

GATEWARTM

BELIEVABLE FANTASY ROLE-PLAYING IN THE WORLD OF VINYA



**ESCAPE
VENTURESTM**

COMMONLY USED TABLES

BASH RESULTS TABLE

Result of Bash Factor Comparison and modifier	Effect (P = Physical, M = Mental)
<0	No effect
01-10	Knocked back 1 hex, Balance check
11-20	Lose 1 P action, Balance check at -1/2
21-30	Lose 1 M action, Balance check at -3/4
31-40	Knocked down
41-50	Knocked down, lose 1 P action
51-70	Knocked down, lose 1 M action
71-90	Fumble
91-110	Lose 1 P action, Fumble
111-130	Lose 1 M action, Fumble
131-150	Knocked down, Fumble
151-180	Knocked down, Fumble, lose 2 P, 1 M actions
181-210	Unconscious 1 round
211-240	Knocked down, Fumble, lose 3 P, 2 M actions
241-270	Unconscious 2 rounds
271-300	Unconscious 3 rounds
301-340	Unconscious 4 rounds
341-380	Unconscious 5 rounds
381-420	Unconscious 5 rounds, lose 1 Blood Point in 1d4 locations internal bleeding per round
421-460	Unconscious 5 rounds, lose 2 Blood Points in 1d4 locations internal bleeding per round
461-500+	Unconscious 5 rounds, lose 3 Blood Points in 1d4 locations internal bleeding per round

ATTACK RESULTS TABLE

Score	Critical	Special	Fumble
97-103	01-05	06-15	00
90-96	01-05	06-14	00
84-89	01-04	05-13	99-00
77-83	01-04	05-12	99-00
70-76	01-04	05-11	99-00
64-69	01-03	04-10	98-00
57-63	01-03	04-09	98-00
50-56	01-03	04-08	98-00
44-49	01-02	03-07	97-00
37-43	01-02	03-06	97-00
30-36	01-02	03-05	97-00
24-29	01	02-04	96-00
17-23	01	02-03	96-00
10-16	01	02	96-00
04-09	-	01	95-00
01-03	-	-	95-00

FUMBLE TABLE

# of Lost Actions (1d100)	M/P	Special Results
01-05	0/1	Roll Balance or fall to ground
06-10	0/1	Roll Balance at -1/2 or fall to ground
11-15	1/1	Roll Balance at -3/4 or fall to ground
16-20	1/2	Fall to ground
21-25	1/2	No Attack allowed for 2 rounds
26-30	1/2	No Parry allowed for 2 rounds
31-35	1/3	No Attack or Parry allowed for 2 rounds
36-40	1/3	No Attack or Parry allowed for 3 rounds
41-45	2/3	Weapon dropped (lands 1d4 hexes away)
46-50	2/4	Weapon thrown (lands 1d6 hexes away)
51-55	2/4	Weapon hurled (lands 1d8 hexes away)
56-60	2/4	Weapon breaks
61-65	2/5	Weapon shatters (LUK stat check vs. LUK 12 required to find all the pieces after combat)
66-70	2/5	Vision partially blocked 1d4 rounds to fix (all vision skills at -1/4 normal)
71-75	3/5	Sprain back, all physical skills at -1/2 until Heal is cast or First Aid is applied
76-80	3/5	Injure self, normal damage
81-88	3/6	Injure self or friend, normal damage
89-92	3/6	Injure self or friend, special damage
93-95	3/6	Injure self or friend, critical damage
96-00	3/6	Fumble looks so ridiculous, opponent devotes 1d4 physical actions laughing, may only use actions to defend (block, dodge)

The "injure friend" result should only be considered if an ally is within the same or adjacent 10' hex. If a missile weapon is used, any friend who is within a reasonable line of fire and within the maximum range of the weapon is a possible target.

STAT & SKILL MODIFIER GUIDELINES

Level of Difficulty	Equivalent Stat	Fractional Modifier	Crowd Reaction (if successful)
Facile	1	x2	none
Elementary	5	+3/4	Yeah, so. Is that it?
Easy	7	+1/2	Well, I could do that.
Not too hard	9	+1/4	Ok.
Average	12	None	Not bad.
Pretty hard	15	-1/4	Impressive.
Difficult	17	-1/2	Whoa, did you see that?
High-impossible	19	-3/4	Amazing! Who is that guy?
Inconceivable	25	01	Open-mouthed stares

POSITIONAL MODIFIERS

	Attacking in Hand to Hand	Parrying in Hand to Hand	All Dodging
Standing vs.	+1/4	normal	normal
Downed	-1/2	normal	-1/2

COMBAT VISUAL RANGE

(1d100)	Range Types					
	A	B	C	D	E	F
01-04	0	1	2	3	8	15
05-08	1	2	4	6	16	30
09-12	1	3	6	9	24	45
13-16	2	4	8	12	32	60
17-20	2	5	10	15	40	75
21-24	3	6	12	18	48	90
25-28	3	7	14	21	56	105
29-32	4	8	16	24	64	120
33-36	4	9	18	27	72	135
37-40	5	10	20	30	80	150
41-44	5	11	22	33	88	165
45-48	6	12	24	36	96	180
49-52	6	13	26	39	104	195
53-56	7	14	28	42	112	210
57-60	7	15	30	45	120	225
61-64	8	16	32	48	128	240
65-68	8	17	34	51	136	255
69-72	9	18	36	54	144	270
73-76	9	19	38	57	152	285
77-80	10	20	40	60	160	300
81-84	10	21	42	63	168	315
85-88	11	22	44	66	176	330
89-92	11	23	46	69	184	345
93-96	12	24	48	72	192	360
97-00	12	25	50	75	200	375

A = Tropical Forest D = Wetlands
B = Temperate Forest E = Desert/Grasslands
C = Mountains F = Air (flying)

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GATEWAR™

BELIEVABLE FANTASY ROLE-PLAYING IN THE WORLD OF VINYA



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GateWar is the 3rd edition of the Element Masters fantasy role-playing game, ©1982, 1984, and is the culmination of over a decade of intensive writing, rewriting, playtesting, and editing. We are very proud of our work, and hope that you will feel, as we do, that this game is a near-perfect blend of realism and playability, detail, and pace.

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INTRODUCTION

GATEWAR AND THE ROLE-PLAYING CONCEPT

GateWar initiates players into an alternate universe, where they take the role of characters in a fantasy setting. The rules presented in this book form a framework that governs their development in the world of Vinya. Within this framework, the players determine the actions of their characters according to the attributes and personality with which they were created. The rules of GateWar are designed to allow the characters to interact with Non-Player Characters (NPCs) and creatures (also referred to as Monsters) in a fair and consistent manner—but the actions taken are determined and only limited by the player's imagination.

PLAYING GATEWAR: AN OVERVIEW

Rolling Dice:

GateWar is an open-ended story. The actions of the characters are controlled by the players, the outcomes of those actions are dictated by their abilities and by chance. Dice rolls are used to simulate this; characters have abilities which are determined (largely) by dice, which give certain percent chances to accomplish tasks. Rolling a one hundred sided die (more about that in the sidebar) will determine whether that percent chance in that situation was met or missed, and thus the character succeeds or fails at that task.

Statistics:

Most of the statistics in GateWar are determined by totaling the result of five four-sided dice and any modifiers due to the character's race. Thus a score of 12 or 13 indicates an average level of ability. Size is more a function of the character's race, and is determined differently.

Magic:

Individual spells have different effects, but there are a number of rules that apply to all common magic spells. First, each spell cast subtracts from the character's Magic Point Total. MPT restores itself naturally over time; in fact, one good night's sleep will generally restore all of a person's lost MPT. Any spell may be cast at range, and the range of any spell is the caster's MPT in hexes (before casting the spell). Duration spells (spells that provide temporary effects) will last for the caster's MPT in combat rounds. If the target of a spell doesn't want the spell to affect him, the spell must overcome his natural magical resistance. The base chance for a spell to succeed is 50% modified by plus or minus 05% for every point of MPT the caster has greater than or less than the target before the spell is cast. So: If a character with a current MPT of 17 is casting a Cornea Cloud (duration) spell at a target whose current MPT is 14, the target must be within 17

This is a sidebar. You should read all of them; we'll use sidebars to provide examples for concepts and rules that might not be obvious the first time you read through the rules. To keep from confusing the players in the examples with the characters they play, the players' names will be in all capitals. For example, SUSAN plays Lirg, and CRAIG plays Midon. BOB wants to join the game, too, and is going to make up a character as you read along. MICHELLE is the Game Master, and she plays everyone else that the characters run into during their adventures.

Sidebars will also be used to provide more esoteric information: tidbits about people, places, and creatures that are not vital to learning the game itself.

DICE ROLLING

When dice need to be rolled it will be denoted like this: roll 2d6. In this case, it means to roll two (2) six-sided dice (d6), and add them together. If you rolled a 4 and a 2, the result of your 2d6 roll would be a 6. Rolling a 1d100 is an exception. To roll a 1d100, you would roll one 10-sided die for the "tens" and one 10-sided die for the "ones." Thus, rolling a 7 then a 2 would be 72 and rolling two zeroes would mean 100.

hexes (170 ft.) in order to be in range, **B** because the caster has 3 more points of current MPT than his target, he gets +15% to his chance to succeed (the spell has a 65% chance to work), and **C** the spell, if successful, will last 17 combat rounds.

Spells:

There are two types of spells, Fixed and Variable. Fixed spells subtract a set value of Magic Points (MP) from the caster's MPT. Variable spells may be cast at different levels of power. For example, the Heal spell restores one Hit Point of damage to an injured location for every spell level at which it is cast. Thus, a Heal I spell restores 1 Hit Point, a Heal II spell restores 2 Hit Points, a Heal III 3 Points, and so forth. However, each increasing spell level doubles the MP cost. Thus a Heal I spell costs 1 MP to cast and a Heal II spell costs 2, but a Heal III spell costs 4 MP, a Heal IV costs 8, then 16 and so on as high as the caster is able to go.

The Combat Round:

The combat round breaks down into three actions, two physical and one mental, all of which occur at roughly the same time. Each Mental Action may be used to employ a Mental skill, or to cast a Magic Spell. Each Physical action may be used to employ a physical skill, such as weapons use.

Mental and Physical Skills:

Should a character choose to devote an action during a combat round to performing one Mental or Physical skill, he then rolls percentile dice. If he rolls the number representing his skill or less he succeeds; otherwise, he fails.

Miscellaneous Abilities:

Miscellaneous Abilities are different from Mental and Physical skills in many important respects: **A** Not all Miscellaneous Abilities represent percentile die rolls. **B** Miscellaneous Abilities are derived from statistics and Mental and Physical skills such that when one of those skills or statistics is improved through experience or training, the Miscellaneous Ability improves as well, automatically. **C** Mental and Physical skills are controlled by the player, who decides when and how they are used. Miscellaneous Abilities are referenced by the Game Master. Finally, **D** Mental and Physical skills both require the devotion of an action by the character. They require time and concentration; Miscellaneous Abilities do not. In short, the skills are voluntary while the abilities are involuntary.

Weapon Skills:

Essentially, weapon skills are just more Physical skills. Each weapon has a separate Attack and Parry skill.

Attack: If a player chooses to devote a physical action to attacking, he rolls percentile dice (1d100). If he rolls his Attack number or less he hits, otherwise he misses. If the roll is his Special number or less, he scores a special hit (an impale, stun, slash, or whatever, depending on the type of weapon being used), if he rolls his Critical number or less, then he scores a critical special hit, which inflicts damage like a special hit and ignores armor. However, if the roll is his fumble number or above, he does something embarrassing (shoots a friend, stabs his foot, trips on his own bowstring, etc.)

Parry: If a player chooses to devote a physical action to parrying an incoming blow, he rolls percentile dice. If he rolls his Parry number or less he manages to block the incoming attack, otherwise he misses. There is no Critical, Special or Fumble Parry, you either parry or you don't.

DA:

DA is the Damage Absorption of weapons, armor and objects. Even on a successful Parry, the attacker still gets to roll damage to the blocking weapon. If the attacker can exceed the DA of a parrying weapon in a single blow, then the weapon breaks and any excess damage strikes a random location. The damage is first subtracted from the DA of any armor worn in that location. Any damage left over would be subtracted from that location's HPs.

Hit Locations and Hit Points:

Every creature in GateWar has a number of Hit Points determined by body weight. It is from these points that weapon damage is subtracted. Creatures' bodies are divided into vulnerable areas called Hit Locations. Each location is a certain percent of the body as a whole, and has a number of Hit Points equal to that location's percentage of the total Hit Points.

A Brief Discussion of Damage and its Effects:

A damaged Hit Location with 0 or more Hit Points remaining is Wounded, but can still function. A Hit Location reduced to below 0 HPs is in Serious condition. An arm or leg in Serious condition will be numb and useless, a head or chest in Serious condition will render the victim unconscious, and in the abdomen it will paralyze him from the waist down. If the location is reduced below the negative of its original (if a 6 HP location is reduced below -6 HPs) then the situation is Grave—arms or legs are permanently maimed or hacked off the body completely; the Head, Chest, or Abdomen in Grave condition means death.

THE ROLE OF GAME MASTER

The primary goal of the Game Master (GM) is to transform the rules and information found in this book into an exciting and interesting storyline for the players to explore. The information is designed to help the Game Master, or referee, determine the success or failure of the characters' attempted actions, as well as to acquaint them with the physical laws, characteristics, and inhabitants of Vinya.

The rules provided are designed to allow the most realistic role-playing possible, covering actions for combat, everyday activities and the larger course of history on the continent during and in-between Game Time. A meta-rule of GateWar is that this does not mean that all the rules must be strictly enforced—this is a game, and should be primarily fun. If any rule seems unreasonable, confusing, or too complex to allow for a fast-paced game, alter it or omit it completely.

It is up to the Game Master to insure that the game remains fair—to both the players and the monsters they encounter; challenging, without grinding up the players' characters mercilessly; and most important, fun. The pace should be fast enough to hold the players' interest, yet not overwhelm them, which may mean adding, deleting, or altering situations or monsters called for by the rules. The Game Master plays the roles of the Non-Player Characters and monsters, acts as story-teller of the characters' tale as it unfolds, and also serves as final judge over any disputes or rules arbitration. The players may petition the Game Master for a rule change (and their reasoning should be considered), but the right and responsibility of final decision is the GM's entirely. (Of course, a GM who continually disregards the wishes of his players may find himself without them, Mastering a Game in which no one will play.)

One more thing—the world of Vinya can be a violent and imperfect place. GateWar players are faced with the prospect of a character's death. It is recommended that you as the Game Master try to preserve their miserable skins whenever possible, even if some rules must be bent. Characters finding themselves on the losing end of a fight could be captured for slavery or ransom (or rescue), saved by the militia, or even preserved by an act of God. Of course, some characters are destined not to make it. If the players must be consistently dragged out of the fire or insist on doing stupid things, give them their due. But remember, bottom line, this is a game designed for fun and enjoyment—no one likes to see a character they've spent months playing eradicated.

As you may have noticed with a run-through of the rules, there are a great many covering almost any situation. Rules are inherently limiting, but a good deal of the attraction most people feel for fantasy games is the absence of a restrictive format; the GM lays out the situation and the players deal with it in whatever fashion they think best suits the circumstances, within the bounds of their characters' natures. With this in mind, it is not necessary to clobber the players with the vast weight of rules for every circumstance provided. The ideal situation is when the GM provides the storyline and details of the scenario, and the players guide their characters through it, cautiously and realistically, resorting to the rules only as necessary to resolve combat or skill attempts. Further use of rules is warranted if the GM feels the players are taking advantage of the fact that they are basically an omniscient being moving a game piece about a board. If the characters are travelling for many days on light rations to the furthest extent of their capacity, weapons out and ready, and battling beasts on the way, the GM may feel it necessary to invoke the appropriate rules such as fatigue or blood-loss, or even force them to find and prepare meals, rather than just Foraging along the way. A good rule of thumb is that if the actions of the players seem reasonable and within the nature of their characters, let them do it without a rule or roll.



HOW TO USE THIS BOOK

It is the belief of Escape Ventures that gaming manuals are used more than read. That is, the reader will spend more time consulting the book for an occasional rule or monster than he will actually reading it. To this end we have, whenever possible, included page indicators for easy cross referencing, and sometimes refer to sections that the reader may not be familiar with on the first reading. We believe that this approach will make the book more user-friendly and valuable in the long run.

In order to make referencing more convenient, this book is divided into three main sections. The first section, Character Creation, contains all the information necessary to complete the Character Profile sheet. It includes detailed descriptions for: vital statistics, Mental, Physical and Professional skills, common magic spells and equipment lists, and many character enhancements to bring life to the character both during initial creation and future experience.

The second section, Character Performance, explains how to apply and use the statistics derived from the Character Creation section. It contains rules on combat, magic use, and important situational modifier tables.

The third section, Character Environment, contains campaign and cultural details of the world of Vinya. It also gives descriptions for uncommon magic spells and weapons, information on weather, geography, history, and the creatures currently inhabiting the planet. It also provides a framework to help the GM determine how Vinya changes as time passes in his campaign.

The players can take part in the campaign to eradicate the aliens and become the leaders of the new regime, aspire to become Element Masters, or keep others from doing so—as that was what originally caused all of the trouble anyway.

One interesting campaign would be for a larger role-playing group to divide itself between opposing forces, such as: Trons and the Twin City East Militiamen, Dragonkind and the Tennek Militia, Unspeakables and Mips, or Dark Warriors and Element Masters. The GM can play each group separately until there is a confrontation through random (or not-so-random) encounters.

Enough said, now on with the show....

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Pre-Generated Character Profiles

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Appendix F Random Encounters

Appendix G Product Information



1

CHARACTER CREATION

A character's strengths and weaknesses are represented by various attributes. These allow the GM to determine, with some degree of fairness and predictability, the interaction between characters and the world in which they live.

