most importantly—their belief in Mev'Gosz (the Death Bringer), a Trollkin death god. In the darkness of his ruined fortress the undead Necrourge hatched a plan to take his revenge and dominate the human cattle once more to feed his vile appetite. With Journ and a pair of newly created Trollkin zombies Marikov was able to gather some of his tablets and items secreted in the depths of the chapel. The group then traveled to the brangle and, using Journ as his prophet, Marikov soon became Mev'Gosz to the terrified Trollkins. He fed to his contentment and moved the brangle into a Dwarven mine complex whose inhabitants the Trollkins had annoyed into leaving the year before. Once in the mine he had a temple built in his honor and sent his followers out, calling to himself other creatures of vile intent.

For more information on the rise of Mev'Gosz and the fate of the Brangle see part 2 of this adventure in an upcoming issue of *Lejends™ Magazine*.

**Areas of Interest**

**Town of Hatchett Grove:** This community houses well over four thousand individuals. For the purpose of this adventure I will be detailing only a small portion of the town and that only roughly. In part 2 of this adventure I will enlarge upon the rest of the town.

**General Description of the Town**

*The Town of Hatchett Grove is a sight for sore eyes. Its beautiful Victorian homes promise a bit of civilization (i.e., a hot bath, indoor water closets, fine food, a soft bed) in the borderlands. The town is a hub for several mining and logging operations in the area. Close at hand are the Dwarves of Rumblebeard Hall, known more commonly as Dwarves O' the Hall. Their skilled stonework is evident throughout the town. The cobblestone streets are lighted at night and all in all, the town has a charm all its own. The gentle land gives way to some higher hills on the north side of town. It is easy to see Brand Keep atop its hill to the east of Watchers Way. To the west is a burned ruin and what appears to be an abandoned cemetery.*

**1.) Watchers Way:** *This is the main road leading through the town. It is of well-maintained cobblestone, with lampposts set at close intervals for illumination. Overall it maintains about a thirty-foot width and is regularly patrolled at night. Once beyond the bridge that allows passage over Hatchett's Creek the road quickly becomes a hard-packed dirt road.*

**2). The New Church:** *Off the road you can see an impressive keep-like church and cemetery. Adjoining this is a hostel and stables for weary travelers. The church itself is plain, built from grey granite and set with copper-plated doors adorned with the crossed sword and rising sun, symbol of St. Onterious the Defender. The buildings are in excellent repair and a strong though rather dull-looking young man is walking a horse near the stable.*

There are four buildings that belong to the Church: the church proper, the hostel and nunnery, the mausoleum, and the stables. The church is dedicated to St. Onterious the Defender, and as such is of thick stone and easily defendable from attack. Friar Jerome tends to the spiritual need of his flock with the help of two younger, less-experienced members of his order. All three are well trained in the art of battle and steeped in lore regarding the undead.

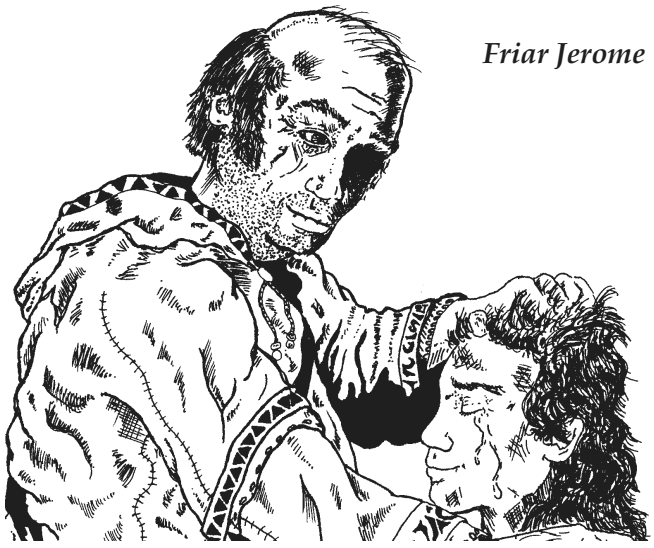
Behind the church is a fenced-in cemetery and mausoleum. South of the church is a hostel run by the three sisters of the order. They care for the sick and also house strangers not able to afford the steeper

***Brother Jerome***
***7th Rank***
***Friar (Human )***
***H: 52 P: 58 S: 10***
***A&A:*** Jerome's robes offer him 4 points of protection from harm, and though not a violent man he has a stout cudgel for defense. There are in addition two younger friars whose statistics each should be roughly one-half to two-thirds of Jerome's.

Jerome is a plain man in his early 50's; his grey hair is shaved in keeping with the vows of his order. He is dressed in simple brown robes tied at the waist with a rope belt. His eyesight has dimmed and he wears a pair of spectacles to aid him in reading. Brother Jerome is acting head of the Church dedicated to St. Onterious until a proper Warder of the Dawn (a holy warrior of his faith) can be appointed. He is a quiet man of firm faith and resolve. What money is gained is used to keep the hostel running and the unfortunates of Hatchett Grove fed and clothed.

As St. Onterious is a patron of the Dawn and an enemy of the non-living, Jerome is something of a scholar regarding creatures of undead origin. His Activations, while left to the LM's discretion, should reflect this.

*Abilities:*
1st: Learning 75
2nd Theurgy 62
3rd: Arcana 67
4th: Scrutiny 52
5th: Weapons 27
6th: Rustic 38



***Friar Jerome***

price of the inns of Hatchett Grove. The day the Avatars arrive in town, a Veshoge merchant caravan numbering 25 or so has taken up lodgings in the hostel.

The stables are large enough to house forty horses, which are attended to by Ganson, a slow-witted orphan in his teen years. He has a knack for caring for the animals and, though slow, is kind-hearted.

**3). Momma Hatchett's:** *Looking up a short path branching from the road, you see a small cottage with trees surrounding it. Above the inviting door is a simple sign that reads "Momma Hatchett's." The cottage is a single story high with a shingled roof and is in generally good repair. There is a stone inlaid path that wanders across the front lawn a bit before reaching the stout thick door set with heavy iron fixtures.*

This is the home and business of Momma Hatchett, the great-granddaughter of the founder of the town. She is old and wrinkled, even by Dwarven standards, but is friendly and always has a smile for anyone who comes to call. She does a little of everything from baking to making cheeses. During the day there is a 40% chance that Grimmer (see **Pibin's Pub** for details) will be here doing odd jobs for a wheel of cheese or two. Momma has a knack for making healing poultices, herbal brews, and some few other enchanted foods of a limited sort. These she sells at reasonable prices. She has lived her whole life in the small cottage and is wise in many things, and knows just about anything worth knowing about the town and its history.

***Momma Hatchett***
***Dwarf***
***H: 42 P: 35 S: 7 AEP's: 28 (42)***
***A&A:*** Momma Hatchett relies on powers of a Supernatural nature to defend herself. She has a Supernatural cleaver in the kitchen and is almost always baking and keeps her rolling pin close at hand. Momma is detailed more fully in Part 2 of the adventure.

**4). The Old Cemetery:** *An old overgrown path branches off from Watchers Way, leading to the top of a hill not far from the road. The ruins of the old cathedral stand as a mute testimony to a darker and bloodier past. The ruins are left as they are no doubt out of respect for the dead buried in its cemetery. The area is overgrown with weeds and has an unwholesome look and feel to it.*

This area is fully detailed later in the text.

**5). The Covered Bridge:** This bridge is beautiful Dwarven stone work, with a shingled roof and small guard post at the south end. There are several lampposts to light both the bridge and the area surrounding it to a good visibility after dark. There are no less than four guardsmen armed with human-sized Gnomish hand catapults during the night. During the day there is posted a pair of guards and an accountant. Anyone wishing to enter is required to pay a monthly fee of $25 per man and mount.

***Guards:***
***H: 28 P: 30 S: 9 (4)***
***A&A:*** Scale armor and shields combine for 15 points of protection.

Each is armed with a hand weapon, knife, crossbow, and halberd. All weapons are well maintained and sharpened (+5 Harm bonus). One guard always wears an Amulet of the Unseen (see *Lejends*™ issue 11, page 3). In summary, the amulet sounds a mental alarm when any invisible entity comes within 60 feet of the wearer. Each time the alarm sounds costs the wearer 5 AEP's.

Each guard has $200-500 in small coins on his person.

***Scribe:***
***H: 18 P: 15 S: 10***
***A&A:*** none. This small older man records all those who enter the town, and collects the toll as appropriate.

**6). Hatchett's Creek:** The creek is some five feet deep on average, with deeper pools in places. It is great for fishing and swimming and in good weather folks come and do a little of both when they can.

**7). Stone Walkway:** This seven-foot-wide stone bridge arches across the creek and was used when the old church was still in use. From the edge of the bridge a cobble stone path now overgrown and in poor condition leads up the hill to the old cemetery.

**8). Pibin's Pub:** (See scene 1 for player description and current patrons)

As mentioned before, this pub and inn is run by a former member of the mercenary company known as the Band of the Brand (so named for the flaming sword their leader brandished in combat). Pibin is an older Feln. (The Feln are a new race not sanctioned for use as Avatars in the *LA*™ system. Information pertaining to the race is provided for LM use at the end of Part 2.)

***Pibin***
***3rd Rank***
***Desperado (Feln)***
***H: 41 P: 67 S: 15 AEPs: 60***
***A&A:*** As a retired mercenary Pibin has quite a few items of note, not the least of which is a set of paired small enchanted crescent swords (+15/+15 harm), and an enchanted hand catapult that automatically cocks itself after each shot. He is of a race akin to humanoid felines, and looks like a black and gray tiger-striped alley cat able to walk as men do. His hands are padded and have retractable claws, but are still able to do most of what human hands can. Pibin wed a human gypsy fortune-teller in his youth; he and his wife joined the Band of the Brand and became wealthy enough to build the Pub. Pibin's pride and joy is his half-breed daughter Sonja.

Pibin maintains contact with some few of his outlaw brethren but is largely retired. He is a dangerous man if crossed. He prefers to look the part of a pirate or gypsy with kerchief and gold loop earring. He wears a patch over one eye and it is rumored he took out his own eye and had it replaced with a magical glass eye. He wears pantaloons and a gold-embroidered black vest unless he is working the restaurant, in which case he is dressed in high Victorian style complete with top hat and tails. Pibin and his race are more fully detailed in the second part of the adventure.



***Grimmer the Oaf***

***Grimmer***
***Unordered (Oaf)***
***H: 90 P: 57 S: 8***
***A&A:*** Grimmer has a crude heavy cleaving sword, a heavy spear and a cleaver. He normally wears 4 points of armor unless prepared for a fight, in which case he dons a makeshift suit of scale armor (8 points of protection, 2 point Speed penalty).

***Abilities:***

1st Physique 74
2nd Weapons 46
3rd Ranging 62
4th Theurgy 26
5th Nomad 38
6th Hunting 47

***Knacks & Quirks—Knacks (2):*** Animal Imitator, Pious. ***Quirks:*** Turophilia. (See *Lejend Masters Lore*™, pages 1-10.)