This chapter guides the GM through the creation of a humanoid Player Character (PC). Each attribute is listed in the same order as it appears on the Character Profile sheet (see Appendix C); the player fills in the appropriate spaces as they are presented. Some information is repeated for convenience.

1.1 NAME

Player's choice.

1.2 CHARACTER RACE

A Player Character need not be humanoid. While it might not be terribly exciting to play a Pebble Puff, the GM may allow any creature found on Vinya. Since choosing a race incompatible with the rest of the party requires the GM to run separate groups or arbitrate intra-group battles, the choice of races will be restricted by the type of campaign being run. Many of the more unusual races would require significant alterations to the Character Profile Sheet, so it is recommended that newcomers to GateWar stick to the standard PC races. At the GM's discretion, the character's race may be chosen by the player or it can be rolled on the Race Determination Table.

RACE DETERMINATION (1d100) Race of Character

00	Half-Tron
98-99	Kitzu
91-97	Zod Bowman (male) or Nequitar Warrior (female)
76-90	Bruff
61-75	Geffren
41-60	Unspeakable
01-40	Wellan

1.3 STANDARD PC RACES

According to the Roll of Guidren, the immense Geffren tome of history and philosophy (its title alone in the Geffren tongue is several pages long), all the Vinyan races came from their home continents some 2,000 years before the opening of the Gateway of the Worlds. Before that time, the races were spread throughout their respective home continents, where each was uniquely adapted to their environment.

Individuality

It must be remembered that a character is more than a collection of numbers. A character needs a personality, goals, desires, strengths and weaknesses. It is up to the player to make the character come alive.

New Character Example

CRAIG and SUSAN have been playing GateWar for a while, and MICHELLE has been their Game Master (GM). BOB wants to join in, so MICHELLE asks him to make up a character. First he reads through the character races to see what type of character he'd like to play.

Bruff

Bruff Racial Bonuses

STR	+3
CON	+2
MPT	+2
APP	-1
Vision	+20%
Climbing	+10%
Riding	-10%
Swimming	-05%
Quiet Movement	-05%
Professions	2× base of Craftsman
	2× base of Merchant
	3× base of Miner

The Bruff are generally short and squat with rugged features and stiff grey or white hair. They live in the rugged northern mountains, their keeps precariously jutting from the cliff faces. Unable to farm on the steep mountain slopes, the Bruff cultivate mosses, mushrooms, and lichens within the vast complex of tunnels and mines beneath their homes and hunt the hardy creatures that can survive the harsh mountain climate.

Traders from throughout the known world seek their fine masonry, metalwork, and precious jewels wrested from deep caverns. Thieves and raiders quickly discover the quality of Bruff weapons and stonework, and their prowess in battle as well.

Bruff thrive on gaudiness; their riotously colored clothing and glittering jewelry contrast strikingly with their drab environment. Many dye their bodies and hair. Bruff males typically wear their hair in tall shocks or waxed spikes, making them look much taller.

They are blunt in conversation and quick to either blows or laughter. Impatient and direct, they are distrustful of strangers and taller folk, swift and brutal to attack physically or verbally. In fact, they consider social pleasantries insulting as they only serve to hide true feelings. In friendlier company, Bruff are a rambunctious lot, full of shouting and laughter and good cheer. This is often fostered by whiskey and Bruff ale, which some say is used to etch their mountain homes out of living rock. The ale is almost lethal in its potency for anyone unused to it, though the Bruff treat it as a table beverage.

Bruff are concerned only with concrete facts and firm ground; they are distrustful of mounts and water. Besides their boisterous verbal language, the Bruff have developed a sophisticated form of communication consisting of tapping or scraping, flashes of light, and drumbeats.

Between the ages of 40 and 60, Bruff males become particularly restless; not ready to burden themselves with the back-breaking labor of their fathers, yet eager to test their new adult strength. They dream of their names in fireside tales, their arms carving renown in battle rather than fashioning trinkets. The younger generation seems to enjoy the exciting battles with the invaders. They make great sport of keeping track of their kills by notching their axe handles or knotting their hair or beards.

As they get older, Bruff grow much heavier and slower, their skin

thickens, and most males become completely bald, although their eyes remain sharp. Not known for their liberal attitudes even when younger, the mature Bruff is obsessively narrow-minded, dealing severely with any deviation from established norms.

Bruff characters should pick or roll 2d4+2 traits from the accompanying list of Bruff attributes.

(1d100)	Bruff Attribute
91-00	Avid mushboarder
81-90	Pug nose
71-80	No neck
61-70	Bushy eyebrows
51-60	Extensively hairy (includes tip of nose/ears and back)
41-50	Wide shoulders
31-40	Bright-colored clothes fetish
21-30	Body adornments (tattoos, jewelry, paint)
11-20	Spiked hair
01-10	Dyed hair

Mushboarding:

This sport has grown increasingly popular among Bruff youth. It involves strapping a shaped board to one's feet and skimming down snow-covered slopes, patches of ice, or for the more daring, through the cultivated mushroom beds of their parents. Fortunately, many of the more radical mushboarders have sought greater challenges on the Borderlands.

Geffren

Geffren Racial Bonuses

DEX	+1
INT	+1
APP	+1
Hearing	+15%
Know Vinyan Legends	+10%
Oration	+15
Quiet Movement	+20%
Profession	3× base of Healer

The Geffren are a stately race—tall, thoughtful, and deliberate. Everything about them is slow and precise; discussions, introductions, and even sexual congress often run the course of several days unabated. In complete harmony with their northern forest homes, they tend and train their birth-trees to provide almost every need; their homes are grown within the bole of the matriarchal birth-tree, furnished with a heart-wood table and branches trained into the forms of chairs. Geffren treat delicate plants and small creatures with extreme tenderness and reverence—even those used as food. Most Geffren are vegetarians. They are protective of their tranquility and unforgiving of transgressors.

Geffren complexion is generally pale; with continued exposure to the sun it becomes a pearly white. Such pearlescent individuals are usually ancient aesthetes of the wilderness, and are revered for their close communion with nature.

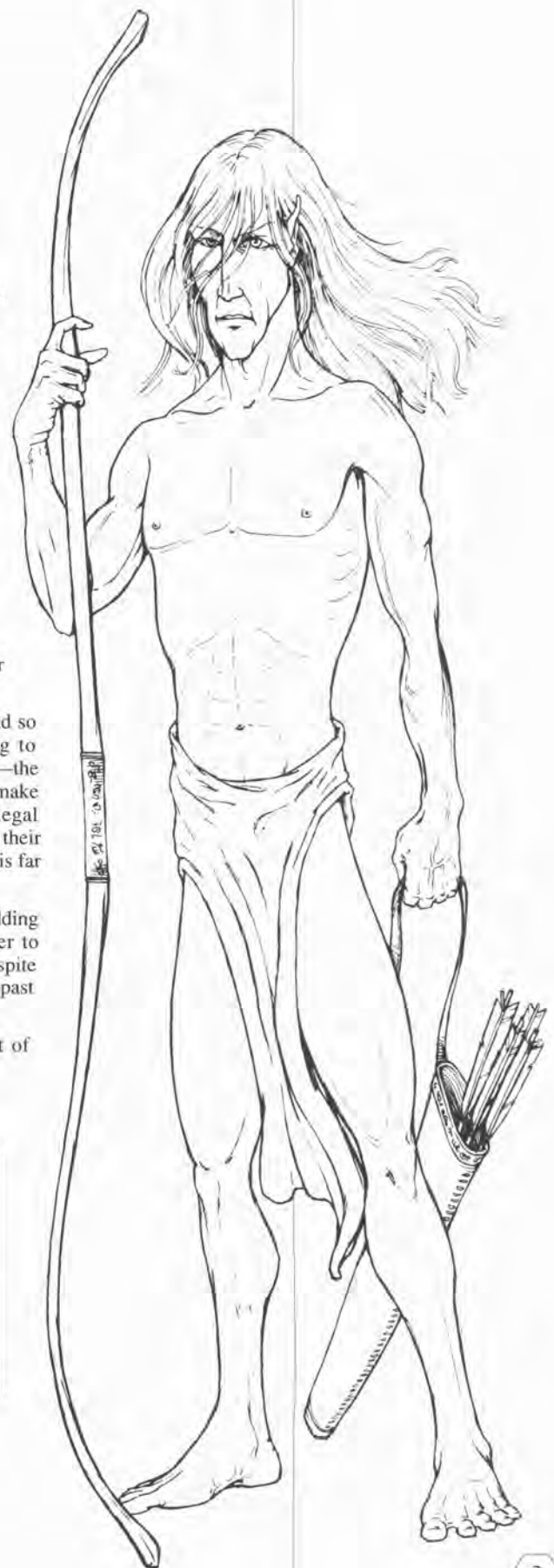
The young are lithe and quick, gradually stiffening as they reach full height; the very oldest Geffren may stand in one place, lingering on one thought for many weeks.

Geffren are extremely reserved; their language is soft, slow, and melodious and so specific that it takes a tremendous amount of mumbling and whispering to communicate even simple thoughts. They have time for this sort of discourse—the average Geffren lives well beyond 500 years. Their patience and carefulness make Geffren respected statesman, and their precise language is often used in legal documents and treaties. Geffren philosophy is as convoluted and specific as their language and nature lore; everything explains itself to them, but the translation is far too slow for most shorter-lived peoples.

Many young Geffren, while still in their first 100 years, rebel against the plodding formality of their ancestors, taking up the Wellan or Bruff language—eager to express themselves and learn faster than their own language will allow. Despite their tradition of passiveness, Geffren can be fierce warriors, never forgetting past injustices, even if they take lifetimes to avenge.

Geffren Characters should pick or roll 1d4+1 traits from the following list of attributes.

(1d100)	Geffren Attribute
81–00	Non-vegetarian
61–80	Elongated neck
41–60	Rigid posture
21–40	Pale skin
01–20	Bluish-grey hair color



Half-Tron

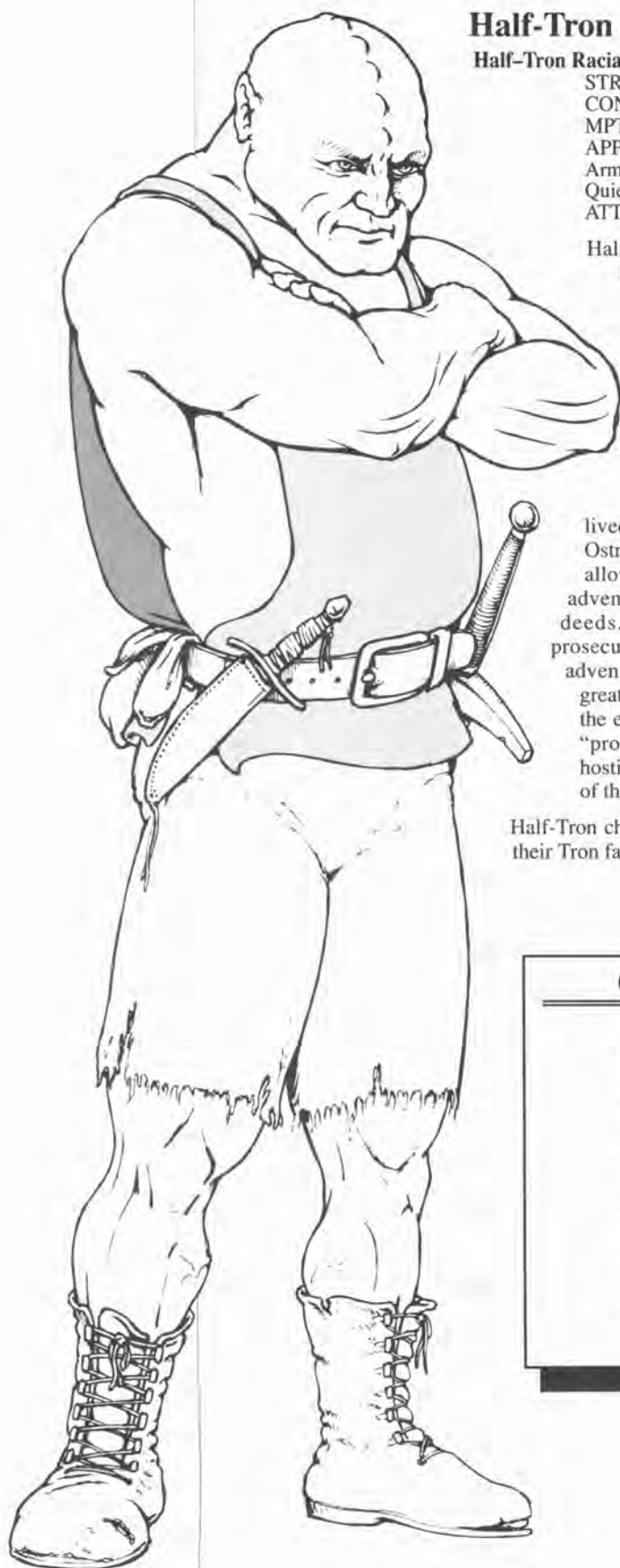
Half-Tron Racial Bonuses

STR	+2
CON	+2
MPT	-1
APP	-1
Armor	+1 point skin
Quiet Movement	-20%
ATT of one weapon	+10%

Half-Trons are extremely rare, born of a Vinyan mother and Tron father. The majority were born in the advent of the GateWar, soon after the first cities were overrun. It is not known how or why the obviously neuter Trons would kidnap Vinyan females and return them gravid. Reports of the experience from the mothers conflict wildly, with tales ranging from giant serpents to little old men.

Females of all Vinyan races have borne Half-Trons, although more Wellan and Geffren mothers survive the childbirth. Half-Trons approach their father's size, and often inherit opposable thumbs and head-ridges. The hybrid is rather short-lived, particularly in the face of heavy prejudice and racial hatred. Ostracized all their lives, Half-Trons are generally shy and introverted, allowing their weapons to speak for them. Most take up a life of adventure in the vain hope of gaining acceptance through valorous deeds. Many, finally pushed too far, are now on the run from prosecution. Because of the outlaw nature (justified or not) of most adventuring Half-Trons and their obvious kinship to one of Vinya's greatest threats, acceptance is tenuous at best. Many Vinyans respect the efforts of the half-breeds, but some towns assign militia squads to "protect" transient Half-Trons. The western cities are even more hostile, undoubtedly because there are few Half-Trons, but many tales of their savagery.

Half-Tron characters should pick or roll 2d4+2 traits that were inherited from their Tron father. They are sterile unless they roll otherwise.



(1d100)

Tron Attribute

91-00	Nonsterile
81-90	Gauntlet fetish
71-80	Likes furry things (including Unspeakables)
61-70	Sharp pointy teeth
51-60	Two opposable thumbs
41-50	Rough skin
31-40	Distinctive pointed ears
21-30	Bald, bumpy head
11-20	Head ridges
01-10	Gray skin tint

Kitzu

Kitzu Racial Bonuses

STR	+1
CON	+1
DEX	+3
MPT	+1
Hearing	+10%
Smell	+15%
Quiet Move	+20%
Hide	+20%
Attack of any one Missile Weapon	+20%
Profession	3× base of Outdoorsman

The Kitzu are a race diminutive in size and small in numbers. The only aboriginal Vinyans, they inhabit the dense southeastern rainforests in near total isolation, hunting small animals among the heavy vegetation. They are extremely skilled at moving about in their native forests, disappearing from sight soundlessly among the trees.

Kitzu are dark of complexion and hair, with short, wiry bodies well-suited to wending through the heavy underbrush of the rain forest. They prefer nonmetallic armor, such as Unspeakable leather or Geffren reed, and abhor rigid Bruff heavy plate. They have almost no verbal language—some hoots and whistles for patrol and intimate hums and chuckles for private conversation. The majority of communication is through sign language.

In recent years, since the invasion through the Gate, the Kitzu have been routed from their ancestral homes in the Chaotic Forest. Isolated communities precariously hold the eastern reaches of what is now the Tron Territory, avoiding the lumbering patrols by frequently abandoning their small villages of frond huts.