Grimmer is a huge Oaf of a kind disposition. In his youth he traveled with his clan and did pretty much as they did until one day when the clan happened upon some travelers. These folk were easily overcome by the Oaf clan. Grimmer did not like what was happening…in his heart he knew it to be wrong. He gathered several of the survivors in the night and fled with them, heading in a direction he hoped would lead to others like the pale-skinned humans.

To make a long story short, Grimmer got the children to Hatchett Grove but was sorely wounded in the process. He was taken in by Brother Jerome and nursed back to health. After he was healed the great Oaf stayed on, as he loved the children and wanted to learn more of St. Onterious and faith in something greater than himself. Still, it wasn't long before his desire to see the world took hold.

His wanderlust changed when he met Sonja. The big soft-hearted oaf is deeply in love with her. He works cleaning tables and as a bouncer in the pub just to be near her. To show his love he will often collect wild flowers, arranging them in a basket around a heart-shaped hunk of cheese and leave it by her door. During his spare time he still studies with the good Friar. Grimmer is an excellent addition to a group in need of some muscle and heart.

***Powers:*** Invocation of Service, Aegis, Restore Body, Save from Evil, Summon Guardian, Summon Protector, Nullify Toxins, Divine Evil Focus, Heal.

The first floor of this establishment is separated into two distinct areas for patrons. The lower room just inside the sturdy iron-bound oak door is a dining area. The tables are of beautiful red wood, with carved legs ending in a ball-and-claw foot design. The chairs are high-backed, padded in crushed red velvet. There are tables and chairs designed for all races from small Gnomes to large Oafs and Orcs. Pibin is renowned for his tolerance of most races as long as they remain civil. The dining room is elegantly decorated with several tapestries and souvenirs from the proprietor's earlier career as an adventurer. The pub and games room overlooks the dining area, giving both a sense of separation while allowing for an open, friendly feel to the whole of the establishment. In the pub area is a beautiful mahogany bar with stools and a dozen or so tables of various sizes, some set with gameboards or cards. There are three dartboards and a knife board as well. Meal and room rates are listed in *Lejend Masters Lore*™, pages 11-12.

***Sonja***
***Unordered (Half Feln)***
***H: 48 P: 52 S: 13***

Sonja is coming of age, a beautiful woman by any race's standards. Her soft, downy fur is a warm light brown with a darker brown tiger stripe. She dresses in simple but fine clothing, preferring colors that complement her coloration. Her long, wavy dark brown hair reaches to her mid back. She is attracted to Grimmer and is touched by his gifts of cheese and wild flowers. She is studying the arcane arts from her mother.

**9). Gnomish Quarter:** This cluster of homes and businesses belongs to the small population of Gnomes who have chosen to settle in Hatchett Grove. The homes are built low to the ground, being mostly below the earth. The roofs are shingled shale and the homes are an "angled circle" as the gnomes are likely to say.

**9a)** This is the home of the town watchmaker and his family. This home is fully detailed below.

**10). Keep's Way:** This cobblestone road leads to Brand Keep.

**11). Brand Keep:** *"In the distance you see the cobblestone road (Keep's Way by name, according to the sign) following the natural rise of the land and leading to a fortified keep. The gatehouse is of Dwarven design, as is the stonework of the fifteen-foot-high walls. Beyond the walls and the small round towers is the keep itself. The keep is simple and unadorned, flying the colors of its master the High Protector of Hatchett Grove, Lord Jack Davich. The flag is a simple white field trimmed in red with a gauntleted hand clutching a fiery sword.*

*The silhouettes of guards can be seen atop the gatehouse and upon the roof of the keep.*

Brand Keep will be fully detailed in part 2 of the adventure.

**The Adventure Begins**

*The cobblestone path that leads to Pibin's is well lit. You are surprised at the size of the pub; it has two stories and separate stables around back. The front porch is generous and set with several rocking chairs and a porch swing. The front glass allows a look into the pub's large dinning area. There are many happy patrons seated on high backed chairs made soft by crushed velvet, awaiting or enjoying large portions of roast fowl or boar. The smell of the roasting pork sets the mouth to watering and you unconsciously quicken your step. The iron-bound front door opens, and the warmth and smells mix with the beautiful voice of an Ilven bard to create a heady enticement. Walking across the busy dining room you are shown to a table by an exotic-looking young woman with catlike eyes and a more or less human appearance – save for the soft tiger-striped fur that seems to cover her. She is dressed in a white shirt and black vest embroidered with gold thread. She wears a purple scarf tied over her head and has much the appearance of a gypsy. She smiles at your dumbfounded stare.*

*"Welcome to Pibin's! I am Sonja, Pibin's daughter. What would you like to drink?" She looks you over and nods as if making up her mind about something, then leads you over to a table in the back corner of the dining room with a good view of the whole establishment. "I realize that people in your business require special attention. My father has been an innkeeper since before I was born. Yet he still gets as nervous as a long-tailed cat in a room full of rocking chairs, " she smiles at her joke, "whenever he can't get a seat where he has a good wall behind him and a view of as much of the room as he can get." She pulls out chairs and seats your group, chatting all the while getting your drink orders.*

*"We have fresh roasted grouse, turkey and boar. The boar was taken only this morning by Grimmer; ran it through with a spear, he did. The boar managed to push up the spear and gouge a nice gash into the big oaf's calf." She pauses a moment, smiling. "The boar is quite good and there is an awful lot of it, as you might imagine."*

If any of the players harass Sonjathey will most certainly get the attention of Grimmer, the big cheese-loving Oaf. There are two things Grimmer can't live without: cheese and Sonja. His affection for her is very innocent and she is the reason that he has stayed in Hatchett Grove as long as he has. (See **Grimmer** above for more information.) Any player stating that they are giving a careful eye to the room cannot miss the huge Oaf and that his gaze rarely strays far from Sonja.

*As you await your meal's arrival you have the chance to really get a good look around the establishment. There are some twelve nice tables, two-thirds of which have patrons at them. There are several well-to-do merchant families at dinner, as well as what looks like a small group of Dwarven miners as well. They are lost in their cups and seem in a foul mood.*

Anyone listening in will discover that the Dwarves are shaken by what they refer to as "the disappearances." It seems that Hemdeck and his crew found what was left of a small mining camp in the mountains north of the town. They had come to report it and the other rumors to Lord Davich, who is gone till at least the morrow. "Nothing to do but drink and be sour." Which makes them just as happy as a Dwarf gets, save when counting golden coin.

*There is a break in the music and a round of applause from the pub/game area (which is up a few stairs across from where you are seated). A stunning Ilven woman with reddish-gold hair alights down the few stairs into the dinning room and is met by Sonja, who escorts her to a table near you. This can only be the Bard, Tnetty Rosewynd, of which you had heard. She is more lovely than you had expected, dressed in deep hunter green with accents of gold and a brilliant blue sash tied about her waist. Once Sonja leaves, the Ilf stands and approaches your table. "Hello, hale and hearty fellows," she smiles – it is dazzling. "I was wondering if, over dinner, I might hear a tale or two about your deeds?"*

Tnetty is interested in any tale the Avatars wish to tell her. In exchange she will buy dinner for anyone who takes the time to tell a tale she could use. She is charming and flirts heavily with any powerful-looking male Avatars. Her attentions are just part of her act, though there is a 20% chance that a male Avatar with the Savagery and Physique Abilities will attract her, and there is a 10% chance that any male Avatar with Chivalry will also attract her attentions (+20 to this if the Avatar has the Physique Ability as well.)

Tnetty will entertain the Avatars with the following tale after the meal is done if they are friendly.

*"I am working on a new tale for my repertoire. I'll share what I have with you if you like?" she pauses awaiting your response. Seeing at least a single eager face she continues. "I came here to find the truth of the tale I have heard. The owner of this establishment, a tale in and of himself, was kind enough to fill in some of the gaps, but I haven't yet been able to meet with Lord Davich on the matter. " She leans in. "His title dies with him, which is just as well. Lord Davich earned his title as Lord High Protector in the Battle for the Grove, as the locals call it.*

*"At any rate, the Battle for the Grove (or The Fall of Marikov as I am like to call it) happened a little over twenty years ago. All that you see here was not always so. The town was under the sway of the powerful Necrourgist Marikov. He brutally used the populace of Hatchett Grove to further his vile goals. He had called persons of great evil to his banner and was slowly creating a force of the living dead to conquer all the communities in this area. Trade was completely disrupted."*

*She pauses. "I know what you're thinking…'who cares about trade when innocents are being corrupted?' I'll tell you who…Dwarves. More specificall,y the Dwarves of Rumblebeard Hall. Nothing motivates a Dwarf like lost coin. They hired a group of mercenaries known as the 'Band of the Brand,' so named for the magic flaming sword their Captain wielded.*

*"The final battle took place in the cellars of the old ruined Cathedral northwest of town. I am still working out all the details, but apparently the Necrourge was crushed by a summoned creature of primal Earth. From what Pibin said, the elemental ripped out a huge support column and crushed Marikov beneath it. Of the twenty-two members of the band only seven lived to tell the tale. It was a horrible battle! So much so that most of the surviving members swore off soldiering and settled right here in and around town."*

Tnetty doesn't know much beyond what she has already stated regarding Marikov or the battle. She does know a little about the Feln (of whom Pibin is one). Tnetty may relate, if invited to, what she knows regarding the catlike humanoids (see description of the Feln at the end of the adventure).

Continue the conversation as long as you feel appropriate. Then read the following.

*"Well…" The Ilven bard stands. "It has been a singular pleasure! I hope you'll stay for my songs." She places coin on the table to cover the meal.*



***Tnetty Rosewynd***
***6th Rank***
***Jongleur (Mixed Ilven-Human )***
***H: 64 P: 64 S: 13.5***
***A&A:*** Rapier and long parrying dagger, 10 throwing knives (2 under her hair one in each boot and 3 on each side of her rib cage in a special harness. All of her weapons are well maintained and sharpened to a fine edge (+5 harm). Tnetty normally wears 4 points of armor, relying heavily on her nimbleness to keep her unscathed in combat. Total protection is normally 12 points.
***Knacks & Quirks—Knack:*** Born Knife-thrower. *Quirk:* Heat Intolerance. (See *Lejend Masters Lore*™, pages 1-10.)

Tnetty is a traveling bard and as such has learned how to read people well. She can act the part of a common tavern wench, a noble courtesan, or a flirtatious innocent. In her younger days she was forced to survive however she could. She has done much in her life she is not proud of, but she is alive and to her that is what counts. Tnetty is friendly but rarely lets anyone close to her. Her only close friend is her companion Garsh. She is intensely curious by nature and is always ready for adventure. She has a soft spot in her heart for children, having lost a son when she was younger.