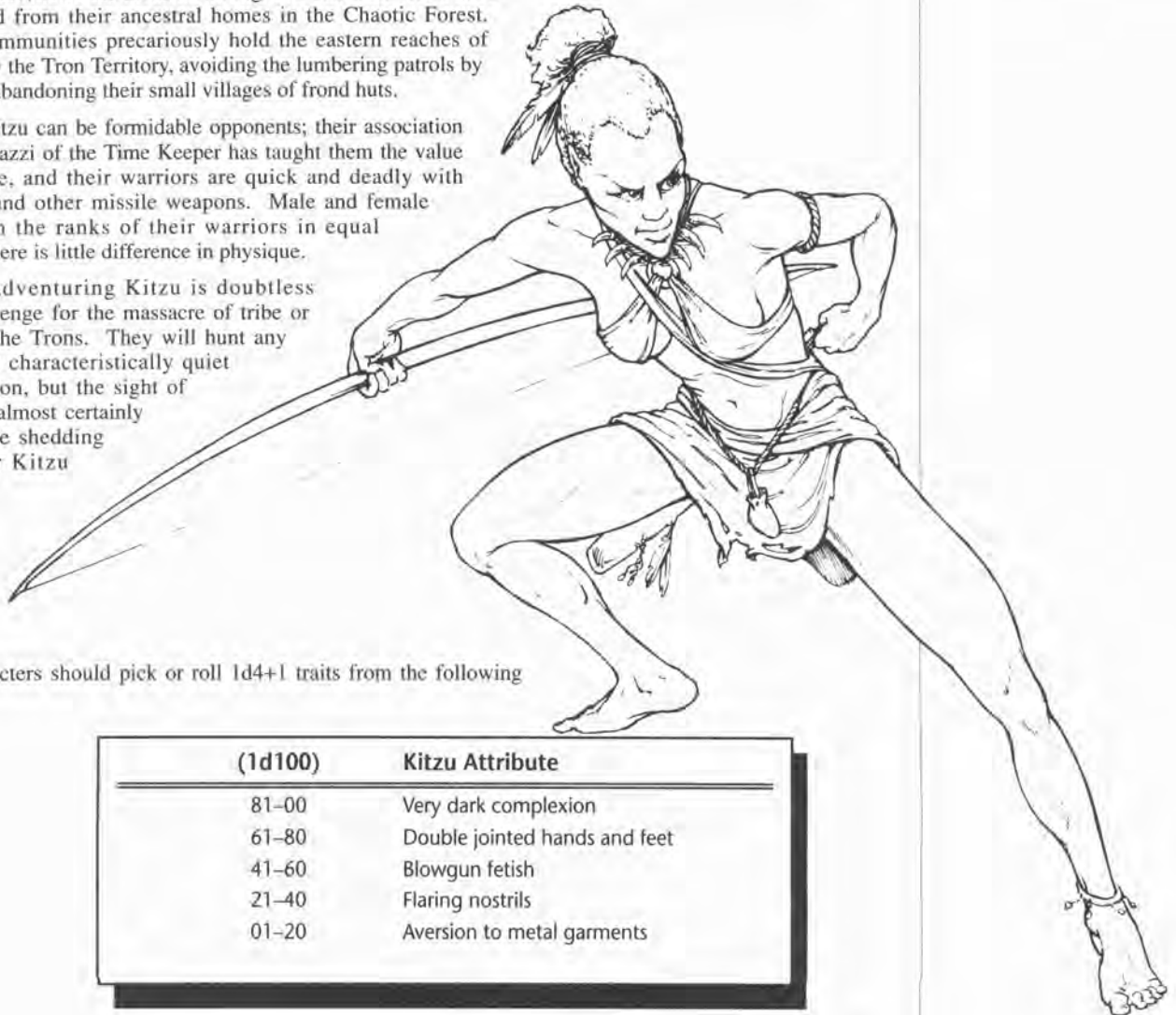
The tiny Kitzu can be formidable opponents; their association with the Drazzi of the Time Keeper has taught them the value of spell use, and their warriors are quick and deadly with blowguns and other missile weapons. Male and female Kitzu form the ranks of their warriors in equal numbers; there is little difference in physique.

The rare adventuring Kitzu is doubtless seeking revenge for the massacre of tribe or family by the Trons. They will hunt any aliens with characteristically quiet determination, but the sight of Trons will almost certainly result in the shedding of Tron or Kitzu blood.

Kitzu characters should pick or roll 1d4+1 traits from the following list.

(1d100)	Kitzu Attribute
81–00	Very dark complexion
61–80	Double jointed hands and feet
41–60	Blowgun fetish
21–40	Flaring nostrils
01–20	Aversion to metal garments

Kitzu Poison
Kitzu warriors frequently make use of home-brewed toxins to help tip the scales against an adversary (see poisons, p. 149).





Nequitar Warrior

Nequitar Warrior Racial Bonuses

STR	+1
CON	+1
DEX	+1
MPR	+2
APP	+3
Armor	DA = 6 (bracelets)

The Nequitar Warriors are the females of an alien race. Through their brave deeds and faithfulness in the defense of Vinya, they have carved themselves an uncomfortable niche in Vinyan society. Their beauty is matched by their ferocity in combat, and militiamen are always glad to meet up with a Nequitar patrol.

The Nequitar have earned the respect of common folk, but their lifestyle has sparked animosity from certain groups who believe that the strong-willed and free-spirited Nequitar are undermining the basic moral foundation of Vinyan society. They are accused of being too sexually aggressive and uninhibited. Nequitar generally shun restrictive garments, especially armor—anything that might cramp their uninhibited lifestyle.

The Nequitar share their tropical homeworld with the Zod Bowman (the males of their race), although they share little else. When the urge hits, a group of Nequitar descends upon a Bowman encampment to mate and to trade their male children to the Bowman for meat.

The Nequitar are quite open about their culture and willingly debate its merits and failings. One aspect, however, remains singularly private—the Nequitar initiation. In this ceremony the young woman is attuned to her first bracelet of armor, which affords her a protection akin to the Common Magic spell “Armor.” A bracelet worn by the attuned owner affords continuous protection, but serves only as decoration to any other wearer. Other powers of these magical bracelets are quite mysterious and have prompted many rumors, one attributing the power to maintain a taut tummy and firm thighs and buttocks.

The waterways of the Nequitar home planet are infested with Aqualoids, ancient enemies that raid the women's beach villages and compete for fish and coastal game. Though they find the flesh distasteful, Nequitar often eat Aqualoids out of spite.

These statuesque women share the Unspeakables' love of crashing, rhythmic surf. They are strangely attracted to the diminutive Unspeakables and enjoy visiting their comparatively Aqualoid-free beaches. The sport of surfing is new to the aliens, but they have taken to it avidly.

Nequitar player characters are assumed to have completed their initiation and received their bracelets at the start of play. They cannot normally use Common Magic, as they have MPR instead of MPT. Nequitar characters should pick or roll for 1d4+1 traits from the following list of attributes.

(1d100)	Nequitar Attribute
81–00	Dark complexion (tan)
61–80	Large breasts
41–60	Wild (maintenance-free) hair
21–40	Blue eye color
01–20	Puffy lower lip

Unspeakable

Unspeakable Racial Bonuses

STR	+1
CON	+2
DEX	+2
LUK	+3
Hide	+10%
Swimming	+20%
One Missile Weapon	(+10%/+10%)
Profession	2× base of Sailor normal melee speed for Swimmer

The Unspeakables are easily the most beloved race, or so they will tell you. They are a lively little people, constantly talking to and touching each other; all members of the clan are tightly bound in the intimate party that makes up their daily lives. Many have a very simplistic view of life, and cling to their ideas with childish tenacity, even in the face of harsh reality. They are renowned for great endurance and courage, though this is more accurately an oblivion to danger.

They live in jealously unified clans of 20 to 100 individuals, making their homes in a variety of areas close to the water—in the Water Trees along the western coast, wooden shacks around the Bay of Swells, elevated reed huts in the Great River Delta, even in caves on the soft cliffs facing the Beach in the southeast. They resemble Wellan children in appearance and temperament, with very short blond to light brown hair. However, they are completely covered with an almost invisible velvety fur, and have a webbing of skin between their fingers and toes to the first joint. Unspeakables are at home in the water; they are quick and nimble while swimming, paddling their sleek canoes, and scrambling in the rigging of their pudgy sailing crafts.

Unspeakables eat predominately fish and water grains, though they will augment this diet with whatever bounty the sea provides. The Water Trees in which the western clans live provide large nut-like fruit, the shell of which is also put to a variety of uses. The long, stout branches curve gently back down toward the shallow water in which they grow. These branches actually reach the bottom as the tree grows, and, with this new support, begin another reach for the heavens. Eventually, these secondary trunks have branches that also reach bottom, and so on and so on, until a network of 'tree-domes' is produced, in which the Unspeakables make their homes. The reeds from which the eastern Unspeakables make their huts provide edible seeds and soft shoots, as well as fish-spears and material to fashion baskets and even weave cloth.

The majority of adventuring Unspeakables are from eastern clans displaced by the invaders, though many from the west have taken up arms to aid their cousins. They all despise Aqualoids, which attack their homes and spoil their fishing grounds, and a great affinity for the beautiful Nequitar, with whom they share hatred for the Aqualoids and often their homes as well. Unspeakable women are rather ambivalent about these beautiful and very tall rivals for the affection of their men, but as they are powerful allies against raiding Aqualoids and greatly love the lively, gregarious Unspeakable children, the relationship between the races seems solid.

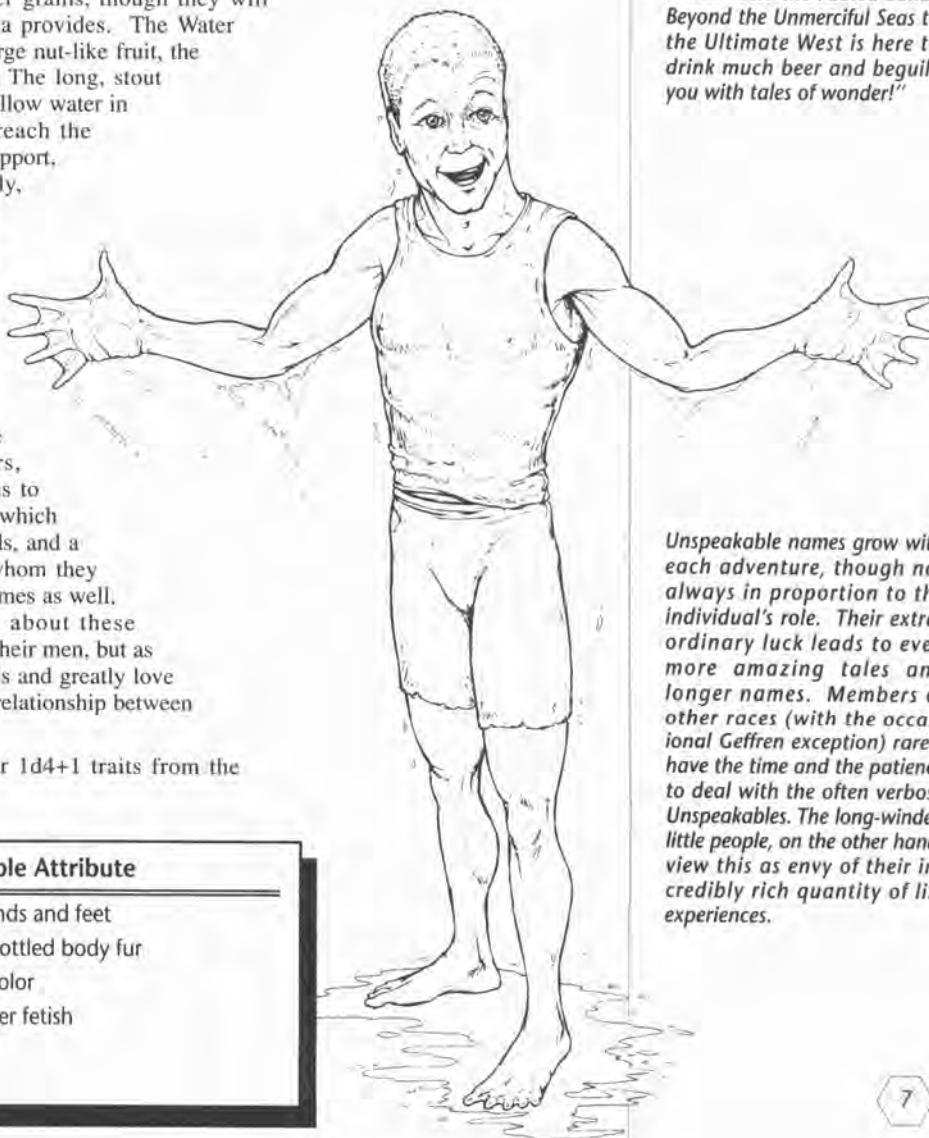
Unspeakable characters should pick or roll for 1d4+1 traits from the following list of attributes.

(1d100)	Unspeakable Attribute
81–00	Webbed hands and feet
61–80	Patchy or mottled body fur
41–60	Green eye color
21–40	Long moniker fetish
01–20	Avid surfer

Unspeakable Names

Each individual has a secret family name that is known only by other family members, hence the name "Unspeakables." They are highly protective of their secret name, since knowledge of it bestows honorary membership in the clan. It is the highest honor afforded non-Unspeakables to be told a family name.

Unspeakables are shamelessly proud and boastful of their deeds. Simple introductions between families takes the better part of an afternoon while impossible lists of their supposed feats are joyfully exchanged. Thus, a typical introduction might be "Bungo, Tamer of Lizards, Keeper of the Fabulous Shellnar, Eater of Alien Grasses upon Pointy Peak, Slasher of Chaos, Terror of the Bay Brigands, and Seeker after the Fabled Lands Beyond the Unmerciful Seas to the Ultimate West is here to drink much beer and beguile you with tales of wonder!"



Unspeakable names grow with each adventure, though not always in proportion to the individual's role. Their extraordinary luck leads to even more amazing tales and longer names. Members of other races (with the occasional Geffren exception) rarely have the time and the patience to deal with the often verbose Unspeakables. The long-winded little people, on the other hand, view this as envy of their incredibly rich quantity of life experiences.

Wellan

Wellan Racial Bonuses

STR	+1
MPT	+3
Vision	+15%
Professions	2× base of Husbandman OR (Player's choice) 2× base of Merchant

Wellans are the most populous and influential of Vinyan races. Inhabiting the flatlands, they are great travelers and make fine traders and storytellers. The major discoveries are usually made (or at least claimed) by Wellan, although the Geffren complain that they never follow up these finds with the proper study or exchange of ideas. Great organizers, Wellan governments and businesses are diverse, complex, and thriving. Although the Geffren tongue is used frequently to pinpoint legal terminology, the majority of interracial transactions are conducted in the much terser Wellan speech, even between non-Wellans (the Bruff language is even more direct, but tends to insult at inopportune moments).

Wellan are tall and long of limb, but well-muscled and strong. Their physical appearance and temperament are far more variable than those of any other Vinyan race, probably due to the fact that their well-travelled lifestyles bring them in contact (often mating) with members of other races. Wellans are apparently the genetic default value of all the Vinyan races; any pairing of any native Vinyan races will result in a Wellan offspring, whether either parent is Wellan or not.

A shorter-lived race, Wellans have had many generations to adapt to the magic rich environment of Vinya and are now potent Magic manipulators. They are prolific farmers and herdsmen, trading grain and livestock with other races, particularly the Bruff, for goods and services. Depending on locale, Wellan homes are built of stone, wood, or mud brick, with shingled or thatched roofs.

Wellan characters should pick or roll 1d4+1 traits from the following list:



Wellan Migration
In Vinya, where family farms and ranches are shrinking because of pressure from refugees from the east, Wellan youth are driven to war and adventure more by necessity than revenge or love of homeland. The children of refugees find themselves coming of age without a plot of land to call their own, and many cannot bear the thought of working to fill someone else's coffers.

(1d100)	Wellan Attribute
81-00	Very dark/light skin
61-80	Curly/thin straight hair
41-60	Angular/blunt features
21-40	Quick tempered/easy-going
01-20	Unusual eye color

Zod Bowman

Zod Bowman Racial Bonuses

STR	+2
DEX	+2
MPR	+5
Bow Attack	+25%

Inhabiting the forests, or Zods, of their world, the Bowman are skilled bowmen. It is a grave insult to use the plural; they refer to themselves only as Bowman, no matter the number. They have remained steadfastly neutral in the struggle for supremacy on Vinya, although they prefer to aid the underdog (and prolong the conflict). Vinyans grudgingly accept the Bowman, more on the weight of the Nequitars' commitment to the defense of the land than on their own merit. Bowman are carefully watched within city walls since their current employer is never certain.

Physically, the Bowman are very much like the Wellans. On the average, they are slightly stronger, more dexterous, and have a higher magic resistance, although they very rarely have spell-casting ability.

The most notable aspect of the Bowman culture is the Zod Bow. The bow has a range and damage equal to the Vinyan Compound Bow, and can be used as a heavy mace in hand-to-hand combat. Either attack will deliver the energy discharge to an opponent; damage of 1d6 is applied separately from the weapon damage, but is unaffected by conventional armor. Only magical defenses such as an Armor or Energy Shield spell will defend against the energy discharge. If the attack is parried, the shock damage is delivered to the parrying limb. The energy discharge may also be used during a successful Parry, where the damage is applied to the attacking limb.

The shock damage described above is autonomous, being delivered without effort or consent from the Bowman; however, the following minor functions may be invoked through the devotion of a Mental action. The bow can heal up to 2 Hit Points in a given location per round. The bow is also capable of emitting a bluish glow equal to a torch's illumination. If a Bowman is separated from his bow, he can sense its exact location up to his MPR in hexes. If the DA of the bow is overcome, it will explode, causing 1d6 points of damage in every location to everything within a 1 hex radius (except the Bowman, who is immune).

The energy blast is treated as a separate attack from the weapon and bonus damage, and will not be absorbed by armor, although it will be reduced by an Armor or Energy Shield spell. The Zod Bow is considered an important symbol of status. If a Bowman loses his bow, he will be shunned and outcast by other Bowman until he can obtain another. Since their arrival on Vinya, the older Zod Bowman have been given the responsibility of maintaining groves of Bow trees, located in the Birchwood forest. They have chosen a location far enough from the Geffren homelands to avoid conflict, but close enough to discourage the Wellan loggers of Birchwood.

Zod Bows are living organisms which regularly produce shoots off of their main bodies. These shoots can easily be pruned to grow almost perfectly straight, and can then be fletched into fine arrows. Zod Bowman use these shafts sparingly, and will retrieve spent arrows whenever possible, as the bow will complete only one new one each day. Neither normal arrows fired from a Zod bow nor Zod arrows fired from a normal bow will deliver shock damage.

Zod Bowman characters should pick or roll for 1d4+1 traits from the following list of attributes:

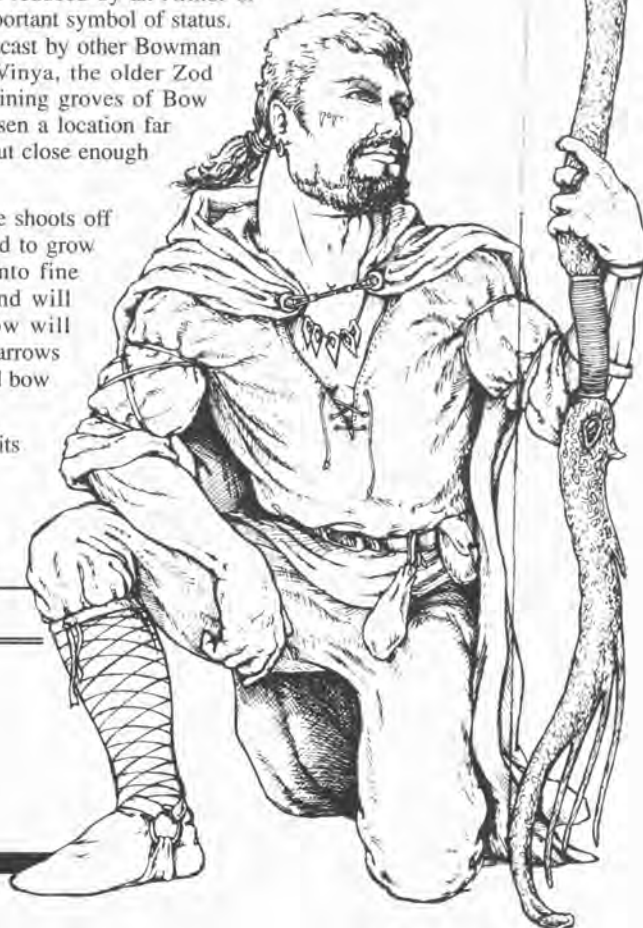
(1d100)	Zod Bowman Attribute
81-00	Pointy nose
61-80	Large Adam's apple
41-60	Beard and mustache fetish
21-40	Despises Nequitars
01-20	Opportunist (always for hire)

The Zod Bow
Fashioned from a certain type of tree growing in the Zod, the bow derives its special powers from the unusual defense mechanism of the tree itself.

Magic Mineral (see p. 121) is drawn into the roots of the Bow Tree and formed into a dense crystalline nodule in the center of the tap root. Using this power source, the tree wards off attacks with a stinging energy discharge. Upon reaching manhood, a young Bowman must seek out one of these trees and carve his bow from its taproot. Throughout this dangerous procedure, the tree emits a constant defensive shock. The Bowman must either

synchronize his magical aura with that of the tree, or die. The tree then accepts that individual as a part of itself and ceases to shock him, actually using its energy to protect him. The bow can then be handled only by its maker; anyone else will suffer an energy discharge (1d6 damage) every round they are in physical contact with the weapon.

Combat Note:
The Bowman's MPR defends the Zod Bow verses magical attacks.



Choosing a Race

BOB thinks Nequitar Warriors sound like interesting characters, and thinks one will fit in well with SUSAN's character (a Bruff named Lirg) and CRAIG's character (a Wellan named Midon). MICHELLE (the GM) thinks a Nequitar would be a fine addition to the team as well, and gives BOB the go-ahead. BOB decides his Nequitar Warrior character's name will be Tiessa. BOB makes a note of Tiessa's Nequitar racial bonuses, so that he will remember to take them into account when he starts filling in Tiessa's character profile.

Special Characters

BOB rolls on the Special Character Types table to see if Tiessa has an unusual ability due to a mixed heritage. BOB rolls 1d100, and gets a 00. "Potential Element Master"! BOB rolls again, hoping for another special ability, but his second result is "Normal for race." Since Special Character Types are potentially very powerful, BOB needs to get MICHELLE's permission. Since neither SUSAN's character Lirg nor CRAIG's character Midon have Element magic, she decides it's a great idea for BOB's character Tiessa to have the Element Bind. BOB thinks so, too.

Element Bind

BOB rolls on the Element Bind table to see what element Tiessa has the potential to control. BOB rolls 1d100, with a result of 42: a Fire Element Bind. Since he only rolled Potential Element Master once, Tiessa only has one Element Bind. Since Tiessa has Element Magic, she now has MPT (Magic Point Total) instead of MPR (Magic Point Resistance). However, Tiessa may only use her MPT to cast Element magic, not Common Magic. Of course, Tiessa's MPT still serves to defend her from all magical attacks, even Common Magic.

1.4 SPECIAL CHARACTER TYPES

Special character types may be rolled randomly, but are often chosen by the GM; for example, each character could begin the game as a potential Element Master and then roll on the table for additional special abilities. The scarcity of these traits reflects the genetic incompatibility between some races and the recessiveness of certain abilities, as well as the social implications of the unions that produced them.

If the result is a Potential Element Master, Part Golden Hero, or Part Drazzi, roll again to determine if multiple special types exist (i.e., stop rolling only when a "Normal for race" result has occurred). Record the number of times "Element Master" is rolled.

Some Special Character Types add modifiers to standard skill bases or Fundamental Characteristics. These modifiers and racial modifiers are cumulative.

SPECIAL CHARACTER TYPES

(1d100)	Type of Character
00	Potential Element Master (roll again)
96-99	Partial Drazzi (roll again)
91-95	Partial Golden Hero (roll again)
01-90	Normal for race

1.4.1 Potential Element Master

An Element Master's brain can receive and transmit a much wider range of the magic-energy spectrum than normal; they can potentially use both Common Magic and Element Magic. As all Vinyans, they require Magic Instructors to learn Common Magic spells; however, the use of Element Magic Manipulations must be discovered with a mentor or tome as a guide.

Non-native Element Masters

Potential Element Masters of a standard racial type that cannot normally wield magic (i.e., Nequitar and Zod Bowman) may manipulate magical energy (employ MPT, see p. 16) only for Element Magic spell use.

Element Bind

A potential Element Master is attuned to one or more of the four elements (one for each time "Element Master" was rolled on the Character Type Table). Players should be allowed to choose or roll for their character's Element Bind; once determined, an Element Bind cannot be changed, and it is impossible for a character to control an element unless he has the appropriate bind. Beyond creating an Element Magic Focus, an Element Bind confers no special advantages beyond the potential to one day become an Element Master (for more details, see Element Magic, p. 129).

ELEMENT BIND

(1d100)	Element
76-00	Air
51-75	Earth
26-50	Fire
01-25	Water

Historical Note

Before the opening of the Gateway, most Element Masters learned to control their particular element on the Field of Enchantments, just outside the Old Capitol.

1.4.2 Partial Drazzi

Drazzi Offspring Bonuses

STR	-2
DEX	+1
INT	+1
MPT	+2
Melee Movement	-1"

Partial Drazzi resemble Wellans in every way but one. They are born with some attributes of the specialized brain structure inherent of a full-blooded Drazzi (see p. 178). They may be able to regain expended Magic Points (MP) at twice the rate of the average Vinyan, and/or replace expended MP at fantastic rates while in the vicinity of the Timekeeper (see p. 178). They may also be able to cast the Improved Drazzi versions of Common Vinyan magic, however, it may be difficult to find an instructor since most full-blooded Drazzi shun their half-breed relatives. Additionally, partial Drazzi characters may acquire the Drazzi attribute of avoiding direct eye contact, which is believed to be so deeply rooted with the Drazzi culture that it has become instinctual. This behavior often leads to mistrust among strangers. Roll 1d4 times on the following table to determine the specific Drazzi attributes of a Partial Drazzi character.

(1d100) Special Drazzi Ability

91-00	Can learn Drazzi spells
81-90	Regains MPT at Drazzi rates near Timekeeper
21-80	Regains MPT at twice normal rate
01-20	Avoids eye-to-eye contact

Note: If an attribute has previously been rolled, roll again.

1.4.3 Partial Golden Hero

Golden Hero Offspring Bonuses

STR	+1
CON	+1
DEX	+1
MPT	-2
APP	+2
Melee Movement	+1"
Perception	+10%

The Golden Heroes remained on Vinya for only ten years, but in that time managed to beget an impressive number of offspring, primarily with their Wellan hosts. The children's improved physical abilities, sexual prowess, and free-flowing blond hair ensure easy acceptance into Wellan society, and has catapulted many of them into military leadership roles as strategists and Weapon Instructors.

1.5 SEX

Sex (male/female) remains the Player's choice in most cases, except for Nequitar Warriors and Zod Bowman, whose sexes are intuitively obvious to even the most casual observer. Half Trons, on the other hand, are usually neuter/sexless. Though the players may still choose their favorite, it is difficult to conceive of a feminine Half-Tron.

1.6 AGE

The average adventuring age and life span for each race is as follows:

Race	Adventuring Age (years)	Average Life Span (years)
Bruff	22+1d6	200
Geffren	27+1d6	500
Half-Tron	11+1d4	40
Kitzu	13+1d2	100
Nequitar	16+1d2	90
Unspeakable	17+1d6	150
Wellan	14+1d4	50
Zod Bowman	15+1d2	100

Hot Rumor

It has been cryptically prophesied that "the Golden Heroes of the past will save the Vinya of the future."

1.6.1 Adventuring Age Modifier (Optional)

Depending on how a person is raised, they may be placed in a position where they become an adventurer earlier or later than the normal age, as indicated by the following table:



ADVENTURING AGE MODIFIER		
(1d100)	Result	Age Modifier
01-40	None	—
41-65	Orphaned	-10%
66-80	Eldest sibling	-05%
81-90	Youngest sibling	+05%
91-97	Previously married	+10%
98-99	Coma/Religious affiliation	+05%
00	Roll Twice	
Note: Also, each Master Skill attained (during creation only)		+20%

Differences in Aging

Although the Geffren live considerably longer than the other Vinyan races, it should be noted that their seemingly inexhaustible patience and deliberate manner result in a slowly paced lifestyle. Thus, although a Geffren might live several centuries longer than a Wellan or an Unspeakable, he would not necessarily have experienced more.

However, the invasion of the hordes into Vinya has driven home the concept of their own mortality to many younger Geffren. This has led them to adopt a more Wellan attitude and live their lives for the moment, as they realize there may not be a tomorrow.

1.7 HOMETOWN

Since Tiessa is a Nequitar Warrior, an off-worlder, she has a 90% chance of having been raised among her own people. BOB rolls a 1d100, with a result of 73. Tiessa was raised among the Nequitar, and gets a +50% bonus to her Interracial Relations with other Nequitar. If BOB had rolled over 90, he would have rolled on the Hometown table to see where Tiessa was raised.

A character's environment during his formative years will have a great impact on his future. There is a 90% chance that Unspeakables, Bruff, Geffren, Kitzu and the off-worlders will be raised within their homelands; otherwise, determine hometowns randomly on the following table and apply the resulting skill modifiers.

When a character is in his hometown (a local in the know), they receive a +50% to all their Interracial Relations (see p. 17); also, bonuses should be considered when attempting to locate and purchase goods and services.

(1d100)	Hometown	Skill Bonus
96-00	Small town/Hamlet	None
86-95	Faine	+10% Swimming
71-85	Old Capitol	+10% Know Vinyan Legends
56-70	Ostland	+05% Swimming
46-55	Birchwood	+10% Interracial Relations (Birdmen)
31-45	Twin City West	+05% Climbing
21-30	Trebor	+05% to ATT and PAR with any one weapon
11-20	Twin City East	+10% to ATT and PAR with any one weapon
01-10	Tennek	+15% to ATT and PAR with any one weapon

1.8 FUNDAMENTAL CHARACTERISTICS IN ROLE-PLAYING

In GateWar, a fictitious character is given life through the imagination and skill of the player. A numerical system that expresses a character's physical and mental capabilities provides a basis for portraying a character. For raw, fundamental abilities, GateWar bases its random character generation on a 5d4 (rolling and adding together the results of five 4-sided dice) system, which results in a more solid 'average' total score than dice combinations such as 3d6, 2d10 or 1d100 systems. The 5d4 system produces a more average character or creature who can be developed according to the player's desires, yet does not rule out the possibility for an incredibly exceptional individual. Since the majority of creatures will fit within the standards provided in the Creatures section, the GM may speed up NPC and monster generation by using the average values instead of rolling each. The GM should feel free to substitute alternate dice rolling configurations for the standard 5d4 system, (i.e. 3d6+2 or 1d100/5).



Reading 4-sided Dice
To determine the result of a d4 roll, read the numbers along the base of the die. Thus, the total of the dice roll pictured is: 3+3+2+1+4 = 13.

Alternate Character Generation

If a point-based system is preferred to rolling dice, Fundamental Characteristics (STR, INT, DEX, etc.) can be apportioned by the player using a maximum fundamental characteristic limit arbitrarily set by the GM (usually between 100-120 points). Note: GMs should make sure that racial SIZ limits are not exceeded (p.14). In addition to keeping track of the extra cost of increasing a fundamental characteristic above the average (i.e., 13), which will cost the player 2 for 1.

PLAYER CHARACTER FUNDAMENTAL CHARACTERISTICS
Description

(5d4)	STR	CON	DEX	INT	MPT	APP	LUK
1	Paralyzed	Lifeless	Torpid	Vegetable	Vacant	Circus Freak	Doomed
2	Flaccid	Near Death	Sluggish	Animal	Meager	Grotesque	Cursed
3	Limp	Debilitated	Languid	Doltish	Insufficient	Hideous	Walking Nightmare
4	Blobbish	Sickly	Shadow Tripper	Simple	Slight	Repulsive	Loser
5	Invalid	Ailing	Faltering	Airhead	Skimpy	Frightful	Star Crossed
6	Wimp	Feeble	Maladroit	Foolish	Hurting	Ugly	Hapless
7	Unfit	Frail	Inept	Stupid	Wanting	Unsightly	Unlucky
8	Weak	Anemic	Uncoordinated	Dumb	Deficient	Homely	Unfavored
9	Frail	Delicate	Clumsy	Ignorant	Lacking	Drab	Inauspicious
10	Non-athletic	Not Well	Awkward	Irrational	Short	Plain	Unfortunate
11	Below Average	Below Average	Below Average	Below Average	Below Average	Ordinary	Below Average
12-13	Average	Average	Average	Average	Average	Average	Average
14	Above Average	Above Average	Above Average	Above Average	Above Average	Fair	Above Average
15	Strong	In Shape	Able	Bright	Adequate	Good-looking	Opportune
16	Athletic	Fit	Quick	Sharp	Satisfactory	Attractive	Fortunate
17	Mighty	Healthy	Deft	Smart	Sufficient	Handsome	Auspicious
18	Formidable	Hearty	Limber	Shrewd	Ample	Lovely	Favored
19	Brute	Sturdy	Agile	Intuitive	Plentiful	Beautiful	Lucky
20	Invincible	Strapping	Nimble	Astute	Oodles	Gorgeous	Charmed
21	Incontestable	Robust	Dexterous	Brilliant	Abundant	Striking	Blessed
22	Awesome	Rugged	Spry	Ingenious	Opulent	Stunning	Of Good Omen
23	Herculean	Iron	Extremely Adroit	Cerebral	Multitudinous	Captivating	Water-Walker
over 23	Beyond Words	Adamantine	Blindingly Quick	Super-Genius	Boundless	Statuesque	Bondly (James)

Note: SIZ is dependent on Race and so is determined on another table.

Strength and Size
BOB rolls *Sd4* for Tiessa's Strength, with a result of 14. Since she is a Nequitar, he adds one making her base STR 15. For Tiessa's Size BOB rolls 1d4, with a result of 2. Adding 15, according to the Size table, Tiessa's base SIZ is 17, which is pretty typical for a Nequitar.

1.8.1 Strength (STR)

An important measure of the character's physical abilities is the Strength (STR) score. Strength reflects the ability to lift heavy loads, use heavy weapons, and do damage above and beyond the norm.



1.8.2 Size (SIZ)

Size reflects the height and weight of a character. This is used to determine the amount of damage the body can absorb, the weight that can be lifted or carried, and the ability to see over obstacles. Of the Fundamental Characteristics, SIZ varies the most by race. SIZ is obtained by rolling the appropriate variation for the character's race.



NOTE

SIZ provides leverage, reach, and power, and dictates the amount of damage an individual can take. Players will find that larger combatants will have a decided edge at hand-to-hand combat, although they will not be as quick or as quiet as their diminutive counterparts.

Race	SIZE	
	SIZ	Average
Bruff	10+1d4	12.5
Geffren	16+1d4	18.5
Half-Tron	17+1d6	20.5
Kitzu	09+1d6	12.5
Nequitar	15+1d4	17.5
Unspeakable	07+1d4	9.5
Wellan	13+1d6	16.5
Zod Bowman	14+1d4	16.5

Size, along with the character's weight, also determines the amount of food and water that must be consumed each day to avoid the negative effects of starvation and dehydration. This value is approximately 3% of the character's weight. Adventurers are assumed to be fairly active, and thus relatively fat-free (much to the delight of hungry, health-conscious beasts).

Frame Type

STR affects the character's Frame Type; stronger individuals have more muscle and bone mass than weaker individuals of the same SIZ. Record the character's final Frame Type, as it will affect his weight once his SIZ is determined. In the accompanying table, determine the base Frame Type by cross-referencing the character's race and STR.

At GM's discretion, Drazzi offspring and females of all races may modify their frame type one lighter than that normally determined. No individual may have a frame type below Scrawny.

STANDARD RACIAL FRAME TYPES

Race	STR				
	under 7	07-09	10-16	17-19	over 20
Geffren, Kitzu	Scrawny	Scrawny	Lean	Average	Stocky
Unspeakable, Wellan, Nequitar/Bowman	Scrawny	Lean	Average	Stocky	Hefty
Bruff, Half-Tron	Lean	Average	Stocky	Hefty	Hefty

Height And Weight

On the following table, the character's SIZ determines their height, and cross-referenced with frame type, determines their weight range. Players may set their Weight above the value rolled (e.g., to add Hit Points, p. 30), but the additional pounds will be added to the equipment list as "fat," which may slow them down.