She was orphaned when quite young and survived as best she could. Her good looks got her into trouble and she found herself pregnant and alone. She was taken in by a group of players and learned the art of the Jongleur. After her son died she left the players seeking her fortune on the road

Tnetty is a free spirit who likes to travel light. She is enjoying her life and performing in taverns suits her. She is always looking for another tale to add to her collection. She owns a small but well maintained Player's Wagon, several fine instruments, clothing suitable to an actor and other personal affects. She has a little over $10000 in coin and another $5000 in gems and jewelry. Her appearance is truly breath-taking, with violet eyes and red-gold hair that falls to her waist. She has the best features of both parents—the delicate beauty of an Ilf with a slightly heavier build that gives a bit more curve to her figure.

**Abilities:**

| | |
|---|---|
| 1st: Minstrelsy | 87 |
| 2nd: Pretense | 64 |
| 3rd: Weapons | 55 |
| 4th: Hunt | 38 |
| 5th: Stealth | 32 |
| 6th: Physique | 10 |
| 7th: Luck | 39 |
| 8th: Arcana | 37 |

(If her affections have fallen upon any of the males, she will proffer them a smile that promises another drink in private should he decide to stay and watch the show)

*As she pushes the chair in, the door to the inn is thrown open. A cold wind blows in, shattering the comfort of the inn just as surely as the Gnomish woman's cry as she stumbles in, falling to her knees. "Help me…Oh, please, by the gnarled elbows of the Oak Father, someone HELP ME!" she wails, trying to regain her feet. The Gnomish woman is spattered with blood – you are unsure at first whether it might be her own. "Please! It…it's taken my son!"*

If no one comes to the woman's aid from the group, Grimmer and Sonja surely will, followed by Tnetty and finally Pibin. The little woman will plead for the life of her child as if those near her had the child in their hands.

*She says, "It's taken my baby, Hal is dead... oh, Gods above, he's dead… Please, he 's such a good boy…please…" She is weeping hopelessly. "Ripped my boy right out of his bed! Took them both out the back window…Gov never had a chance. …"*

Upon close inspection you note that her clothing is torn but she is not injured save for bruises and scratches. The blood does not appear to be her own.

*"Sumthin' 'as taken her babe! For love of th' queen and decency's sake," the one-eyed catlike humanoid looks at your group, "will you help?"*

Any Avatar not willing to help should receive 25 demerits and possibly lose a point of repute.

Grimmer will carry the distraught woman to the private quarters of Pibin and his family. The great Oaf will want to join the Avatars but will be restrained by Sonja unless the LM feels that he is needed in the group. Tnetty will want to come with the Avatars regardless, and will do so even if the group forbids it – following at a distance and watching. Should the group of Avatars be sorely under-powered Tnetty's Kobold companion, Garsh, will accompany the group as well. Otherwise, he is dead drunk and invisible in Tnetty's room upstairs.

*"Look 'ere, that's Govjen's wife. He's the watchmaker hereabouts. Turn left down Gnomes Way and it's the third house along the road. There's a bloomin' sign with a bloomin' watch on it, so ye can't miss it." Pibin shouts to the backs of the Avatars as they head out into the storm. "A double weight gold trade bar (worth $2000) if you bring the lad home alive!" is the last you hear from the angry Feln as you disappear into the dark. If you're to trail what took the boy, you'll need to act fast as the rain will destroy the trail quickly. The night is blustery and wet; a crack of lightning shatters the heavens and the cold rain pounds down harder.*

(**LM Note:** Due to the rain, visibility is limited as well as hearing and scent. Apply modifiers to these rolls as appropriate. The use of bows and crossbows is limited and the LM should use his best judgment when considering modifiers for such. A 10-point modifier may be appropriate.)

*You make your way along the cobblestone road, and finally espy the Gnomish clockmaker's home. The home is built low to the ground and partially below ground. The front door to the home is wide open.*

**The Watchmaker's Home:** There are 4 main rooms plus the shop.

**1). Watchmaker's Shop:** *The shop is dimly lit by the glow of the lamps outside the front window. The ceilings are nearly eight feet to accommodate larger patrons. On the walls of the shop are some three dozen or so clocks, all in working order. There is a countertop set at a height for humans to do business at. Behind the counter are several workbenches and a set of stairs that lead down to a smaller doorway. Beyond the open door it is easy to see the comfortable living room of the Gnome family as several oil lamps illuminating the area.*

Should the Avatars choose to loot the area a cash box will easily be found under the counter. In the locked box is $497 in silver and copper coins. The clocks on the walls may be worth more than a few coin, but are bulky and would be hard to sell in the town.

**2). Living room:** *This charming room has a four-and-a-half-foot-high ceiling, making it difficult for larger folk to move about in it. The furniture includes a curve-backed couch upholstered in deep orange crushed velvet and a matching chair. The hearth is built of natural stone and a small fire burns within it, adding to the glow of the few oil lamps that illuminate the room. Above the hearth is an empty rack where a Gnomish hand catapult or crossbow would normally be. There is a rich mahogany bookcase with a small collection of books, and an end table. There are three doors and an archway that opens up into the kitchen.*

There is little of value in this room save the books and a locked coffer hidden under a loose flagstone in the hearth. In the coffer is $11485 in gold and silver coin along with the deed to the home. The bookshelves are packed with Gnomish books on clockwork and mechanics in general. All totaled, these books would bring about $4000 if sold to

someone interested in them and willing to overlook the inscription in each one that reads "This book has been stolen from Govjen Watchmaker's personal collection."

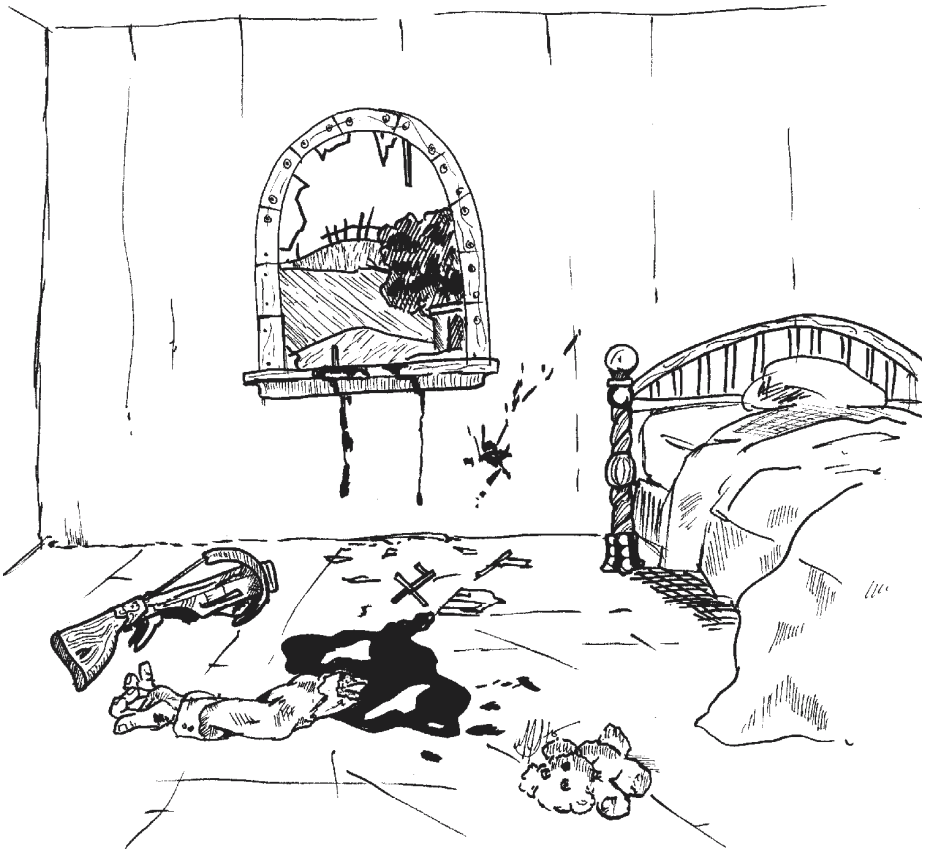
**3). Master Bedroom:** *A nicely appointed bed, a polished roll-top desk, nightstand and wardrobe take up this room. Hung from the bedpost is a finely crafted small sword in a black and silver sheath.*

This bedroom contains the personal effects of the Gnome watchmaker and his wife. The sword hung from the bedpost is a fine blade sharpened to deal out +5 harm, losing its edge by one point for each strike made.

**4): Kitchen:** *This area has a nice table with four stout chairs. Copper pans hang from a rack in the center of the room and a cast iron stove and oven sits near the pantry, which is well stocked.*

**5): Water closet:** *The water closet is dark and empty save for the seat and personal effects common to such places.*

**6): Child's Bedroom:** *The door to this room is standing wide open and a pool of blood is easily seen on the floor. At the center of the pooled blood is a small arm still grasping a Gnomish hand catapult. The walls near the single shattered window are also spattered with blood. The broken glass reflects the light of the oil lamp in the living room. The window was broken inward from outside. The room is otherwise a well-appointed child's room with wooden soldiers and other toys about in boxes. There is a small bed with its covers thrown back. A wardrobe and a small writing desk with a child-sized chair round out the rest of the room's furniture.*



The child did not scream until the ghoul had him, and as Govjen entered the room with his hand catapult cocked and ready, the infernally quick ghoul ripped the small man's arm off. Not wanting to waste any flesh, the ghoul escaped out the window with both father and son. It was not long before the poor man bled dry and passed on.

**7. Outside the Window:** *The trail is easy to follow even in the rain, due to the amount of blood. The trail leads to a small stone walkway that spans Hatchett's Creek, then leads an additional thirty or so feet toward the old cemetery before it starts to become difficult to see.*

(LM Note: Tracking rolls should become more difficult, whether using Ranging, Scrutiny, or another Ability. The roll should be penalized from 20 to 40 points. It should be obvious as to where the trail will lead. Make 3 tracking rolls between the bridge and the cemetery.) Once in the cemetery tracking will no longer be a problem…(see below).

**The Cemetery**

*The cemetery is utterly quiet save for the pattering of rain upon the crypts and tombstones. The trail leads through a break in the eight-foot-high, rusted iron fence. A sense of foreboding overtakes you as if someone had stepped on your grave. In the distance the burned ruins of the old Cathedral stand as a mute testimony to the evil that was once wrought here. The cemetery is much overgrown with weeds and burrs. The graves are laid out in neat rows interspersed between old family crypts. You remember hearing that the cemetery was cleansed and left alone on the hill out of respect for the dead. You now wonder if that was a wise decision…or recklessly superstitious.*

**LM Note:** this area is defiled and unhallowed. Ecclesiastics and those with Necrourgy should be allowed a roll to determine this. Allow for a Scrutiny check to notice anything out of the ordinary. If successful, players may notice a missing headstone and upon looking closer notice that there is a section of earth caved in where it should have been. They may also notice some bloody cloth caught on a thorn bush just ahead, or some blood on the stone stairs to a family crypt with its door ajar. The LM should feel free to offer any other clues that he or she feels appropriate.

The trail left by the creature that took the Gnomes is easier to make out in the cemetery, as he lost his grip on the now-dead Govjen and has been dragging him behind, flattening the weeds as he went.

### Notes on the Cemetery

**Random Crypts**

There is a 20% chance that any given crypt will have a pair of ghouls, a single moriant or a balewretch. These randomly inserted creatures should not affect the overall numbers of the opponents below in the catacomb.

Roll (D6)

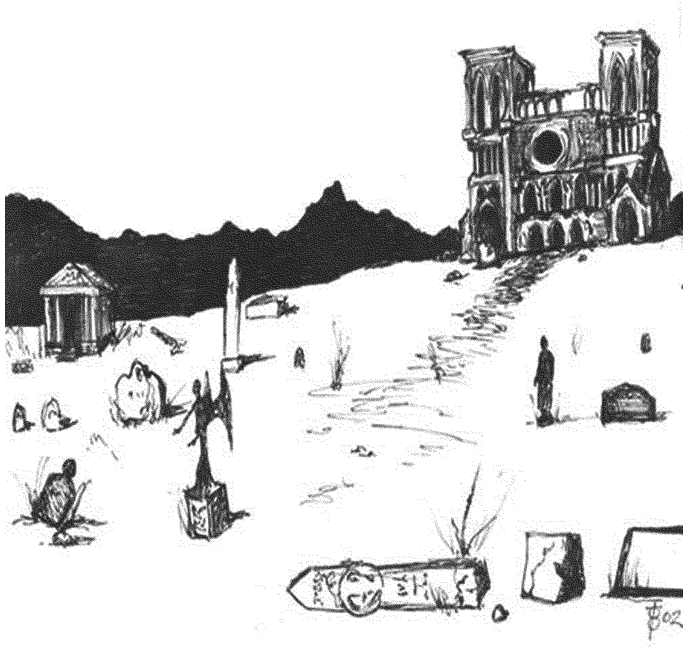
1-2 a single moriant
3-4 a pair of ghouls
5-6 a single balewretch

(See *Beasts of Lejends*™, page 104105, for stats anddesriptions of these creatures.)

**Sample Crypt Description**

*The crypt stands some twenty feet high and is rather weathered, the figures of its once intricately carved stonework hard to discern. There are four wide, heavy stone stairs, leading to the worn rusted iron-bound wooden door. The wood is weathered and rotted in places. At its center is mounted a fierce gargoyle head made from copper and set with an iron ring used to open the great door. There is a plaque set into the stone with words in a language long out of use and too worn to read anyway.*

Opening the door will require the work of a pair of normal men or one strong Avatar (one with a Physique Score). Those with Physique need roll against their current Health rating minus their Physique score to open the door. Those without the Physique Ability must each roll under their current Health. If either fails the door remains unopened. Any failed attempt has a base 30% chance to attract attention from those in the catacombs. Note that if the crypt is occupied by a pair of ghouls, the stronger of the ghouls will try to force the other to report to Xer'rin that something is trying to enter a crypt. There is only a 30% chance of this occurring. Should it occur see the **Avatars Discovered** entry under Xer'rin's description in the Catacombs. Otherwise the ghouls will ambush the group should they manage to open



the door to the crypt. Loud combat is 40% likely to draw the attention of a wandering living dead:

Roll (D6)

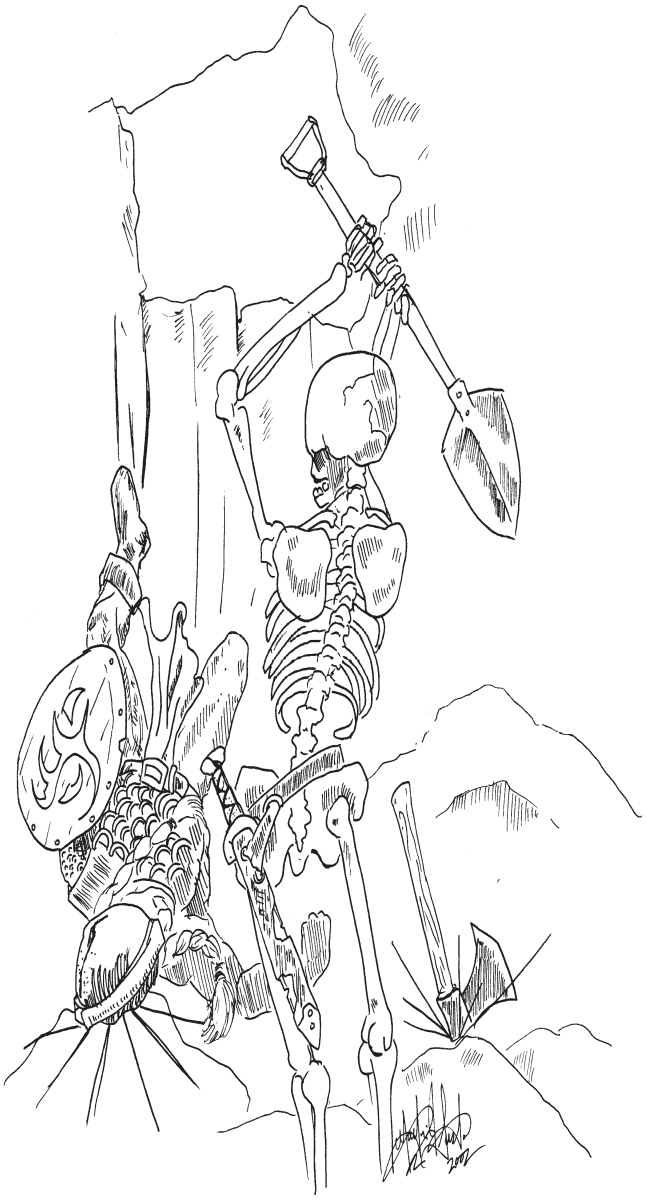
1-2 a single moriant
3-4 a pair of ghouls
5-6 a single balewretch

*As you get the door open, you look inside and find a 20-foot-square room. The walls of the crypt have shelves that the dead would normally be interred upon, stacked four high. The central area is taken up by three heavy, waist-high slabs of stone, used to display the recently dead. All in all, the crypt could easily house thirty to thirty-five corpses. There is not a single bone anywhere to be seen in the crypt, let alone an entire skeleton. The ground is strewn with rotted cloth and raw earth.*

If a living dead occupies the room, it will attack as soon as the first person enters the crypt. On the floor, behind the slab farthest from the door, is a gaping hole in the earth. This leads into the catacombs below the cemetery.

**Walking on a Grave**

Any Avatar so foolish as to walk over a grave will risk falling into the catacomb. Any player not specifying that they avoid walking on a grave should roll an avoidance check at x3; failure indicates that they fall through the grave into the catacombs below, taking 1d10 harm to Health. Avatars possessing Luck Ability may be allowed a roll to avoid the pitfall entirely (i.e., if successful the ground does not give way). Avatars falling in will be facing a work crew of 2-5 (1d4+1) bonewalker diggers (see *Beasts of Lejend*™, page 106).



## The Main Crypt

*The trail leads to a large crypt near the center of the cemetery. The large wooden door is bound in copper, with a tarnished copper gargoyle head (resembling a wolf) with an iron ring in its mouth. The door is slightly ajar.*

Peering into the darkness will reveal little, as the crypt is as empty as any of the other crypts. Those with exceptional hearing may be able to hear the cry of a terrified child.

*The crypt is barren. The funerary shelves where the dead of the family would be laid are without a single skeleton. The center of the crypt holds six sarcophagi. The frescoes on the wall depict scenes from the rede of the Tenoric faith. One scene depicts Thor in a desperate fight against several giants. The sounds of a child's sobs seem to come from ahead of you and…below.*

The entrance to the catacombs is in one of the middle sarcophagi as indicated on the map. The hole leads down to the catacomb complex below. Avatars using some caution will hear the following from the hole as they get closer to it.

*"Your folly could cost us everything." A pause. "Take him," the voice says with finality.*

*"I hungered…" a raspy voice pleads hollowly.*

*The same stern voice says, "And so you shall hunger, until time is no more. Seal him in." The raspy voice wails inhumanly and with a loud click its voice is all but a memory. Whatever it was that killed Govjen and stole his child is now, it seems, entombed.*

It is possible for the Avatars to attempt all sorts of actions of a mundane or magical sort. The LM is advised to allow the players to exercise their imaginations to come up with interesting solutions.

**The Catacombs**

The area below the cemetery is a honeycomb of five- to seven-foot-wide tunnels to allow the harvesting of long-dead corpses. These will be used to bolster the strength of the Lichwight's forces. The tunnels are not very stable and like as not to collapse if encouraged to do so. Assume that if an explosion is set off in the tunnel at least twice the area of effect will collapse 50% of the time. At the end of each tunnel passage there is 30% chance of a digging party. A digging party consists of 3-6 bonewalkers (1d4+2).

**Area 1:** This area is what is left of the Cathedral's cellars. The only access to the ruins above is the well. The stairs that once allowed access collapsed and are now buried under tons of stone, as were the entrances to other below-ground areas. The large cellar is broken up into three separate areas. The placement of NACs assumes that they have not been alerted to the presence of any intruders.

The cellar is lined with worked granite tiles. This area is well built and still sturdy, and is not subject to any cave-in danger short of having an elemental bring the ceiling down.

**1a).** This area is used to store all the parts collected from the crypts and graves. There may be close to two hundred skeletons piled here. There is also a heavy chain wrapped around a column and locked tight. This 50-foot chain has two dozen sets of manacles attached to it. It is used to secure the various ghouls, moriants, and balewretches when they are not serving some purpose.

*A lone Trollkin dressed in leather armor squats here, checking and rechecking a long heavy chain which is firmly secured to an intact column. Along the main chain are strung some two dozen pairs of manacles. Behind the well-armed Trollkin is an enormous pile of bones.*

**1b).** The trio's personal area. *This area is lit by several oil lamps and torches affixed to the walls. There are three makeshift beds made mostly of pine branches, weeds and furs. Along the west wall is a shoddy table that looks to have been fashioned from excavated coffins. Seated on a stump is a massive Orc taking careful aim with his arbalest at an upright coffin across the room that leans against a pile of rubble. Sitting on the floor next to the Orc is a pretty young woman, no older than sixteen summers. Her blond hair is matted and dirty and her clothing torn under a great bearskin cloak (that looks like it belongs to the Orc) across her shoulders. Smiling nervously, she leans her head against the Orc's thigh. She looks up at the Orc and says to him. "Kresh, can't we just run away, you and I tonight. I am so afraid."*

*The Orc shoulders the weapon and looks down at the slip of a young woman. "I…ah…" There is genuine affection in the Orc's eyes as he looks at her. "Kresh keeping you safe. Vana no worry bout Kobold." As if to accentuate his point, the great Orc shoulders the heavy crossbow and releases both triggers, launching a pair of bolts at the coffin. The bolts burst through the dead center of the coffi'ns lid. "See? Kresh keeping youse safe." He grins and pets "Vana's" face with his great ham-like hand.*

*There is a huddled group of four or five Trollkin piled up atop one another, jumbled together so tightly that it is hard to tell where one Trollkin ends and another begins. From the incredibly loud snoring noises the little savages are making they are asleep, and within earshot of Kresh.*

This area of the cellar is has been turned into the living quarters for Xer'rin, Kresh, and Hyrnn. The few Trollkin cultists sleep between **1a** and **1b** on the stone floor. There are three rough cots and a makeshift table with oil lamp. Kresh is here practicing with his crossbow, trying to impress Ilvana—a pretty farm girl taken from the Hanson farm several nights before. The young girl has convinced the slow-witted Orc that she is in love with him and wants to be his. This has caused a bit of a rift between Xer'rin and the Orc warrior. Kresh will attempt to keep the girl safe from any harm. Clever Avatars may be able to exploit this, as Kresh is afraid that Xer'rin wants to use Ilvana and turn her into a ghoul, or—worse yet—offer her up to Marikov.