HEIGHT AND WEIGHT						
Weight (lbs.) for Frame Type						
SIZ	(height)	scrawny	lean	average	stocky	hefty
1	(0'8")	1	1	2	2	3
1	(1')	3	4	5	6	7
2	(1'4")	8	9	10	12	14
3	(1'8")	15	17	20	24	30
4	(2')	24+1d4	30+1d4	35+1d4	40+1d4	45+1d4
5	(2'4")	30+1d4	35+1d4	42+1d4	48+1d4	55+1d6
6	(2'8")	35+1d4	42+1d4	50+1d4	58+1d4	65+1d6
7	(3')	40+1d4	47+1d4	55+1d4	63+1d4	70+1d6
8	(3'4")	45+1d4	52+1d4	60+1d6	70+1d6	80+1d8
9	(3'8")	50+1d6	58+1d6	70+1d6	80+1d6	90+1d8
10	(4')	55+1d6	64+1d6	75+1d6	85+1d8	98+1d8
11	(4'4")	60+1d6	70+1d8	80+1d8	92+1d8	105+1d8
12	(4'8")	70+1d8	80+1d8	92+1d10	107+1d10	120+1d10
13	(5')	80+1d10	92+1d10	105+2d6	120+2d8	140+2d10
14	(5'4")	95+1d10	105+1d10	120+2d8	135+2d10	160+3d10
15	(5'8")	120+1d10	130+2d10	150+2d10	170+3d10	190+3d10
16	(6')	130+2d10	150+2d10	170+2d10	190+3d10	220+3d10
17	(6'4")	140+2d10	160+2d10	180+3d10	210+4d10	250+4d10
18	(6'8")	160+2d10	180+2d10	200+3d10	230+4d10	270+4d10
19	(7')	180+2d10	200+2d10	220+3d10	270+4d10	300+4d10
20	(7'4")	190+2d10	210+3d10	240+3d10	270+4d10	310+5d10
21	(7'8")	220+2d10	240+3d10	260+4d10	300+4d10	340+5d10
22	(8')	240+3d10	260+3d10	290+4d10	330+5d10	380+6d10
23	(8'4")	250+3d10	280+4d10	320+4d10	360+6d10	420+7d10
24	(8'8")	270+4d10	310+5d10	360+6d10	420+7d10	490+8d10
25	(9')	290+5d10	340+6d10	400+8d10	480+9d10	570+10d10
26	(9'2")	310+5d10	360+6d10	440+9d10	550+10d10	700+10d10
27	(9'4")	340+5d10	400+7d10	500+9d10	600+10d10	800+10d10
28	(9'6")	370+7d10	450+8d10	550+10d10	700+10d10	900+10d10
29	(9'8")	400+8d10	500+9d10	600+10d10	800+10d10	1000+10d10
30	(9'10")	450+9d10	550+10d10	700+10d10	900+10d10	1300+10d10

Frame, Height, and Weight
 Since Tiessa's STR is 15, BOB looks up "Nequitar" on the *Frame Types* table, and cross-references it to 15. he finds that Tiessa has an "Average" frame. Looking down the *Height And Weight* table, BOB finds Tiessa's SIZ (17) in the left column, and finds that Tiessa is 6'4". Then he reads across to the Average Frame column, and finds that Tiessa weighs 180+3d10 pounds. BOB rolls 3d10, with a result of 18, then adds 180. Tiessa weighs 198 pounds.

1.8.3 Constitution (CON)

Constitution (CON) is the measure of a character's physical health, which determines Tote Capacity and overall stamina, as well as resistance to disease, poison, and the effects of alcohol.

Constitution
 BOB rolls 5d4 for Tiessa's Constitution (or CON), and gets an 11. Adding Tiessa's Nequitar CON bonus of +1, Tiessa's base CON is 12.

Dexterity

BOB rolls 5d4 for Dexterity and gets 15. Adding Tiessa's Nequitar DEX bonus of +1, Tiessa's base DEX is 16.

**1.8.4 Dexterity (DEX)**

Dexterity (DEX) measures the character's reflexes and ability to handle weapons and tools with speed and accuracy. The character's Dexterity score is also his bonus to Attack and Parry, and is added to the Base Chance (p. 17) of any Weapon Skills.

Exceptionally nimble individuals may also receive a bonus to their weapons' Attack Categories (p.25), allowing them to strike sooner in combat.

Intelligence

Rolling 5d4 for Tiessa's Intelligence (or INT), BOB gets a 12.

1.8.5 Intelligence (INT)

Intelligence (INT) measures the power of the mind to think, to reason, to understand and retain new material, and to make good decisions based on accumulated facts and experience (i.e., common sense).

The INT score used as a percentage also represents the character's Learning Ability (his chance to improve in any skill; see Experience, p. 71), and his Base Chance at any Professional Skill (see Professions, p. 36).

Magic Point Total

BOB then rolls 5d4 for Tiessa's Magic Point Total (or MPT), with a result of 13. Adding Tiessa's Nequitar Magic Point bonus of +2, Tiessa has 15 MPT; an "adequate" amount.

1.8.6 Magic Points Total (MPT)

The Magic Point Total (MPT) measures the ability of the character's mind to warp reality (cast spells). Magic Point Resistance (MPR) measures a creature's ability to defend against spells, and is equal to MPT; however, those creatures with only MPR may not cast spells, as they lack the ability to retain the neural templates that makes spell casting possible. If such a creature attempted to learn a spell, the template would not form and the spell would be forgotten. MPR is purely defensive and operates only within the confines of the creature's body (the limit of his sphere of influence), as opposed to an MPT-using creature, whose sphere of influence has a radius equal to his current MPT in hexes. Inanimate objects have an MPR equal to the object's weight divided by four.

For more information on magic and spell casting (see Casting Spells, p. 66).

Appearance

BOB rolls 5d4 for Tiessa's Appearance (or APP), and gets 16. Adding Tiessa's +3 Nequitar Appearance bonus, Tiessa's base APP is 19.

**1.8.7 Appearance (APP)**

Appearance (APP) is the act of appearing (just kidding). Appearance provides a measure of the character's physical attractiveness, based on the Vinyan standard of beauty. It does not reflect any special charisma or charm the character may possess, as these must be defined by the player's role-playing skills.

Luck

Rolling for Tiessa's Luck (or LUK), BOB gets a result of 10. Tiessa could be luckier, but overall BOB is happy with Tiessa's characteristics.

1.8.8 Luck (LUK)

A character's good fortune (or lack thereof) is influenced by his luck (LUK) score. The likelihood of an unfortunate occurrence and the degree of its severity may be modified by a multiple of the LUK score as a percentage.

(Note: The "Water-Walker" description should not be taken literally, although some Water Element Masters have claimed to do just that.)



1.9 SKILLS AND ABILITIES

Basic skills are categorized by the general nature of the action—Mental or Physical. Each skill is accompanied by its Base Chance (BC), which represents the character's starting percentile chance to perform the skill successfully. This BC may be modified by Racial bonuses and experience. Magic use is included after Mental Skills as it requires Mental Actions, and Weapons use is included after Physical skills as it requires Physical actions. Miscellaneous Abilities are derived from the character's skills and characteristics as explained in their individual descriptions.

1.9.1 MENTAL SKILLS

These skills measure the character's ability to recall and apply previously learned information, and require one mental action to accomplish within a combat round. The use of mental actions is more fully discussed in Using Skills (see p. 59).

First, modify the initial Base Chance of any skills affected by Racial Bonuses determined earlier. In addition to any Racial bonuses, the Player receives 150 Skill Points to apportion among his Mental skills as desired, reflecting his accumulated previous experience. These Skill Points may be distributed among the desired skills, adding them to the Base Chances.

To reflect the inefficiency of over-specialization, once a skill is raised to double its Base Chance (plus any applicable Racial Bonus), each additional percentage point allocated costs two Skill Points. Beyond three times the Base Chance, each additional percentage point costs three Skill Points, and so on.

Hearing (25)

Hearing is the ability to determine the direction and the approximate distance of a sound source, and reflects the chance for the character to awaken in the presence of noise. At the Game Master's discretion the chance of successfully Hearing may be adjusted according to the volume of the sound or any background noise.

Identify Alien (15)

This allows the character to identify by name an alien animal, mineral, plant, or place that he has perceived through any of his senses. Once the name of the object is determined, it may trigger some memory, and a Know Alien Legends roll may be attempted. Identify is particularly useful to the character wondering whether the approaching figure is a Tron or Treasure Critter.

If an individual fails to Identify something, he could describe what he experienced to others through use of his Oration skill or a relevant Professional skill (such as Artist, Teacher, or, for the exceptionally patient, Craftsman). If he is successful, his audience may attempt to Identify Alien at 1/2 their normal percentage. Sometimes size and number of teeth is sufficient.

To recognize specific celebrities, historic buildings, ancient relics, etc., consult the item's or individual's Fame Rating (p. 26).

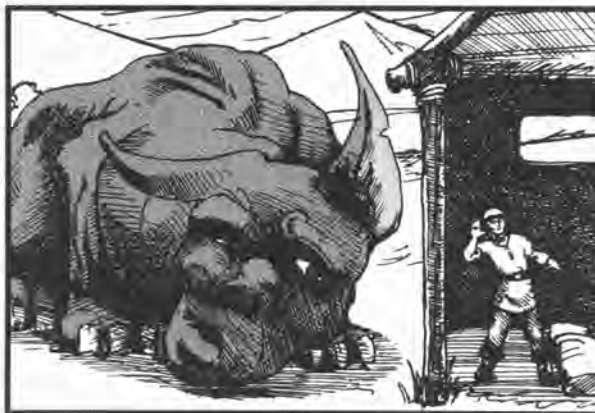
Identify Vinyan (25)

The same as Identify Alien, except that the subjects are indigenous to the planet.

Interracial Relations (IR) (Special)

This skill represents the ability of a creature to know the language and customs of a particular culture. Familiarity with each culture is treated as a separate skill, each with its own Base Chance as shown on the Interracial Relations Table (next page).

Members of non-Wellan races have a base chance of (50) for Interracial Relations in their native tongue if they were raised in their race's homeland (see Home Towns, p. 12). However, there is only a 01% chance that a part-Drazzi Special Character Type (p. 10) will also have an Interracial Relations Drazzi base of (50) because hybrids are almost always shunned by pure-bred Drazzi.



Varied Experience

The 150 Skill Points allotted to the players to distribute among their Mental Skills is only the recommended figure. The GM may increase or decrease this number should he want the players to begin the campaign with more or less experience. This is often a good way to 'catch up' new characters to an already experienced party.

Mental Skills

The GM gives BOB 150 points to spend on Tiessa's Mental Skills. BOB spends points on the following Mental Skills, bringing them up to the values indicated.

Hearing: (25) + 25 = 50

Identify Alien: (15) + 10 = 25

Identify Vinyan: (25) + 25 = 50

Interracial Relations

Vinyan Common: (25) + 25 = 50

Read/Write: (10) + 30 = 30

Smell/Taste: (25) + 10 = 35

Vision: (25) + 25 = 50

Since Tiessa's base Read/Write is 10, it takes 10 points to raise it to 20 (one point for each point the skill is raised by), and 20 points (or double normal) to raise it from 20 to 30. This is because a skill becomes more expensive as the skill increases past a multiple of its base value. If BOB wanted to raise Tiessa's Read/Write above 30 during Creation, it would cost 3 points for every 1 point the Read/Write skill is raised.

Identify Alien Example

SUSAN and CRAIG are playing GateWar while BOB is writing up Tiessa. CRAIG's character, Midon has encountered a mound of blistered and scarred flesh covered with eyes and very long whiskers. He attempts to Identify Alien. His Skill Level is 69% and Craig rolls 24, indicating success. Comparing this beast with the stories he has heard before, he correctly assumes this is a Bolsch. He may now attempt to Know Alien Legends about the Bolsch.

The chance that a message will be understood is the lower of the speaker's or listener's IR skill. Whenever communication is attempted, the listener must roll to comprehend the speaker's message.

The following examples may be used as a guide to the degree of competence the character possesses with vocabulary and syntax.

INTERRACIAL RELATIONS ABILITY

IR Score	Example
01-15	Can convey only simple ideas. "Me hungry... Got food?"
16-40	Can understand the main ideas in conversations. "The bordello is around the corner."
41-60	Can take part in an everyday conversation. "The raindrops were as large as Horner dung."
61-90	Conversant in several dialects and colloquialisms. "Hey Werpin, let's go Mip squishin'."
91-00	Suave and sophisticated; abnormally large vocabulary. "Presently, I believe the situation is copasetic."

INTERRACIAL RELATIONS

Interracial Relation Base Chance

Vinyan Common	(25)
Birdman	(01)
Bruff	(05)
Dragon	(01)
Dragonkind	(01)
Drazzi	(01)
Geffren	(05)
Gudd	(01)
Kitzu	(05)
Lugnig	(01)
Nequitar/Bowman	(01)
Nord	(01)
Treasure Critter	(01)
Tron	(01)
Unspeakable	(05)
Wellan	(05)



A misunderstood statement can produce a humorous situation or create animosity between conversants. If the communication is unsuccessful, the player may roll on the following table to determine the effect of any misunderstanding.

(1d100) Result of Misunderstood Message

91-00	Speaker has inadvertently offended the listener.
76-90	A bungled message has been exchanged, humorous to those in-the-know.
26-75	The message was not understood.
01-25	The listener detects a stream of incoherent nonsense and may reconsider his proximity to the speaker.

In addition to language blunders, the characters are most likely to embarrass themselves with their reactions to local delicacies, social taboos, and important local personages. The various races and townships on Vinya have each developed their own forms of social protocol. When the character interacts with any group outside his own, he must be careful not to give offense or otherwise create hostility. While most major laws are common throughout the remains of Vinyan society, some races and cities have different interpretations. The penalty for acting contrary to local custom may range from imprisonment to harassment, such as being given false directions or being forced to marry the mayor's unsightly daughter.

Know Alien Legends (15)

Any second-hand information is considered a legend; it may be an exaggeration or a blatant lie, depending on the reliability of the source. Legends may be gathered through idle conversation, local news, ancient tomes, or even children's fairy tales. To correctly Know Legends on a subject, it must first be successfully Identified. Once this is accomplished, the character must successfully make his Know Legends roll. If this too is successful, another percentile is rolled to determine what percentage of the available material the character knows. Whether it is accurate is another matter.

Know Vinyan Legends (20)

The same as Know Alien Legends, except that the subjects are indigenous to the planet.

Oration (15)

Oration is the art of speaking, projecting the voice with shades of meaning and persuasion, and using inflection and proper word choice in any known language. A Master speaker can sway the thoughts and feelings of others merely with the sound of his voice. It is possible to be eloquent even with a low language ability.

A lengthy speech must be written out and studied; an impromptu speech requires an additional roll of the Professional Skills of Con Man (p. 37) or Politician (p. 42).

Read/Write (10)

This is the ability to successfully convey or receive information in any known language that is expressed in a written manner. Reading may also require a roll for Interracial Relations for successful comprehension if the piece is written in an unfamiliar tongue. In these instances, reading vocabulary is limited by the level of Interracial Relations the character possesses with that language (as indicated by the table on the opposite page).

Note: If for some unusual reason, a character wishes to write during combat he must also devote a physical action to writing.



Oration Example

Midon is giving a speech before the Trebor Zoological Society. Midon is trying to convince the Society that they should hire him as a field agent, collecting specimens for them. Although Midon's Oration skill is only 35%, CRAIG (Midon's player) rolls 1d100, with a result of 15. Midon succeeds: his speech is organized and persuasive. If Midon had not written his speech up ahead of time and studied it, he would also need to roll his Con Man or Politician Professional Skill Roll. Fortunately, Midon planned ahead, and he gets the job. Midon and his buddy Lirg will eat well tonight.

Read/Write Example

Lirg has come across a book on making mixed drinks. Lirg's Read/Write Skill is 28%, but the book was written at a Read/Write Skill of 52%. If Lirg succeeds in using the skill he will only be able to understand the sections of the book that contain simple sentences. If he fails he will not understand anything the book has to say. Lirg decides that Bartending is more difficult than he originally thought, and hocks the manual for an expensive mixed drink. Lirg, for the time being, must be content with dreaming of being a master at reading and writing (one who has obtained a skill level of 100%).

Read/Write Ability

Example

01-15	Very basic symbols, signs, or sentences, rife with misspellings. "C Jain bete Dik ons hed!!"
16-40	Competent with simple sentences, few misspellings. "This weak I shot many bad monsters."
41-60	Capable of complex sentences and most words of 3 syllables or less. "Stuff prepared mix into cleaned intestine..."
61-90	Is as comfortable Reading or Writing as speaking. "Yond Cassius has a lean and hungry look." ¹
91-99	Comfortable with difficult text or verse. "Well, you know or don't you kennet or haven't I told you every telling has a taling and that's the he and the she of it." ²
00	Capable of comprehending seriously demented ravings. "'Twas brillig, and the slithy toves Did gyre and gimble in the wabe; All mimsy were the borogroves, And the mome raths outgrabe." ³

¹ Julius Caesar, William Shakespeare

² Anna Livia Plurabelle from *Finnegans Wake*, James Joyce

³ "Jabberwocky", from *Through the Looking Glass*, Charles Lutwidge Dodgson, a.k.a. Lewis Carroll

"Keep your eyes peeled."

Early warning of a potential threat is often the key to surviving, and any accomplished adventurer will agree that good sensory abilities are vitally important. However, having a capable nose or keen eyes will not help an adventurer if he doesn't use them. Remember that the player, rather than the GM, is responsible for deciding when Mental skills are employed. Don't hesitate to gather as much information as possible on a situation before acting.

Smell/Taste (25)

This measures the ability to detect faint odors or subtle tastes and to differentiate between similar scents or tastes. Smell may give warning of approaching odoriferous creatures or situations, such as Aqualoids, rotting flesh, or forest fires. Taste is useful in determining if food or drink is tainted or poisoned, and aids in cooking appetizing meals with available supplies. Unfamiliar smells or tastes must still be Identified to determine their exact origin, though particularly potent odors, such as badly tainted meat or ammonia, are obvious indicators.

The range at which an object's smell may be detected depends on so many factors (e.g., potency, wind, temperature, age) that it is up to the GM to decide on modifiers to the skill.