***Kresh***
***H: 92 P: 62 S: 7***
***A&A:*** He wields a battleax and has a short curved sword at his hip and a knife in his boot. His crossbow has a +5 bonus to harm and is able to fire 2 quarrels before needing to be reloaded. All melee Harm is adjusted by +15 due to his size, strength and ferocity in battle. Kresh wears heavy chain armor and has a shield (16 points of protection).

***Ilvana***
***H: 15 P: 34 S: 12***
***A&A:*** Ilvana has managed to steal a knife and has 4 points of protection due to the bearskin cloak that Kresh has given her.

***Trollkin Cultist (4)***
***H: 21-26 P: 20-25 S: 8-10***
***A&A:*** Each of are armed with knives and shovels or picks. Armor consists of 4 points.
Description: see *Beasts of Lejend*™ pages 176-178

If the Avatars search the area they will discover the following. Under the makeshift table (constructed from several coffins) is an iron-bound wooden chest set with a heavy lock. (The lock is of Dwarven make. Any attempt to pick the lock is at a 20-point penalty to the roll if the Avatar has a proper set of lock picks. Otherwise the penalty is 50 points.) Within the chest are whatever items the LM deems the Avatars deserving of acquiring, depending on how they obtained possession of the chest. All of such items were either taken from the graves and crypts, or acquired when the Hanson farm was raided, so they should be of appropriate type.

There is also a false bottom to the chest. (Scrutiny or Stealing check at a 25-point penalty to discover, Luck roll made at no penalty.) Under the false bottom are several sheets of parchment detailing Xer'rin's orders. The orders are very straightforward.

Xer'rin is to recover as many skeletons as possible from the old cemetery. He is also to raid several of the outlying farmsteads south of Hatchett Grove to throw suspicion in that direction. He is to desecrate the Church of the Defender and kill the friar and his attendants as well. Marikov also commands that Xer'rin is to kill the Lord High Protector if possible. There is a vial with a black viscous liquid in it. Marikov suggests using the poison on the personal items of the Lord High Protector. Xer'rin has written down some ideas in the margin of the letter: razor, goblet, coated glass shards in the toes of Lord Davich's night slippers, metal slivers stuck into his various weapons and spare armor, his clothing and a drop into each bottle of open liquor in his private quarters. The vial is only half full and all of the suggestions are crossed off as if completed. According to the letter, the poison works slowly, taking a full week or longer to kill the victim. What begins as a slight muscle ache and cold symptoms ends in back spasms so violent that the spine breaks. Once the poison is ingested there is no known cure, save that of a magical nature.

The letter also instructs Xer'rin to get names and addresses of all militia members and persons of note. This includes anyone able to use magic and/or wield a sword. This list will be used in the very near future to cripple Hatchett Grove's ability to defend itself. The letter promises Xer'rin a harem of women of his choosing, and place as Marikov's Prophet. This makes sense; the Lichwight is unable to be in the light of day, so he needs a figurehead to wield temporal power over his subjugated cattle. Marikov outlines his insane scheme to conquer the region. Nothing very specific, just insane ravings of a mind twisted with hate and hunger. What truly makes the ravings frightening is that Marikov may be able to do what he plans.

Next to each of the makeshift beds is a backpack and any personal effects of the three. The largest bed (more a pile of pine branches, weeds, and furs than an actual bed) is situated in a alcove southwest of the well. This bed belongs to Xer'rin and his pack sits against the stone wall. Within are several changes of clothing, one of which is suitable for a Kobold merchant of means. There are personal items as well as a text detailing Sukkadian Necrourgic rites. The book is very old and worth no less than $15,000 if sold to a student of the dark arts. If an Avatar spends no less than a week reading the text he or she is allowed a roll against Necrourgy or Arcana Ability. If the roll succeeds the Avatar gains 3-6 points to the Ability so rolled. Note that the Avatar may only gain points in **one** of the Abilities, not both. There is a 5% base chance for each point gained in this way of attracting the attention of an other-dimensional being of the Sukkadian Pantheon. The exact nature of the being is up to the LM. If its attention is focused on the Avatar it will seek to use him to its own ends before devouring him. The book has a vague magical aura about it if checked.

There is $5000 in gold and silver coins of local mint in a leather pouch at the bottom of the pack, rolled in a ragged tunic, as well as a jar of Momma Hatchett's healing ointment (3 applications – see appendix). There is also a pair of finely balanced daggers, sharpened so as to do +5 Harm and losing 1 point of the additional Harm with each strike.

Kresh's pack has an extra cloak, a jug of wine, and a pouch with coins valuing some $2000 in silver and copper. He also has a beautiful gold wedding band set with an opal that he intends to give to Ilvana. This ring is a common wedding present or present given when a married woman bears her first child. The ring is known as a Mother's ring, as it was intended to protect a mother and her children from harm. The ring offers a flat 6 points of protection versus Harm to the wearer and anyone the wearer is touching. Each time the wearer of the ring or anyone the wearer is touching is struck, 3 AEPs are drained from the wearer of the ring. Kresh is unaware of the ring's properties, only that it is pretty.

Hyrnn's bed is small and made mostly of furs. His pack contains some dice, an extra change of clothing, a pair of small axes, 4 throwing knives, and a half suit of steel mail of Gnomish make. He has a leather case of containing 4 "fire skins" (see page 176 of *Beasts of Lejend*™ for details.) These skins are small enough that each contains only 6 good squirts. There are 4 torches and a Gnomish sparker. (The sparker is a simply a thin rod of steel bent around in a circle at its center so that both ends are facing the same direction. One end has a flat piece of metal set with flint and the other is bent so as to scrape across the flint when the rods are squeezed, creating a good spark for fire starting.)

**1c).** This area is used to store anyone destined to feed the balewretches, ghouls and moriants. There is nothing here but scraps of the dead, but the Trollkin Death Dancer Onya and the Gnome child will be here. Onya crouches, holding the frightened child.

***Onya***
***9th Rank***
***Death Dancer Cave Trollkin )***
***H: 45 P: 69 S: 14***

***A&A:*** Onya tends to rush into a conflict, hurling her small spear first, then attacking with her axe. The bearded war axe Onya wields was a gift from a Mage by the name of Rist Nevelon. It is of import in that the axe is enchanted to return to her hand when thrown. A Striking Rune is also inscribed upon both sides of the blade. Rist also tattooed the Rune upon her hand as well. When striking with the axe Onya receives a bonus of -10 to her rolls in addition to any other bonuses, due to the Striking Rune. She also caries 2 fire skins that she will use in emergencies.

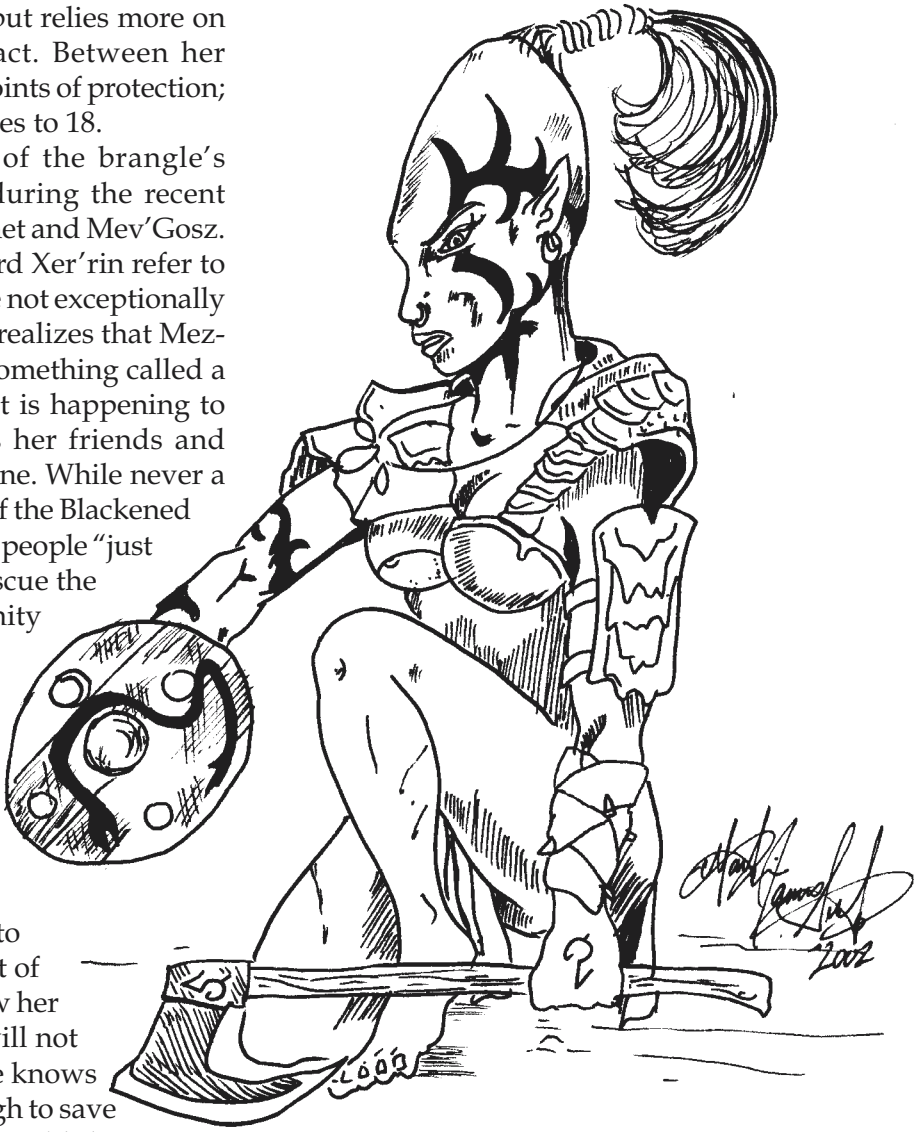
She wears armor made from rock lizard hide. This offers 6 points of protection but relies more on her nimbleness to keep her intact. Between her Minstrelsy and armor she has 12 points of protection; if she uses her buckler the total rises to 18.

Onya was the daughter of the brangle's shaman. Her father was killed during the recent events revolving around the Prophet and Mev'Gosz. As previously stated, she overheard Xer'rin refer to "Mez-Gosz" as Marikov, and while not exceptionally bright the young Trollkin woman realizes that Mez-Gosz is not really Mez-Gosz but something called a Marikov. Onya does not like what is happening to the brangle. She has watched as her friends and family have gone gibberingly insane. While never a very friendly group, the Trollkins of the Blackened Skull never tortured and murdered people "just because." Onya will attempt to rescue the Gnomish child the first opportunity she gets. She will also join the Avatars in their fight against Xer'rin but will not kill another of her kind unless it is Hyrnn. Hyrnn was the tool Xer'rin used to kill her father. They are both unaware that she knows of their guilt in the matter of her father's death.

Onya will do all she can to help the Avatars in the second part of the adventure, as long as they show her some respect and kindness. She will not abide teasing or mistreatment. She knows the brangle's new home well enough to save the Avatars a good deal of grief should they choose to include her in their band. There is likely to be some fellow-feeling between Onya and Tnetty due to their shared Minstrelsy Ability. (See *Lejends™ Magazine*, Issue 2, for modifiers and other information concerning affinities/contacts/friendship among Avatars and NACs.)

**Abilities:**

| | |
|---|---|
| 1st: Minstrelsy | 60 |
| 2nd: Weapons | 54 |
| 3rd Tricks | 55 |
| 4th: Ranging | 32 |
| 5th: Stealing | 29 |
| 6th: Arcana | 18 |
| 7th: Physique | 15 |



**Area 2).** This is the only "chamber" in the tunnels. The small "x" on the map denotes the hole that was used by the ghoul to re-enter the tunnels from the crypt above. Onya will try to find a way to escape with the Gnomish child, moving first into area **1c**. Onya will use any distraction to escape with the child and get him to safety.

Xer'rin has the bulk of his ghastly band here at hand; this includes half a dozen ghouls, three balewretches, two moriants, and 4 Trollkin cultists. There are also five bonewalkers digging at the northeastern end of the room. Xer'rin has no compunction about sacrificing anyone and will retreat if pressed. He will use his plaque of Charnel Heap as a parting gesture to buy time for his escape. If possible he will flee to the Cathedral, calling Kresh and Hyrnn to him if they are not already with him. Commanding his troops to kill the intruders, he will disappear using his innate invisibility and will either flee up the well or cast Activations on himself depending on what he feels is in his best interest. He will fight if he must but he will definitely flee if he thinks things are going badly. He will get out of sight and cast Charnel Heap as soon as he is able. The piles of bones in area **1b** are placed there for just that purpose. If forced to flee, he will not return to Marikov but will head south to avoid retribution. To escape, he will make his way to where Area 3 reaches the surface. Once there he will kill the pair of guards and take off, stealing all four horses.

If captured, the wily Kobold will tell "all," doing his best to appear to be a victim forced to do the bidding of Marikov. He will claim that the Lichwight captured his village and took the surviving members of his family to use as leverage to force him to serve loyally.

Some of the above is true. The Lichwight did conquer Xer'rin's village. What the evil Kobold left out was how he helped conquer it, and how all of Xer'rin's family has been turned into zombies and animorts. Xer'rin is sure that Marikov would destroy them if he failed, and the Kobold would hate to lose such a wonderful entertainment before he tires of it.

**Area 3: The escape route** *The tunnel continues at a gentle slan,t covering a couple of hundred yards before opening up into a small cave. You hear the sound of horses and the chatter of a pair of Trollkin long before you see them. The pair is engaged in a serious game of bones. They do not seem to notice your approach.*

The Trollkin are fanatics and will fight to the death. The four horses are well rested and saddled.

***Xer'rin***
***H: 50 P: 62 S: 18***
***A&A:*** Pair of curved short swords (+3 harm) 2 attacks per ABC. He has 2 points of natural protection in addition to his leather armor for a total of 8 points.
***Knacks & Quirks—Knack—*** Physical energy tapping. ***Quirk:*** Animal attractor.

***Abilities:***
1st: Necrourgy 74
2nd: Weapons 36
3rd: Commerce 40
4th: Evaluation 35
5th: Stealth 54

***Powers:*** In addition to the rituals that Xer'rin has mastered he has the following Powers of Necrourgy: Animate Shadow, Bone Splinters, Charnel Heap, Desecrate Consecrated, Grave Rot, Rigor Mortis, Shadow Bolts, and Unhallow Ground.

Xer'rin is devilishly handsome with jade green skin. His face is painted in a white death mask.

***Hyrnn***
***H: 64 P: 70 S: 15***
***A&A:*** Hyrnn uses a cut-and-thrust sword, several daggers, and a short pole arm. All melee Harm is at +12 due to Tricks and Physique Abilities. Hyrnn also carries 2 fire skins and a Gnome Sparker. He has 16 points of protection due to Minstrelsy Ability and leather armor.

The saddlebags contain fresh provisions, clothing, gear, and small coin of no more that $3000 in assorted metals. Some of the gear includes a tent large enough to sleep six, and 4 jars (3 applications each) of Momma Hatchett's healing paste. There are also two ordinary shields, two spears, a war axe, three daggers, a great cleaver and a morningstar.

**Mama Hatchett's Healing Paste $120 per Jar**

This paste doubles the recovery time of healing wounds. Upon application (1d6+1 per jar) it heals 2-5 Health. This will work on each wound sustained as long as an application is used. The salve also cools burns and helps blood to clot thus stopping bleeding wounds.

Should the Avatars recover the child they will be lauded as heroes (gaining a point of Repute). There should be a lively celebration at the Pub. The widow Govjen will offer the Avatars a small reward and her thanks; should the Avatars not accept the $1025 in small coins she offers, the Gnomes of the town will offer their goods and services at half price. (The Gnomes of Hatchett Grove will be detailed in part 2.) Have the Avatars meet with Brother Jerome, who will attempt to bring back any who fell in battle. Note that, since his patron saint is diametrically opposed to any and all Necromantic activities, those Avatars with Necrourgy or Sorcery Ability will not be brought back. Jerome also mentions that he will need to speak privately with them as soon as Lord Davich returns.

So ends Part 1 of this adventure. I will be interested to hear how the Avatars did and/or any thoughts you may have on the adventure itself. If you have any questions you can always contact me on the Lejendary Message Boards or email me at wulfgarn@hotmail.com.

*Continued from page 4*

If the Avatar possesses the base Ability at a score of five or more prior to entering training—i.e., is being instructed in "finer points"—and breaks off the training to go adventuring, the LM might well allow the retention of the Ability-specific Merits gained in schooling even though not enough have been accumulated to increase the score of the Ability by one percent. This is reasonable because there is a reasonably solid base of knowledge there, so new information gained will likely be retained.

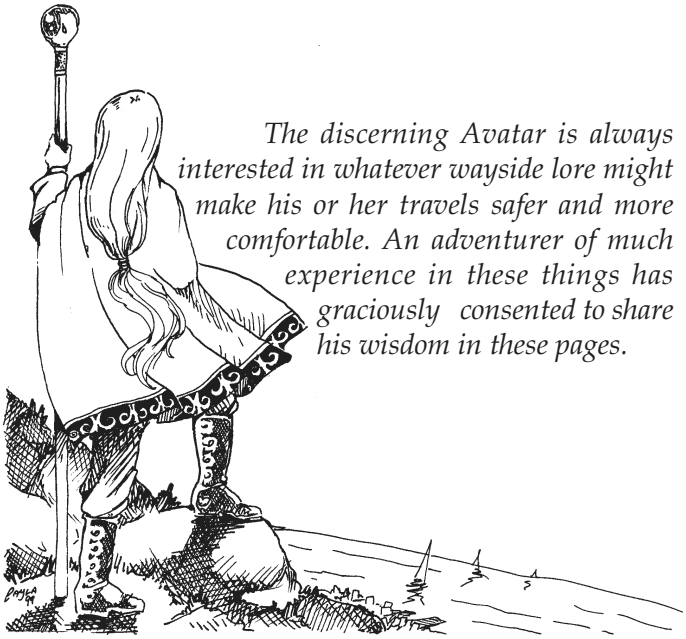
Finally, let us consider a case of "advanced study" where an Avatar possesses 70 or higher score in an Ability, but wishes to learn more by being trained by some NAC with more capacity. The process is the same, but the amount of knowledge gained will be different. The pupil will gain one Ability-specific Merit for each 10 points of score he possesses, plus one point for each 10 points of Ability the instructor possesses that is in excess of the score of the student. Assuming a pupil with Ability score of 77 and an instructor with a score of 107, the base number of Ability Specific Merits gained for each day of study would be 10 (7 + 3).

The check for learning is made based on the Ability being taught, with applicable additions. A special success applies a factor of 10 to Merits gained. In this case the Avatar is assumed to be studying six days a week, so that many checks are made for Specific Merit gain.

Questions and comments, as always, are welcomed.




*This month's cover is the work of Les Evans. His illustrations can also be seen in the* Lejendary Earth Gazetteer™, *available soon from Hekaforge Productions.*



*The discerning Avatar is always interested in whatever wayside lore might make his or her travels safer and more comfortable. An adventurer of much experience in these things has graciously consented to share his wisdom in these pages.*

# The Watcher's Way

By Daniel Lewis

I sit back gently and lift the half-gone tankard to my lips. Only a short day ago, Urgent and I had returned from the ice floes to our much warmer climes of hearth and home, and of course to my Lady Amanda. Too long had we been away in our venture to the *clansgon* to the north and their plight with the ice worms. Only a short respite will I get before once more tending to the tasks before me and the training of my resourceful apprentice, Urgent. So, as it seems the Lady and our other folk of the keep will allow me no rest before hearing the remainder of tale and our journeys home…

…Urgent spun madly upon the thin line of his rope. The ice worm had not yet noticed him and its gaze seemed to be locked upon me, so I did my best to maintain its attention while Urgent was raised to the cliff face and out of harm's way. Brandishing the axe I held in as threatening manner as I could, I took a jump forward and yelled as loudly as my startled lungs could bear. The echo was quite deafening but had no effect at all upon the worm that was no more than ten feet from me now.

The worm lunged forward attempting to close with me and I hastily took a quick step back—too quick. I slipped upon a glazed knob of ice and went down flat upon my back. Urgent, I could see, had made most of the distance up to the edge, but fate would take yet another turn for the worse—his rope was sheared by a sharp sliver of ice. I could glimpse him swinging wildly for only a moment as the rope gave free. To my surprise, by the time he had traversed half the distance to the floor of the chasm, he regained his wits and drove his body straight like a nail and the sharp points of his crampons deep into the unsuspecting creature's back. Surely as I am here, Urgent's weight and momentum drove every bit of air from its chest as my friend struck it full upon its hardened, almost shell-like back. Smiling madly now, I regained my feet and turned to my saviour who was nursing knees that had taken the brunt of the force.

My rope was taut and the tension increasing, ready to pull me out of the chasm, all these events having occurred well within a few seconds' time. A knife was in my hand and the rope cut in a trice for I could not leave Urgent to the depredations of the worms. As I had feared, more blue-green forms were working their way toward us from farther down the chasm.