Touch (25)

This skill measures the ability of an individual to discern various subtleties of texture, temperature, humidity, etc. It can be used in conjunction with the Identify skill to recognize objects in situations where the other senses are muted (dark caves, underwater, while blinded, etc). This skill does not reflect the character's chance to grasp an object (which is normally done with a DEX Stat Check, See Stat Checks, p. 58).

Vision (25)

The character's Vision measures his ability to focus on and discriminate objects within his line of sight. The percent indicates the degree of visual acuity compared to perfect, and is equal to the number of feet at which thumb-high letters become illegible. This skill also represents how quickly and accurately the character has learned to interpret the information his eyes give him. It gauges how likely the character is to notice an important detail or a subtle movement.

The range at which a character will gain line of sight on an object or creature is often dictated by the surrounding terrain (see Combat Visual Range, p. 81).

1.9.2 PREVIOUS MAGICAL EXPERIENCE

In addition to Mental and Physical skills, the character will probably have some experience with magic. To determine if the player has any previous magical experience, each character rolls 1d100. Any result other than 00 indicates previous experience, and allows for another roll. The player must now roll under the result of the previous roll, and so on. For every successful roll, the player may add 1 point of MPT to his character, or choose 1 Fixed or Variable spell (see Fixed and Variable Spells, p. 66), or receive 2 spells randomly determined from the following table.



Previous Magical Experience Example:

BOB, still writing up Tiessa, now has to roll for her previous magical experience. Rolling 1d100, BOB gets a 67. Since this is under 100, Tiessa gets the option of a Common Magic spell or a point of MPT. Tiessa, being a Nequitar, can't cast Common magic, so her MPT increases by 1 to 16. If Tiessa hadn't rolled Potential Element Master on the Special Character Types table, she would have MPR instead of MPT, and thus would have gained 1 MPR instead. On his second roll, BOB gets a 45. This is below the 68 BOB rolled last time, so this roll adds one to Tiessa's MPT as well, bringing it up to 17. BOB rolls again, hoping for Tiessa to get yet another point of MPT, but this time he rolls 78. Since this exceeds his previous roll of 45, this roll fails and Tiessa gains nothing more from the Previous Magical Experience table. Still, 17 MPT is nothing to sneeze at, and BOB is pretty pleased with Tiessa so far.

COMMON MAGIC SPELL LIST

(1d100)	Spell Name	MP Cost	Micro Description*
01-02	Agility/Clumsiness	V	Modifies the target's DEX
03-04	Armor	V	Absorbs physical damage
05-06	Berserk	2	Target becomes enraged
07-08	Bravado/Cowardice	V	Modifies recipient's Bravery
09-10	Cell Blast	V	Damages target (ignores protection)
11-12	Cornea Cloud	2	Target's vision becomes blurred
13-14	Cover Magic	1	Conceals currently active magic
15-16	Daze	3	Target suffers a minor concussion
17-18	Death Tell/Forever Silence	1	See through a dead person's eyes
19-20	Detect/Conceal	V	Sense or conceal various materials
21-22	Dispel Magic	V	Neutralize currently active magic
23-24	Energy Light	1	Creates a stationary light source
25-26	Energy Shield	2	Absorbs a random sum of damage
27-28	Energy Weapon	1	Creates a pseudo physical weapon
29-30	Flame Arrow	1	Encases missiles in burning plasma
31-32	Fumble	3	Target loses muscle coordination
33-34	Ghost Missile	V	Creates duplicate missiles
35-48	Heal/Mend	V	Joins separated objects and more
49-50	Health/Sickness	V	Modifies the target's CON
51-52	Impact	1	Increases physical weapon damage
53-54	Insomnia	V	Target will have difficulty sleeping
55-56	Invisibility	3	Superb hiding tactic
57-58	Light/Darkness	V	Influences active light sources
59-60	Lightness/Heaviness	V	Modifies a weapon's chance to hit
61-62	Local Message	V	Sends a delayed message
63-64	Magic Interlock	1	Enhances spell casting ability
65-66	Magic Leech	V	Diminishes a target's magic ability
67-68	Magic Shield	V	Yields additional magic protection
69-70	Mana Search	1	Determine magic potential
71-72	Mind Message	1	A secret method of communication
73-74	Muscle Spasm	3	Functionally disables a hit location
75-76	Nerve Block	1	Temporarily negates pain
77-78	Night Sight	1	Enhances a target's night vision
79-80	Purge Poison/Disease	1	Counteracts specific ailments
81-82	Sharpness/Dullness	V	Modifies damage of some weapons
83-84	Simple Illusion	2	Creates visual duplicates of objects
85-86	Spell Absorption	3	Enhances spell casting ability
87-88	Spell Bluff	1	Falsely enhances magic intensity
89-90	Spell Repel	3	Enhances spell defense
91-92	Spring	V	Enhances the target's jump skill
93-94	Stiff Limb	3	Helps preserve severed limbs
95-96	Strength/Weakness	V	Modifies the target's STR
97-98	Strong/Weak Weapon	V	Modifies a weapon's DA
99-00	SupraSight	2	Enhances the target's vision skill

Key: V A variable spell
 1-3 Fixed MPT cost of a spell

* Full spell descriptions can be found starting on p. 121

Varied Experience

The 150 Skill Points allocated to each character to distribute among their Physical Skills is only a recommendation. The GM should feel free to increase or decrease this number appropriately should he want the players to begin the campaign with more or less experience.

Physical Skills

The GM, MICHELLE, gives BOB 150 points to spend on Tiessa's Physical Skills. BOB spends points on the following Physical Skills, bringing them up to the values indicated:

Bash: $(15) + 15 = 30$

Climbing: $(30) + 30 = 60$

Dodge: $(13) + 39 = 39^*$

Quiet Movement: $(13) + 13 = 26$

Riding: $(25) + 25 = 50$

Swimming: $(25) + 25 = 50$

Trip: $(15) + 3 = 18$

*Since Tiessa's base Dodge is 13 ($30 - 17$, Tiessa's SIZ), it takes 13 points to raise it to 26 (one point for each point the skill is raised by), and 26 points (or double normal) to raise it from 26 to 39. This is because a skill becomes more expensive as the skill increases past a multiple of its base value. If BOB wanted to raise Tiessa's Dodge above 39 during Creation, it would cost 3 points for each additional point the Dodge skill is raised.

1.9.3 PHYSICAL SKILLS

Physical skills measure the character's capacity to perform various tasks using his body, including feats of manipulation, agility, and combat. These tasks (surprisingly enough) each require a Physical Action to complete. Remember, the number in parentheses after the skill name is the Base Chance.

First, modify the initial Base Chance of any skills affected by Racial Bonuses determined earlier. Then the character should subtract his SIZ from the Dodge, Hide, and Quiet Movement Base Chances to reflect the negative effect larger size has on these skills. In addition to any modifiers, the Player receives 150 Skill Points to apportion among his Physical skills as desired, reflecting his accumulated previous experience.

To reflect the inefficiency of over-specialization, once a skill is brought to double its Base Chance (plus any applicable Racial Bonus), each additional percentage point costs two Skill Points. Beyond three times the Base Chance each additional percentage point costs three Skill Points, and so on.

Bash (15)

An attacker may attempt to knock his opponent to the ground using his body instead of a weapon, to gain an advantage in future rounds. Weight, speed, and other factors determine the result if the Bash is successful (see Bash Results Table, p. 80). A successful bash inflicts the attacker's bonus damage to a random location on the target. Bashes may also be attempted against inanimate objects.

Note that a Bash may be countered with a successful Dodge or Trip.

Climbing (30)

Climbing is the ability to scale embankments, steep slopes, ropes, trees, or any surface that requires the use of the hands to navigate. If a character finds himself in a situation where Climbing is required, he devotes a physical action to climbing, and rolls percentile dice. If successful, he may travel up to 1/2 his height up or down the obstacle. If the roll is failed, the character will begin to fall (see Falling Damage Table, p. 94); if the character has another Physical action, he may attempt to catch himself by rolling 1/2 his Climbing skill or less. Thus, although it is fastest to Climb with both Physical actions, it may be in the character's best interest to pace his climb, devoting only one action to climbing per round, and thus reserving the other for any mishap.

Note: While clinging to a cliff face, rope, tree, etc., a character may perform any Physical action other than Climbing (e.g., Parry, Fire Crossbow, etc.). However, they must devote at least one Physical action to Climbing in order to hang on. Failure to do so results in a fall (see Simultaneous Skills, p. 60). At the beginning of the round, Master Climbers may attempt to roll 1/2 their Climbing percentage to hang on (but not actually move) without the use of a Physical action. Climbers will immediately fall if they Fumble their Climbing roll at any time.

Under the most extreme conditions, one must have the necessary Strength Capacity to lift himself and his equipment, but situational adjustments are quite common with Climbing rolls because of the varying nature of scalable grades or the use of aids such as ropes or ladders.

Dodge (30 – SIZ)

Dodging is the knack of avoiding a blow or missile. If a character successfully rolls his Dodge skill or less on percentile dice, the incoming attack may be ignored. For creatures with two legs or fewer, a Dodge takes two physical actions—one to avoid the blow (or hit the dirt), and one to reposition for the following round. A Dodge that normally requires two actions but for some reason is attempted in only one will leave the Artful Dodger on his face in the dirt, requiring another physical action to stand up. Creatures with more than two legs, or a tail included as a Hit Location, require only one action to Dodge and remain standing, as their additional appendages provide greater balance. Once a character has begun dodging, he may roll his Dodge ability against each incoming attack that combat round at cumulative -1/2 penalties. Remember, characters subtract their SIZ from their base Dodge percentage.



Grapple (15)

An attacker wishing to capture an opponent may attempt to grapple or grasp them. If the Grapple percentage is successful and the defender fails to Parry or Dodge, then a hold has been attained. The attacker rolls to randomly determine which locations are immobilized, though he may choose how many locations to pin, up to the number of available grappling limbs (Note: Legs without grasping fingers are paired to count as one Grappling limb). Once held, the defender must make a Stat vs. Stat Check (p. 58) using the average of STR and SIZ to break out. The grappler need not make another Grapple roll unless he tries for a different location, but he must devote one physical action each round to maintain the Grapple. Grappling can be a very dangerous maneuver for the grappler, as both hands will be occupied while the defender may attack with free appendages.

The number of locations that can be grappled is limited by the SIZ difference between opponents, as shown on the Grapple Results Table.

GRAPPLE RESULTS

Grappler's SIZ vs. Target's SIZ	# of Locations Pinned per Grasping Appendage
1/2x	1/2
1x	1
2x	2
3x etc.	3 etc.

Note that locations rolled more than once are no more difficult to escape.

Jumping (35)

Jumping is the ability to momentarily defy the force of gravity with the springing power of the legs. The Jump percentage can also be used for Jumping down from a height as opposed to Climbing; subtract the character's height (his maximum vertical Jump height with a running start) from the distance Jumped for determination of damage. However, this may not be used to dismiss falling damage incurred after a fumbled Climbing roll—jumping twenty feet and falling twenty feet are two different situations. Use the Maximum distance table to determine the feasibility of any particular jump. On a missed roll, the Jumper will fall short a distance equal to the percent of his maximum by which the roll was missed.



MAXIMUM JUMP DISTANCE

Situation	Vertical	Horizontal
Stationary/Standing	1/2xheight/length	1xheight/length
Running Start	1xheight/length	3xheight/length

Hide (30 – SIZ)

The ability to get out of sight quickly, taking advantage of any possible cover, can be most useful, since many beasts are much larger and meaner than the average Vinyan. Modifications may be necessary for terrain. Once Hidden, a character may remain so until detected with an appropriate skill roll (see Attacking Unperceived Targets, p.75) or until he decides to reveal his position by leaving concealment. Mental Actions and some Physical Actions, such as bow fire, performed while Hidden do not necessarily reveal the Hidden creature (though the glow of cast spells might), but a favorable modification might be given to those attempting to find them.

If a character wishes to remain hidden while he is performing other activities, a Physical Action must be devoted to Hiding every round of activity (see Simultaneous Skills, p. 60). If the activity makes noise but otherwise does not require much violent motion, the character may instead need to make Quiet Movement rolls, at the GM's discretion. If the activity is particularly noisy and violent, the GM might require both, or simply decide that remaining unobserved is not possible while performing that activity.

The GM should use Combat Visual Range (see p. 81) as a guide for when Perception rolls are warranted. Remember, characters subtract their SIZ from their base Hide skill.

Manipulate Mechanism (20)

The Manipulate Mechanism ability allows the character to use or fix any simple device once he has Identified it. More specific mechanisms may require a professional skill, such as a thief picking locks or a trapper setting traps. Complex mechanisms may require several successful attempts or a negative modifier at the GM's discretion.

Hide Example

In a variation on the old 'eat and book' scheme, Lirg and Midon have dashed out of the Bald Mip tavern without paying. The barkeep, however, alert and much faster than his size would indicate, is over the bar and out the door after them like a Valley Dremle. Midon hides behind a shrub and hopes not to be noticed. Lirg, seeing a rain barrel nearby, holds his breath and jumps into the water. Midon's Hide percentage is 29%, but MICHELLE the GM decides that he has a -1/2 penalty because the shrub is small and Midon is over six feet tall. CRAIG must roll 15 or less on a 1d100 for Midon to Hide successfully. CRAIG rolls 97; Midon is obviously behind the bush. Lirg, on the other hand, has a Hide percentage of 41%. MICHELLE decides that the rain barrel is more than big enough to completely conceal Lirg, so he gets a +1/4 bonus. SUSAN must roll 51 or less on 1d100 for Lirg to be successfully hidden. SUSAN rolls a 49, and Lirg is completely hidden under the murky water. When the angry bartender catches up, he is so busy dragging Midon from behind his bush and shaking him down for a coin bag that the GM decides he does not even get to make a Perception roll to notice the tiny bubbles forming in the rain water.

Quiet Movement (30 – SIZ)

This is the skill of moving while minimizing sounds. Wearing armor or speaking may reduce this percentage. Singing songs, playing musical instruments, or fighting will make it virtually impossible. Melee speed is halved because the character must devote one physical action per round to Quiet Movement. Remember, characters subtract their SIZ from their base Quiet Movement skill, as larger creatures are more prone to bump into objects and have heavier footfalls.

A Master at Quiet Movement may move quietly in combat without devoting any physical actions to Quiet Movement if he rolls 1/2 his Quiet Movement ability or less at the beginning of each round. This roll does not require a Physical action; if it fails, he may roll again by devoting actions normally.

Riding (25)

Riding reflects the character's ability to maintain his seat upon a moving creature. Out of combat, a Riding roll is required for each new command given to the mount. Once the beast is mounted and set moving no further rolls are necessary until a new command is given, such as to stop or turn. If the roll is failed the command is ignored—embarrassing to say the least. If the roll is fumbled the rider falls. Controlling a mount in combat, however, is far more difficult. A Physical action must be devoted and a Riding roll must be made every round to have the mount perform as commanded. If successful, the Rider may use his other Physical action normally. If the roll is unsuccessful, the Rider has lost control. If he has another Physical action, he may devote that to Riding and attempt to regain control. Failure indicates that the Rider is thrown from the mount (see p. 76). The Rider will immediately fall if he Fumbles his Riding roll at any time.

A Master Rider has the potential to control his mount in combat without devoting any physical actions to Riding. If he rolls 1/2 his Riding ability or less at the beginning of each round, no physical actions need be devoted. This roll does not require a Physical action, but if it is failed, he must roll normally. Mounts trained to "Superb" level or above may be controlled with Mental actions (verbally) at the same percentage (see Mount Training Level, p. 180). Mounts out of control or riderless will act in accordance with their personalities, training levels, and GM's discretion. (This will rarely be beneficial.)



Swimming (25)

Swimming is the ability to keep one's head above water, safe from Drowning, without the aid of buoyancy compensation. Swimming can also be used to move through a liquid medium in a desired direction. If a character finds himself in a situation where Swimming is required, he devotes a physical action to Swimming and rolls percentile dice. If successful, he may travel up to 1/2 his normal Movement (except for Unspeakeables, who swim at their normal Melee speed). If the roll is failed, the character will begin to Drown (see p. 94). If the character has another Physical action, he may attempt to save himself by rolling 1/2 his skill or less. It may be in the character's best interest to pace his swim, devoting only one Physical action to Swimming per round, reserving a Physical action for any mishap.

A character's Tote Capacity is reduced to 1/4 normal when swimming. If the weight of a character's non-buoyant equipment exceeds his reduced Tote Capacity, he will sink (and surely drown), and may not recover until he has shed the excess weight or is assisted.

Swimming characters are subject to normal Fatigue effects (see p. 93), and have less opportunity to rest. Also, a character's ability to resist the effects of drowning is centered around his CON, which is reduced through fatigue, so swimming while winded is exceptionally dangerous. In essence, if a character remains in the water he will eventually drown.

While paddling across a lake, river, etc., a character may perform any Physical action other than Swimming (Parry, fire crossbow, etc.) However, they must devote at least one Physical action to Swimming in order to tread water. Failure to do so results in the character beginning to drown (see Simultaneous Skills, p. 60). At the beginning of each round, Master Swimmers may attempt to roll 1/2 their Swimming percentage to tread water (but not actually move) without the use of a Physical action. Swimmers will immediately begin to drown if they Fumble their Swimming roll at any time.

Trip (15)

Use of this skill will unbalance an opponent who fails to dodge or parry. If successful, the opponent will find himself on the ground in a randomly determined adjacent hex. Trips can be used as a defense versus incoming Bash attacks. Tripping requires a Physical action and is considered an Attack, but if successful, not only takes full effect, but cancels the Bash. However, a character failing an attempt to Trip an incoming Bash attack may not use either his melee speed or Balance to modify a Bash result.



1.9.4 MISCELLANEOUS ABILITIES

Miscellaneous Abilities are those that combine other skills and Fundamental Characteristics to determine the chance for success. They cannot be *directly* improved through experience or training. Miscellaneous Abilities are increased and decreased only when their skill or Fundamental Characteristic components are altered. The GM, not the player, initiates the use of Miscellaneous Abilities, which do not require a Physical or Mental action from the character.

DEX	AC Level Adjustment
under 7	+2
07-10	+1
11-14	0
15-21	-1
over 21	-2

Note: This adjustment can't lower a weapon's Attack Category below 1; this is the sole domain of spell casting, 'the speed of thought.'

Attack Category Modifier (Special)

A weapon's Attack Category (AC) level is an indicator of how quickly it can strike in combat; the lower the AC, the sooner it may attack. It is assumed that, everything else being equal, a more dextrous character will attack before an opponent with inferior reflexes (lower DEX score). A character's DEX can therefore affect the Attack Category (p. 82) of the weapons he wields according to the accompanying table.

Balance

Balance is the ability to keep a sure footing when negotiating slick or unstable surfaces and is derived from the character's DEX and LUK.

$$\text{Balance} = (\text{DEX} \times 4) + \text{LUK}$$

A Balance check is appropriate anytime a character might lose his equilibrium and may be modified for the situation. Being helped off a narrow bridge by a mischievous Unspeakable, for example, could warrant a Balance check. A failed Balance check means the character has lost his footing and has fallen. At the GM's discretion, a character may then be required to make a DEX Stat Check (p. 58) in order to maintain a grip on any hand-held objects.



Combat Bonus Damage

To reflect larger creatures' potential to inflict more damage, Bonus Damage is allocated based on the average of Size and Strength. This extra damage is added to every successful Attack, except those from any bow or device that operates at a preset power, as the force propelling the missile is inherent in the device, not the wielder.

BONUS DAMAGE

	(Average of SIZ and STR)						Each additional
	01-04	05-08	09-12	13-16	17-20	21-24	4 points add
Bonus	-1d4	-1d2	none	+1d4	+1d6	+2d6	+1d6

The amount of Bonus Damage modification should be recorded on the character sheet for future reference and appended to the damage rating of each of the character's chosen weapons. The Damage Bonus may be increased if Strength or Size is increased, either through Training (p. 70) or temporarily, as through a Strength spell (p. 128).

Fame Rating (Special)

A character's Fame Rating is a measure of his renown. After adventuring awhile, he may gain recognition for his memorable exploits. People may seek him out to join in one of his adventures. These are not to be considered henchmen or cannon-fodder, although famous heroes may use their Soldier Professional skill to keep followers in line. Once the character's Fame Rating has surpassed 100, he has become famous. The excess over 100 becomes the weekly chance (as a percentage) for him to attract groupies/fans, some of which might be adventurers, love-struck men/women, businessmen seeking endorsements, religious zealots, etc. This excess is also the percentage others must roll to Know Legends about the character. The extreme makes an impression, be it positive or negative. A character's base Fame Rating is determined from the Base Fame Rating Table. This number is modified by the following accomplishments:

Associating with a famous person, place, or object (celebrity, ancient relic, etc.).....	+10 each
Holding a position of authority (Political office, Marshal, etc.)	+10 per position
Surviving a hazardous ordeal (i.e., 2-to-1 odds or worse in combat)	+01 per ordeal
Mastery of Mental, Physical, or Professional skill	+05 per skill
Carrying a permanent Magic Item	+03 per item
Activating an Elemental Focus for the first time	+20

The GM may award additional Fame points at his discretion; many modules in the GateWar series grant Fame Rating points for the successful completion of a mission. As a rule of thumb, Fame points could be awarded for any act that would qualify as newsworthy.

Fleeting Fame (Optional)

The public memory is shorter than a Magic Mite's tail. If a character's Fame rating remains static for more than a month, there is a 50% chance that his Fame Rating will be reduced by 1. "I heard you were dead."

BASE FAME RATING

Each Fundamental Characteristic Score	Addition to Base Fame Rating
Less than 5	+ 20
5	+ 15
6	+ 11
7	+ 8
8	+ 5
9	+ 3
10	+ 2
11	+ 1
12-13	None
14	+ 1
15	+ 2
16	+ 3
17	+ 5
18	+ 8
19	+ 11
20	+ 15
over 20	+ 20

Ingenious Idea (01)

This is the ability to come up with a viable solution to any given problem. The Base Chance is modified by 1/10 of the sum of INT and LUK as shown by the formula. The result is added to the Ingenious Idea base, rounding fractions in favor of the character. The GM should allow only one Ingenious Idea roll per situation.

$$\text{Ingenious Idea} = 1 + \frac{\text{INT} + \text{LUK}}{10}$$

Perception (Special)

Perception measures the character's passive ability to notice things that occur around him. Unlike the Mental "sense" skills used when the player is actively attempting to look, listen, touch, or smell, the Perception ability works without conscious effort on the character's part and is totally moderated by the GM. It is determined by the average of the three ranged Mental sense skills.

$$\text{Perception} = \frac{\text{Hearing} + \text{Smell} + \text{Vision}}{3}$$

The GM will normally require a Perception roll at the beginning of the combat round when nonstandard environmental situations exist such as blindness, dense fog, blizzards, dust storms, heavy smoke, or rain, and even during normal night encounters without proper light sources. If the character makes his Perception roll he will be able to function at normal percentages. However, if he misses the roll all his success percentages will be reduced by -1/2.

The GM may also request a Perception roll to determine if the character can subconsciously distinguish between reality and a visual illusion, such as those caused by the Simple Illusion spell (p. 127).

Poison Resistance/Drinking Capacity (Special)

All creatures are resistant to poison to some extent, and alcohol is a poison. Size is the best defense against toxins, but general health plays a role in an individual's resistance. Of course, with the current interplanetary population on Vinya, a substance that is toxic to one species may be life-sustaining to another. A character's Poison Resistance (PR) is calculated by:

$$\text{Poison Resistance/Drinking Capacity} = (2 \times \text{SIZ}) + \text{CON}$$

Poisons are available in a range of effects and intensities, from hideous death poisons to mild intoxicants such as ale. The intensity is characterized by the number of levels or rolls against PR. Each failed Poison Resistance roll moves the victim/drinker one level down on the Effects Table for that type of poison (see Poison Effects, p. 95).

Strength Capacity (Special)

Strength Capacity can be used as a guide for various tests of strength the character may encounter. For example, this is the maximum amount of weight that the character can lift in one action. While lifting, the character must then continue to devote 1P action per round to keeping the object aloft, and will suffer the effects of fatigue normally (see Fatigue, p. 93).

A character can also exert this amount of force on any object to bend it, break it, twist it, etc. The amount of force necessary to do this, if not provided in the scenario or the equipment list, is subject to the GM's discretion. Multiply the Strength Factor from the Strength Factor table by the character's weight to determine his Strength Capacity.



$$\text{Strength Capacity} = \text{Strength Factor} \times \text{Body Weight}$$

Ingenious Idea Optional Rule Brainstorm

Instead of an individual Ingenious Idea, the group may attempt to resolve a situation with a single die roll. To reflect the brainstorming activity, each member's Ingenious Idea is added together, with an additional +01% bonus for each participant. Of course, this means the characters must be huddled together and have time to discuss the situation.

STRENGTH FACTOR

STR	Description	Factor
under 5	Blobbish	0.3
5	Invalid	0.4
6	Wimp	0.5
7	Unfit	0.5
8	Weak	0.6
9	Frail	0.7
10	Non-athletic	0.8
11	Below Average	0.9
12	Average	1.0
13	Average	1.1
14	Above Average	1.3
15	Strong	1.5
16	Athletic	1.7
17	Mighty	1.9
18	Formidable	2.1
19	Brute	2.4
20	Invincible	2.7
21	Incontestable	3.0
22	Awesome	3.3
23	Herculean	3.6
over 23	Beyond Words	4.0

Surprise Reaction Example
While the bartender is busy wrestling with Midon, Lirg erupts from his watery hiding place. The startled bartender must make a Surprise Reaction roll or lose actions to gawk at the soggy Bruff. MICHELLE, the GM, calculates the Surprise Reaction percentage of the bartender as 26 (based on his Perception, LUK, and DEX). Rolling 1d100, MICHELLE gets a 72; the bartender is limited to one action this round (either one Mental or one Physical action) against Lirg. On the next round, he will recover from his surprise and be able to use all of his actions.

Surprise Reaction (Special)

Surprise Reaction indicates the reflexes, timing, and perception abilities that allow the character to recover from being surprised. Situations that lead to Surprise Reaction scenarios are entirely subject to the GM's discretion. There are two scenarios that involve surprise, the Chance Meeting and the Ambush.

In a Chance Meeting, where two parties encounter each other at Combat Visual Range (p. 81) by happenstance, each individual rolls for their own Surprise Reaction. If they fail the roll, they may attempt only one action (Mental or Physical) in that round. In an Ambush, only one party is aware of the other. This could be either a preset ambush or when one party is asleep, incapacitated, or otherwise distracted. Here, the aware party gets their full actions and do not have to roll for Surprise Reaction, although Quiet Movement and Hide rolls might be necessary to gain proper position. Each member of the surprised party must roll for Surprise Reaction normally.

In either case, both parties get their full compliment of actions in the second and future rounds; however, the GM may invoke Surprise Reaction rules when new participants enter an engagement.

The Surprise Reaction percentage is calculated as follows:

$$\text{Surprise Reaction} = \frac{\text{Perception} + ((\text{LUK} + \text{DEX}) \times 3)}{3}$$



TOTE FACTOR

CON	Description	Tote Factor
under 5	Sickly	.25
5	Ailing	.30
6	Feeble	.35
7	Frail	.40
8	Anemic	.40
9	Delicate	.45
10	Not Well	.45
11	Below Average	.50
12	Average	.50
13	Average	.50
14	Above Average	.50
15	In Shape	.55
16	Fit	.55
17	Healthy	.60
18	Hearty	.60
19	Sturdy	.65
20	Strapping	.70
21	Robust	.75
22	Rugged	.80
23	Iron	.85
over 23	Adamantine	.90

Tote Capacity

The character's Tote Capacity is a percentage of Strength Capacity, and determines the degree to which he is encumbered by his carried equipment. Tote Capacity regulates the degree a character is slowed for encumbrance (see Encumbered Melee Movement Speed, p. 53). If the load exceeds a character's Tote Capacity, he cannot move without extreme effort (see Strength Capacity, p. 27). Multiply the Tote Factor found in the Tote Factor Table by the character's Strength Capacity to determine Tote Capacity.

$$\text{Tote Capacity} = \text{Tote Factor} \times \text{Strength Capacity}$$

Weapon Ability

The character's ability to use a weapon at its full potential is determined by comparing his Fundamental Characteristics to its weight, length, and the DEX required to wield it properly. The following formula determines the character's Weapon Ability:

$$\text{Weapon Ability} = ((\text{STR} + \text{SIZ}) \times 2) + \text{DEX}$$

A character may use any weapon, even one that has a higher Weapon Ability rating than his own; however, there is a (05%) penalty to the character's Attack and Parry with that weapon for every point his Weapon Ability is deficient. There is also a +1 Attack Category level (p. 82) penalty for every two points of WA lacking.



1.9.5 CHOOSING WEAPONS

Depending upon the type of campaign the GM has in mind, he may wish for the players to refrain from choosing specific weapon types until they have determined their Starting Funds (p. 47) for the purchase. It's quite possible for a character to have acquired expertise in the use of a weapon he cannot currently afford. He may have to scrimp and save to buy a new one or redeem his weapon from the local pawn shop.

The following weapon list is in order of ascending WA.

HAND-HELD WEAPONS (1 AND 2 HANDED)

Weapon	BC	WA	Damage	Cost (CR)
Dagger, 1H	15	15	1d4	40.0
Torch, 1H	20	15	1d4	.5
Club, 2H	20	20	1d6	30.0
Short sword, 2H	15	20	1d6	75.0
Broadsword, 2H	15	25	1d8	100.0
Club, 1H	20	30	1d6	30.0
Light mace, 2H	20	30	1d8	60.0
Short sword, 1H	15	30	1d6	75.0
War hammer, 2H	20	31	1d8	125.0
Light mace, 1H	20	40	1d8	60.0
Battle axe, 2H	20	44	1d10	100.0
Broad sword, 1H	15	45	1d8	100.0
Heavy mace, 2H	20	45	1d10	75.0
War hammer, 1H	20	49	1d8	125.0
Long sword, 2H	15	52	2d4	125.0
Quarterstaff, 2H	15	55	1d8	10.0
Battle axe, 1H	20	59	1d10	100.0
Bastard sword, 2H	15	60	2d6	200.0
Flail, 2H	20	60	2d4	125.0
Spear, 2H	15	61	1d10	30.0
Heavy mace, 1H	20	62	1d10	75.0
Great axe, 2H	20	63	2d6	150.0
Long sword, 1H	15	65	2d4	125.0
Great hammer, 2H	20	69	2d6	125.0
Pole arm, 2H	15	71	2d6	175.0
Bastard sword, 1H	15	75	2d6	200.0
Lance, 1H	15	75	1d10	40.0
Great axe, 1H	20	78	2d6	150.0
Spear, 1H	15	79	1d10	30.0
Great sword, 2H	15	80	2d8	250.0
Great hammer, 1H	20	87	2d6	125.0
Flail, 1H	20	88	2d4	125.0
Pole arm, 1H	15	93	2d6	175.0
Great sword, 1H	15	95	2d8	250.0
Shields:				
Small shield, 2H	15	12	1d4	35.0
Small shield, 1H	15	25	1d4	35.0
Medium shield, 2H	15	27	1d6	50.0
Large shield, 2H	15	42	1d8	100.0
Medium shield, 1H	15	55	1d6	50.0
Large shield, 1H	15	85	1d8	100.0

Note: 1H indicates one-handed use, 2H indicates two-handed use.

MISSILE WEAPONS (THROWN AND LAUNCHED)

Weapon	BC	WA	Damage	Cost (CR)
Blowgun	15	25	1d3	50.0
Hand sling	15	25	1d6	5.0
War dart	15	35	1d6	20.0
Light crossbow	15	37	2d6	100.0
Spear	15	40	1d10	30.0
Heavy crossbow	15	49	2d8	250.0
Dagger, thrown	15	50	1d4	65.0
Light bow	15	51	1d6	75.0
Zod bow*	15	60	1d10+1d6 shock	N/A
Battle axe, thrown	15	65	1d10	60.0
Boomerang	15	65	1d4	35.0
Geffren tall bow	15	70	1d8	125.0
Javelin	15	70	1d8	40.0
Staff sling	15	70	1d8	15.0
Bola	15	75	1d4	20.0
Compound bow	15	75	1d10	250.0
Small Net	15	40	none	75.0
Medium Net	15	60	none	110.0
Large Net	15	80	none	150.0

* Zod Bows may only be used by Zod Bowman, and only add 1d6 shock damage when Zod arrows are used.

1.9.6 Weapon Skills

The character should develop the physical skills for the use of one weapon, if not several, to defend against the perils of Vinya. For each weapon the character uses, there are two separate Physical skills representing the Attack (strike) and the Parry (block). There is no limit to the number of weapons he can learn to use; however, a character should be wary of trying to master too many weapons simultaneously, as each will then improve that much more slowly, and be that much more difficult to carry. The Base Chance for both Attack and Parry varies with the weapon type. Use of shields, natural weapons like fists, fangs or claws, spitting or throwing a clump of mud—indeed, any physical attacks or blocks—are considered separate weapon skills. One needs only keep track of his abilities in weapons used frequently, as the rest will merely be at the base for the weapon plus any permanent bonuses. Remember, the character's DEX is always added to the base chance of using any weapon.

In addition to DEX and any bonuses for Race or Hometown, the Player receives 150 Skill Points to apportion among his Weapons skills

Varied Experience
The 150 Skill Points awarded to the players to distribute among their Weapons Skills is only the recommended number. The GM should feel free to increase or decrease this number should he want the players to begin the campaign with more or less experience.

Weapon Skills
The GM gives BOB 150 points to allocate to Tiessa's Weapon Skills. BOB is almost done writing up Tiessa, and is anxious to get into the game with SUSAN and CRAIG. BOB spends points on the following Weapon Skills, bringing them up to the values indicated.

Bastard Sword:
base = 31 (15 + DEX 16)
Attack: base 31 + 77 = 85
Parry: base 31 + 0 = 31

Light Crossbow:
base = 31 (15 + DEX 16)
Attack: base 31 + 29 = 60
Parry: base 31 + 0 = 31

Battle Axe:
base = 36 (20 + DEX 16)
Attack: base 36 + 15 = 51
Parry: base 36 + 0 = 36

Medium Shield:
base = 31 (15 + DEX 16)
Attack: base 31 + 0 = 31
Parry: base 31 + 29 = 60

Since Tiessa's base Bastard Sword percentage is 31 (15 + 16, Tiessa's DEX), it takes 31 points to raise her Bastard Sword Attack percentage to 62 (one point for each point the skill is raised by), and 46 points (two points for each point the skill percentage is increased) to raise it from 62 to 85. This is because a skill becomes more expensive as the skill increases past a multiple of its base value. If BOB wanted to raise her Bastard Sword Attack percentage above 93, it would cost 3 points for every 1 point he raised her percentage.

ATTACK RESULTS

Score	Critical	Special	Fumble
97-103	01-05	06-15	00
90-96	01-05	06-14	00
84-89	01-04	05-13	99-00
77-83	01-04	05-12	99-00
70-76	01-04	05-11	99-00
64-69	01-03	04-10	98-00
57-63	01-03	04-09	98-00
50-56	01-03	04-08	98-00
44-49	01-02	03-07	97-00
37-43	01-02	03-06	97-00
30-36	01-02	03-05	97-00
24-29	01	02-04	96-00
17-23	01	02-03	96-00
10-16	01	02	96-00
04-09	—	01	95-00
01-03	—	—	95-00

as desired, reflecting accumulated experience. These Skill Points may be distributed among the desired weapon types (though the character may only gain experience in weapons he can afford to own), adding them to the Base Chance + DEX + other bonuses for any hand-held weapon, missile weapon, or shield. To reflect the inefficiency of over-specialization, once a skill is raised to double its Base Chance + DEX + bonuses, each additional percentage point costs two Skill Points. Beyond three times the modified Base Chance, each additional percentage point costs three skill points, and so on. Critical, Special, and Fumble scores for a given Attack are determined from the accompanying table. Detailed explanations of these attack results are provided in Weapon Attacks (p. 61).