Urgent moved unsteadily toward me, the form of the worm immobile for the moment as it attempted to regain breath. The worm shuddered under Urgent's feet and he toppled over to land squarely in front of the worm's head. It opened its eyes, looking directly into his face with cold emerald irises. Reaching forward I hauled upon his fur coat and bodily dragged him out of range of the worm. The worm raised its head and, still shuddering, started toward us once more. The investigation had turned to a rout as Urgent and I turned tail to begin our search more within our own terms than those of the worm.

Glancing behind, I espied four more worms approaching quickly from around the bend of the stone spire. The worm directly behind us was once more upon its many feet and in pursuit, slowly but gaining speed with every moment. The race was on, Hrogthane yelling encouragement from the top still some distance off in our spiral route to the surface.

Calling above, our guide disappeared from sight only for a second before two water skins dropped ten feet ahead of us upon the ramp. Urgent quickly scooped them up and tossed one overhead, without looking, to me. I snatched it out of the air and began to fumble a valve open without slowing my pace.

"Torch!" I heard from overhead and a "swoosh" followed quickly, the sound of an arrow striking home deep into some solid object. Already turning to face our assailants, I squeezed tightly upon the water skin and a spray of pleasant-smelling liquid

spurted home to the creature's face. The creature, not more than a pace behind us, lurched forward and snapped, taking the valve of the bag as well as the last two fingers of my left hand within its jaws. As the oil splattered the beast full-on, a brightly glowing torch followed, smacking the beast full on the nose.

Instantly, the oil ignited and the worm reared back, thrashing from side to side in an attempt to dislodge the fire from its head, but to no avail. I fell backwards once again, grasping my wounded hand close to my breast. My eyes seemed to close of their own accord, and I was unaware of anything for what seemed an eternity. When my senses began to return, I was being dragged upwards at breakneck speed. I was upon one of the travois, pulled by Saishah and another of our faithful dogs. Later I was to learn that Urgent had called for the sled which Hrogthane had already hooked up to the two dogs and had at the top of the ramp in no time. The dogs had raced down the ramp to Urgent, pulling their master with them. Hrogthane jumped from the travois and defended against the worms, spraying liberally when they approached too closely, while Urgent rolled me upon the sled and drove the dogs back into the sun. Hrogthane I could see below me by this point (my eyes now usable again but streaming in tears from the pain), moving slowly to follow us but never turning his back to the worms.

As I reached the surface, Urgent was gone once more, returning below to aid Hrogthane in the defense against the worms as they moved towards the sunlight . The dogs stopped obediently by our camp and I slowly gained my feet and began to rummage one-handed in the baggage we had hauled to this point, seeking a special sack kept deep within the folds of my ancient pack. Finding it with the speed of something long held and well known, I opened the sack and thrust my bleeding hand deep within. Rewarded with new energy and a truly wondrous dulling of my pain, my eyes cleared as another gout of flame rose from the chasm not more than thirty feet from the end of the ramp leading down.

The dogs barking madly on the brink brought to my attention the fact that the worms were not giving up on the chase so easily and would pursue us upon the open fields if given the chance. I moved to the edge of the ice and spotted Urgent and Hrogthane alternately spraying the beasts with the remaining oil they held in the bags. I leapt to the sleds once more and removed four more of the bags, dropping them in short order behind the two men, and turned to dig in the sled for an item I knew to be there. Lashed tightly to the side of the largest sled I found the ice saw, a prized possession of any man who spent an amount of time away from his home amid the snowy wastes of the north.

Racing to the edge of the chasm, I saw Urgent and our guide holding solidly against seven of the beasts now, but there was no retreat for them lest they open our rear flanks to the worms. Quickly I yelled out for them to hold and bit the saw deep into the ice at the rim of the chasm directly above the lead worm, now wounded with burns but quicker than the rest, dodging easily most of the fiery gouts sprayed towards it.

The saw cut quickly and deep with every stroke, yet my missing fingers were clumsy upon its haft. Within a minute the two sides of a huge slab of ice were free, waiting for the last edge to be cut loose to topple it down upon the great worms below. Our dogs were of no help at this point and I had to kick a number of them back, lest they too go tumbling to the bottom the chasm. The saw worked smoothly, driving itself a foot at a stroke and cutting clearly three feet deep.

The slab was free, but the underside held. I took my axe and drove it as deep as I could within the crack as Urgent shouted that they were indeed out of oil. With one last effort, I drove the axe head home once more into the burgeoning crack and the mass gave way, sliding smoothly into the air and dropping from sight.

I ran to the opening of the ramp and was rewarded with the sight of the ice block closing up the ramp not more than twenty feet away. But to my dismay, one of the worms, a small yet quick one, avoided the block and was only pinned by the tail from advancing further towards my compatriots. Just out of its reach, my friends were catching their breaths yet watching the beast warily. It was wounded by a number of burns upon its flanks, yet it seemed healthy enough to heal if left alone.

As always, the sages that serve the Watchers yearn for new information about the world and its inhabitants. We retired to the surface to formulate a plan for capturing the worm and transporting it home with us to our faithful friend the mage Xagig.

Utilizing two of our three sleds, we formed a quick and solid cage. I showed Urgent the style of lashing to be used, a strong yet resilient connection, and he formed up the remainder of the "walls" more quickly than I could have with my injured hand.

Hrogthane and I set aside any extra baggage from our trip to the site, including three heavy casks of oil that could possibly be recovered at a later date by the icemen. Within the hour, the cage was ready and our gear divided.

The sled-cage was backed to the opening of the ramp and we were pleased to see that the huge block did indeed stop all passage to the surface. The last task was to lure the worm into the cage and secure it for travel. Well into the afternoon already, it would be a long trek back to the town even if all went well.

Surprisingly, the worm, once set free from the block holding its tail secure, marched almost stoically into the cage before it began to rave as it realized it was caught. Releasing it from the block, however, required some thought before the dogs were harnessed up and a rope tied to a deeply seated ice-axe allowed us to rock the block downward and set the worm free, whereupon it trudged straight into the cage. Urgent was down the chasm and the cage door lashed shut before it realized its fate.

Sitting for a quick bite and a flask of whiskey shared amongst us, we planned for the return trip. Eight of our furry dogs would pull the sled-cage with the worm and myself, riding atop and protected from the worm by a sheet of bone-teeth from a baleen whale. Four other dogs would pull our remaining sled with our gear as well as Urgent. One last dog, Saishah again, would pull Hrogthane riding upon two long flat and polished pieces of whale ribs that the locals called "*shkeez*."

Soon we were upon the trail back to the *clansgon*. I was amazed at the *shkeez* and soon was asking for lessons to learn this skill of riding upon the snow with only a small area holding one up on the surface and gliding almost effortlessly as our dogs pulled us along.

The worm, after a time, laid its head upon the floor of its cage and was quiescent. During the start of our journey, it had thrown itself from side to side repeatedly, in attempts to overturn the sled, but the cage was balanced well and the runners supported the weight evenly and would not allow it to roll onto its side.

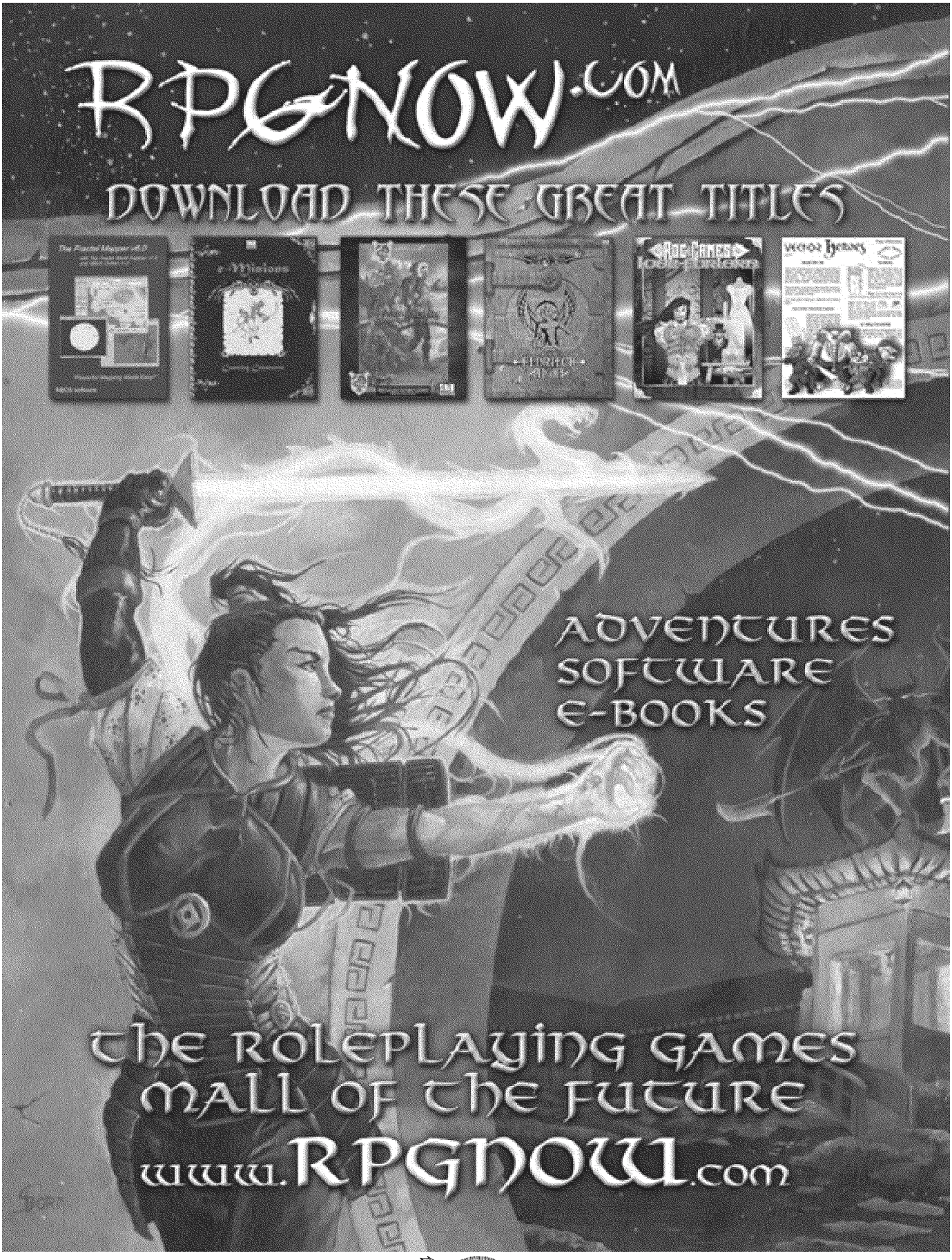
It was late into the moon when we finally approached the village and in no time the villagers had all made it out to view the captive worm. It took some time for Urgent and me to explain the purpose of capturing the worm and our intentions. Finally Hgoreth, the headman, accepted our purposes and would have none of the villagers bother the beast during the remainder of our stay.

Over the next two days, we described our adventure and the capture of the worm. My hand was checked by the local "medicine girl," a young lass with exceptional skill in healing. She pronounced me fit "enough" and shortly I was upon a set of *shkeez* being dragged (many times face first) through the snow in feeble attempts to understand the art of balancing on two whale ribs. By the end of the day, I was reasonably proficient on them, able to turn and stop when necessary, while Urgent took to them like a fish to water.

Our last day at the clansgon was spent in merriment, drinking much of the fermented goat's milk and swapping tales and legends. As much as I had enjoyed our visit amongst our new friends, it was time for home once more. As a present, I left my crampons to Hgoreth and Urgent's to our guide Hrogthane. They were grateful for our help and they seemed comfortable once more with their lands, now having the information to abate the depredations of the ice worms.

Saishah, the dog who had attached herself to me, would not leave my side once we prepared to leave and Hgoreth finally gave her to me for "protection." I could do no more than laugh and hug the big puppy. Finally, while saying our last good-byes, both Urgent and I received a new set of finely crafted *shkeez* to take home and practice when we may the art of traveling as such, and in hopes of returning some day to the icy wastes these folks call home.

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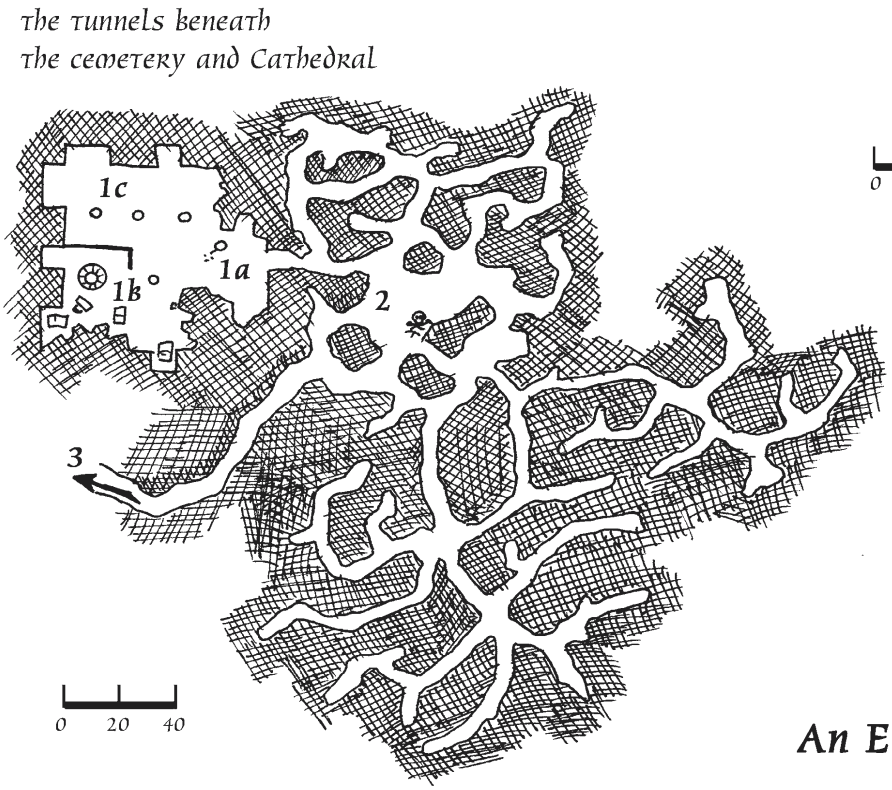
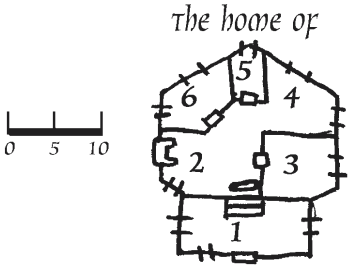
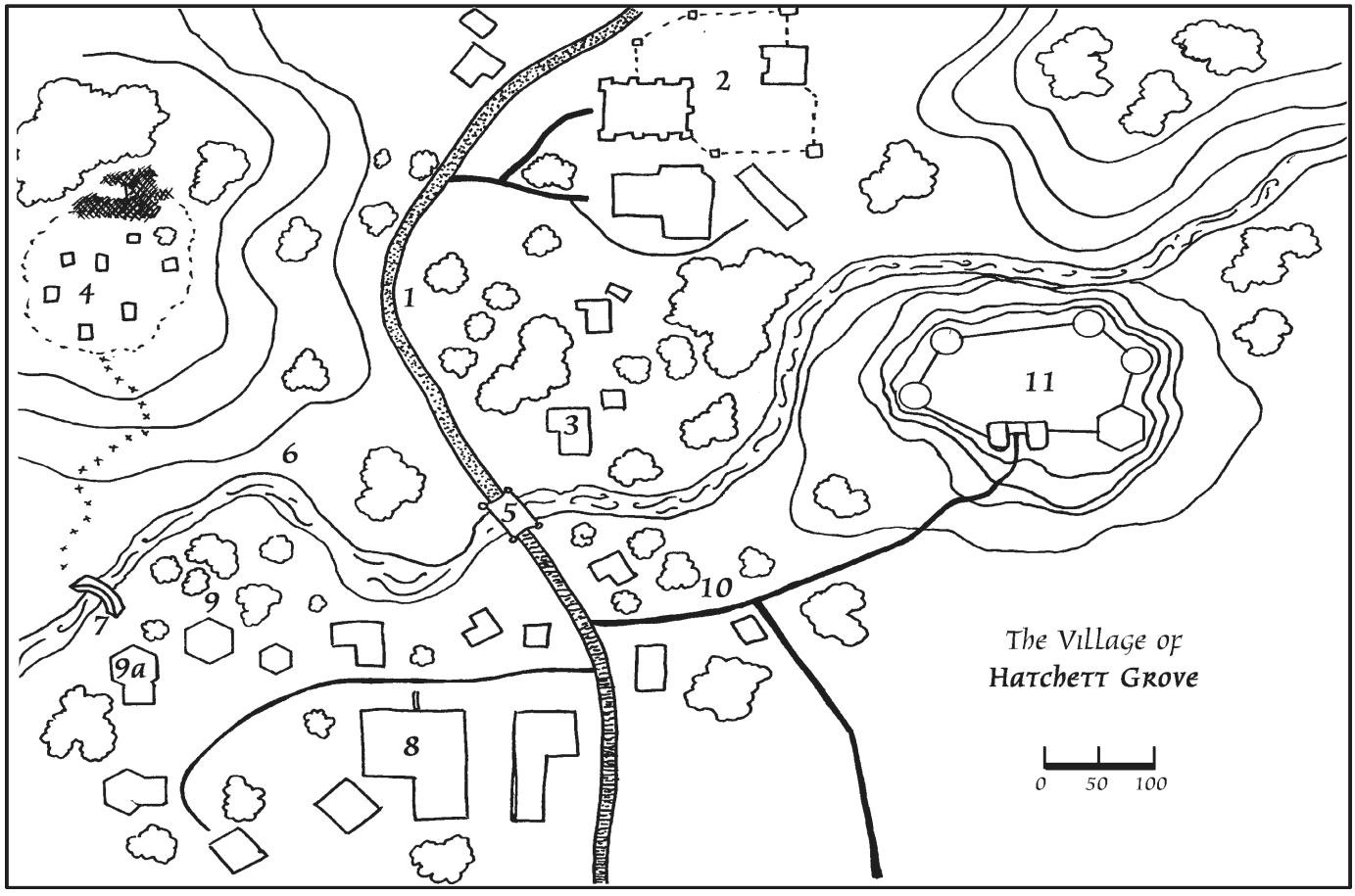



LEGENDS

# The Trouble with Trollkins, Part 1: An Evening in Pibin's Pub

by Martin Siesto



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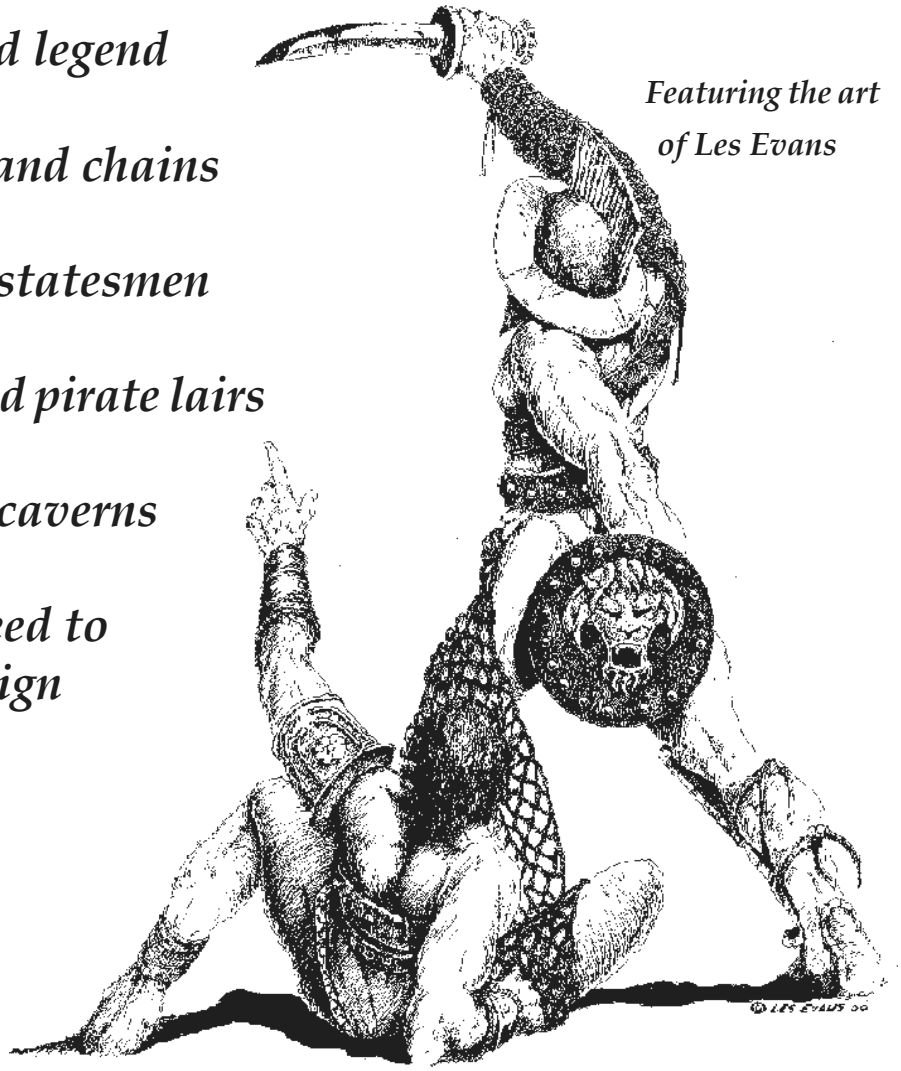


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