1.10 HIT POINTS

Hit Points measure how much damage can be absorbed by the character's body before having a serious effect. Divide the character's weight by 4 and divide the resulting Hit Points among the various Hit Locations, according to that location's percentile chance to be hit. The following table can be used for the majority of creatures with humanoid body types to determine Hit Points for each location. Read down the column for each area until the character's body weight falls into the provided range. The figure to the left of that row indicates the number of Hit Points that area has.

HUMANOID HIT POINTS

HP	Body Weight				
	Head	Chest	Abdomen	Each Arm	Each Leg
1	01-59	—	—	01-49	—
2	60-99	01-49	01-62	50-83	01-66
3	100-139	50-69	63-87	84-116	67-93
4	140-179	70-89	88-112	117-149	94-119
5	180-219	90-109	113-137	150-183	120-146
6	220-259	110-129	138-162	184-216	147-173
7	260-299	130-149	163-187	217-249	174-199
8	300-339	150-169	188-212	250-283	200-226
9	340-379	170-189	213-237	284-316	227-253
10	380-419	190-209	238-262	317-349	254-279
11	420-459	210-229	263-287	350-383	280-306
12	460-499	230-249	288-312	384-416	307-333
13	500-539	250-269	313-337	417-449	334-359
14	540-579	270-289	338-362	450-483	360-386
15	580-619	290-309	363-387	484-516	387-413
16	620-659	310-329	388-412	517-549	414-439
17	660-699	330-349	413-437	550-583	440-466
18		350-369	438-462	584-616	467-493
19		370-389	463-487	617-649	494-519
20		390-409	488-512	650-683	520-546
21		410-429	513-537	684-699	547-573
22		430-449	538-562		574-599
23		450-469	563-587		600-626
24		470-489	588-612		627-653
25		490-509	613-637		654-679
26		510-529	638-662		680-699
27		530-549	663-687		
28		550-569	688-699		

Hit Points Example

BOB has some trouble figuring out Tiessa's Hit Points and Blood Total, so MICHELLE gives him a hand while SUSAN and CRAIG go fetch tacos for everyone. BOB has already figured out Tiessa's Hit Points: Tiessa weighs 197 pounds, so 197 divided by 4 gives her 49 Hit Points (49.25, fractions round to the nearest whole number). MICHELLE shows BOB that for each location, he should read down that column until he finds Tiessa's weight, then read the leftmost column to find her Hit Points in that location. For example, Tiessa, who weighs 197 pounds, has 5 Hit Points in her head location. BOB catches on quickly, and fills in the rest of Tiessa's location Hit Points. MICHELLE then explains that Tiessa's total number of Hit Points, 49, is also her Blood Total. If Tiessa's Blood Total should be reduced to 3/4 normal (or 37, fractions rounded to the nearest whole number), she will pass out. If Tiessa's Blood Total should be reduced to 1/2 normal (or 24, fractions rounded in the character's favor), Tiessa will die.

1.10.1
BLOOD
TOTAL

After all Hit Points have been allocated, they are totalled and recorded as the Blood Total; this number should be approximately 1/4 of the character's body weight.

The character will pass out when the Blood Total is reduced to 3/4 normal and die when it is reduced to 1/2.

1.11 CHARACTER ENHANCEMENT

The character's personality can be further enlivened by including the following Character Enhancement attributes; however, they are not all necessary to begin play and may be added at the player's leisure or as the need arises. At the GM's discretion, the player may choose enhancement characteristics rather than roll for them, in order to obtain a character more in line with the player's taste or style.

BRAVERY

Bravery is the measure of a character's courage—the willingness to risk personal safety. The Bravery Score is the number that must be rolled (or less) on percentile dice in order to pass some test of fortitude. Instances such as standing one's ground in a seemingly hopeless battle, negotiating dangerous obstacles such as cliffs, rope bridges, torture, or a mistress's bedroom while her husband's at home, could warrant a Bravery check. As always, the GM should use judgment as to when and where to implement such checks. Use the following table to determine the character's Bravery score.

Note: The CF (Combat Factor, p. 55) Check column refers to the odds of a given battle. When outnumbered or overpowered by an enemy according to the relative CF's, a Bravery check is required for the character to stand his ground.



Bravery Example

BOB rolls for Tiessa's Bravery score, and gets a 68. Looking on the Bravery Table, BOB finds that Tiessa is Brave, and has a Combat factor check ratio of 2/1. This means that whenever Tiessa's side of a conflict is outnumbered by more than two-to-one in CF, she will need to make a Bravery check in order to stand her ground. Should Tiessa be confronted by opponents more than twice as powerful as her allies, BOB will need to roll 68 or less on 1d100, or Tiessa must retreat, surrender, negotiate, or otherwise seek to avoid the conflict.

BRAVERY			
(1d100)	Bravery	CF Check	Description
00	Foolhardy	—/—	Will attack any foe unless restrained. The first to volunteer for suicide missions.
96–99	Intrepid	10/1	Will not leave a fight if a comrade is down and will usually order the house wine.
86–95	Courageous	5/1	The minimum Bravery score required to talk face-to-face with a Dragon.
61–85	Brave	2/1	Has the fortitude to face 2-to-1 odds without having to change his armor.
31–60	Normal	3/2	Has the sense to avoid situations where the odds of success are not really in his favor.
21–30	Cautious	1/1	Prefers to fight from a distance with spells, missile weapons, or harsh language.
11–20	Fearful	2/3	Prefers to marvel at the daring of others from a safe vantage point.
06–10	Craven	1/2	Will abandon all pretense at Bravery when things begin to look bad.
03–05	Knock-Kneed	1/3	Able to defend himself but rarely initiates any action for fear of offending someone or committing a social blunder.
01–02	Paralytic	1/4	Considered undependable in any situation requiring decision-making or action, and will usually freeze or run when confronted by any novelty.
0	Apathetic	—/—	Ignorant of danger because of a lack of mental capacity (or perhaps the thought of harm is inconceivable because of an inflated self image).

Note: A Bravery Check roll may be modified by Materialism or Morals.

HANDEDNESS

A character's natural use of right or left hand (or both) can have a great impact in the heat of battle. A right-hander whose right arm (sword arm) has just been injured may be in serious trouble (see Using Off Hand, p. 75). In order to distinguish this, the player should roll on the Handedness Table.

(1d100)	Handedness
96-00	Ambidextrous
71-95	Left or Right (player's choice)
01-70	Right



Ambidextrous

INTERESTS

The following table provides a listing of common Vinyan hobbies and items to be collected or studied. The player may choose from this list or invent new ones.

Players have a double normal chance to evaluate, Identify, or Know Legends associated with their area of interest.

(1d100)	Number of Interests
96-00	Roll twice
76-95	Two interests
11-75	One interest
01-10	None (a real bore)

Interests Example

BOB rolls to see what hobbies Tiessa might have. He rolls 1d100 and gets 82. Looking on the chart, he sees that Tiessa has an interest in Codes and Ciphers. This doesn't seem entirely appropriate to BOB, so he decides instead that Tiessa has an interest in Geography. MICHELLE can't think of any reason why not, so Tiessa has Geography as a hobby instead of Codes and Ciphers.

INTERESTS: CHOOSE OR ROLL

(1d100)	Interests	(1d100)	Interests
99-00	Alien Race (Player's choice)	49-50	Handicrafts
97-98	Animal Hides	47-48	Insects
95-96	Artwork	45-46	Interior Decorating
93-94	Astrology	43-44	Jewelry
91-92	Basket Weaving	41-42	Ladies' Lingerie
89-90	Bones/Teeth	39-40	Local Heroes
87-88	Books	37-38	Magic Items
85-86	Bottles of Colored Gas (Spell Spheres)	35-36	Mathematics
83-84	Candy	33-34	Mind-Altering Substances
81-82	Codes and Ciphers	31-32	Mysteries/Detective Lore
79-80	Debating	29-30	Nasal Evacuation
77-78	Distilled Spirits	27-28	Nature
75-76	Etiquette	25-26	Politics
73-74	Exotic Animals	23-24	Religion
71-72	Exotic Foods	21-22	Rocks/Minerals
69-70	Exotic Weapons	19-20	Smoking
67-68	Fashion	17-18	Sports
65-66	Fictional Heroes	15-16	Tavern Trolling
63-64	Fishing	13-14	Theater
61-62	Flight/Flying Creatures	11-12	Tourism/Wonders of the World
59-60	Flood Studies	09-10	Toys
57-58	Futuristic Science	07-08	Transporter Travel
55-56	Games	05-06	Unexplained Phenomenon
53-54	Gems	03-04	Vinyan Race (Player's Choice)
51-52	Gossip	01-02	Wines

MATERIALISM

Materialism measures how stingy a character is with money, food, and other worldly possessions; it determines the probability for sharing possessions with party members and the needy, to what lengths he will go for material gain, and how much hard-earned money he will waste on cheap wine and loose women (or men, as the case may be). The player should roll on the Materialism table to determine his character's Materialism. Extreme Materialism scores even affect the character's Bravery (p. 31) and Morals (p. 35) in situations where material gain is involved (as indicated by the table).

(1d100) Materialism Description

00	Rapacious	A Rapacious character would steal from a blind man's cup and then take the cup. This scoundrel subtracts 3d10+20 points from his Morals roll and may add up to 25 to a Bravery check roll whenever material gain is involved. Will not share.
96-99	Avaricious	Not so brash as a Rapacious character, the Avaricious individual will settle for a sizable percentage from the blind man; he will take anything if presented with suitable opportunity. Subtract 2d10 from Morals; add up to 15 to Bravery check as above. Low marks in sharing.
86-95	Greedy	A Greedy character will hoard everything and only share if threatened or guaranteed compensation. Subtract 1d10 from Morals; add up to 5 to Bravery check as above.
71-85	Acquisitive	An Acquisitive individual will take anything offered but will only grudgingly donate to those in dire need.
46-70	Normal	A Normal character will usually only offer assistance to someone he knows and only accept the generosity of someone better off than himself.
26-45	Unselfish	An Unselfish individual will give of himself up to the limit of his own comfort. Add 1d10 to Morals.
11-25	Generous	A Generous character is apt to help those in need and may inconvenience himself for the sake of others. Add 2d10 to Morals.
06-10	Altruistic	An Altruistic character will share anything he has with anyone who asks and will give beyond his means. Add 3d10 to Morals.
01-05	Uncaring	An Uncaring individual has no concept of the value of money and will often accept incorrect change from greedy Merchants. The Uncaring character is likely to waste most of his earnings on the latest fad or simply lose it. Subtract 3d10 from Morals.

Mad Money

Materialism score added to INT is the percentage of available funds a character will be able to save upon returning to town from a dangerous adventure or Professional employment. Money not saved can be spent on nothing more useful than food or drink to be consumed on the spot (use your imagination).

A 'Mad Money' Table is included in the Environment Section (p. 111). The saved money may be spent in whatever way the player sees fit. Note that results over 100% indicate that the individual is so tight that he will not only waste no money, but through thrifty shopping and sound investments, actually manages to save more than he earns.

MENTAL QUIRKS

Mental Quirks manifest themselves as Phobias or Manias. Phobias are a person's irrational and unreasonable fears of an object or situation; Manias are severe psychological fixations. The character's mental stability is affected by the absence or presence of such quirks and their severity. The type and effects are explained in Minor and Major Phobias and Manias.

First determine the presence of any Phobias or Manias on the following table.

PRESENCE OF PHOBIAS AND MANIAS

(1d100)	Number and Type
71-00	No Phobias or Manias
46-70	One minor Phobia
22-45	One minor Mania
11-21	One minor Phobia and one minor Mania
06-10	One major Phobia
02-05	One major Mania
01	Roll twice



MENTAL QUIRKS

(1d100)	Phobia/mania	Object
99-00	Acro	Heights
97-98	Agora	Large open spaces
95-96	Aichmo	Sharp edges
93-94	Algo	Pain/Inflicting pain
91-92	Alienzapo	Alien magic
89-90	Alienzoo	Alien creatures
87-88	Andro	Men
85-86	Anthro	People in general
83-84	Aqua	Water
81-82	Arachne	Spiders (and related species)
79-80	Astra	Thunder and lightning
77-78	Auto	Being alone
75-76	Biblio	Books
73-74	Claustro	Enclosed spaces
71-72	Copto	Being struck/Hitting
69-70	Dendro	Trees
67-68	Dremle	Dremles
65-66	Dromo	Crossing roads
63-64	Entomo	Large insects
61-62	Fishbono	Eating fish
59-60	Geno	Women
57-58	Hemo	Bleeding/The sight of blood
55-56	Herpeto	Reptiles
53-54	Hydro	Water
51-52	Myco	Fungi
49-50	Myso	Dirt and filth
47-48	Necro	Dead things
45-46	Nocto	Darkness
43-44	Ochlo	Crowds
41-42	Ophidio	Serpents
39-40	Ornitho	Birds
37-38	Patho	Disease
35-36	Photo	Light
33-34	Pyro	Fire and flame
31-32	Slimeo	Slimy objects
29-30	Thanato	Death
27-28	Thigmo	Being touched/Touching others
25-26	Toxico	Poison
23-24	Transport	Transporters
21-22	Trauma	Receiving/Delivering wounds
19-20	Trono	Trons
17-18	Xiphi	Swords
15-16	Xeno	Strangers
01-14	Cured of Phobia/Mania	

Minor Phobia

The character afflicted with a minor Phobia may function normally when confronted by the object of his phobia, but only if he is with allies. If he is alone or the only one awake, the minor Phobia will affect him as a major Phobia.

Major Phobia

When confronted by the object of his fear, the character with a major Phobia automatically (99% chance) fails a Bravery Check and can do nothing but scream uncontrollably, remain paralyzed, or flee blindly in a random direction.

Minor Mania

The character afflicted with a minor Mania will have an intense desire to possess the object of his mania or to experience the situation he desires. This urge is controllable when in the presence of others.

Major Mania

The character with a major mania, often referred to as a maniac, will be overcome with the need to experience the object of his mania. When presented with the opportunity, the temptation is irresistible and the character will seek all means to appease it.

The following table provides a listing of common phobias and manias. At the GM's discretion, the player may wish to choose or invent a fixation that best fits the character. A particularly harrowing experience, or one that is successfully navigated, may add to or reduce a Phobia or Mania.

Major Phobia Reactions (Optional Rule)

Unlike Manias, the possible reactions to Phobias are diverse. The GM may consult the Major Phobia Reactions Table as a guide to a character's behavior when faced with his fear.

MAJOR PHOBIA REACTIONS

(1d100)	Result
91-00	Perform some embarrassing biological act and roll again (snicker).
76-90	Faint, fall to ground in a heap for 1d4 rounds, roll again if phobia is still in sight when awakened.
51-75	Cling to nearest friend or closest object and whimper, until a Bravery check is made. Party member must roll STR vs. STR to remove frightened individual; if not, all actions of the constricted character are at 1/2 normal.
26-50	Run in a random direction until a Bravery check is made.
11-25	Frozen in horror until a Bravery check is made.
01-10	Run screaming directly away from the cause for at least 1d4 rounds, after which time they can attempt to stop by making a Bravery check.

Morals

Morals determine a character's behavior relative to the norms of Vinyan society, what is considered right or wrong, good or bad. The following table provides racial classification for Morals determination and is followed by a description of each Morals type. A Morals check is a roll against the character's Morals score as a percentage to determine whether some questionable activity may be performed or even condoned, and is subject to GM modifications.

RACIAL MORALITY					
Nequitar, Bruff (1d100)	Geffren, Kitzu (1d100)	Zod Bowman, Half-Tron (1d100)	Wellan (1d100)	Unspeakable (1d100)	Description
99-00	97-00	00	98-00	00	Goody-goody
91-98	61-96	96-99	86-97	91-99	Virtuous
56-90	31-60	61-95	51-85	46-90	Normal
11-55	06-30	21-60	16-50	11-45	Lusty
01-10	01-05	01-20	01-15	01-10	Perverted

Goody-goody

Adheres to the strictest codes of personal conduct possible in everything he does, and expects others to do the same. Must be formally introduced to a prospective mate and have parental approval.

Add up to 2d10 to any Bravery check in a situation in which an innocent is suffering.

Virtuous

The Virtuous character adheres to all local laws and customs and abides by the chivalrous codes of combat. This individual is the kind who risks his life to save the Mip about to become Tron fodder. Only considers long-term relationships with mates.

Add up to 1d10 to any Bravery check in a situation in which an innocent is suffering.

Normal

The Normal character follows most laws depending on the situation and his chances of escaping prosecution. In a fight he can be counted on to fight fairly as long as he is not losing. In a romantic relationship the Normal character requires a compatible personality.

Lusty

The adventurer's spirit is typified in the Lusty character, who conforms to those laws and customs that do not interfere with his zest for life. This individual enjoys a good fight but definitely fights to win and will use every advantage to ensure the proper outcome. The Lusty character employs the same style in his brief relationships and will usually choose a mate based solely on appearance.

Perverted

Perverted characters are rebellious to all authority and often enjoy inflicting pain and death. They are often the most renowned adventurers because of their flamboyant personalities; however, most are short-lived. Perverted individuals will consider anything that moves to satisfy their twisted needs.



1.12 PROFESSIONS

Characters may have developed professional skills before embarking on their life of adventure. These may provide the character with some easy money between adventures or serve as the basis for a whole new adventure.

Professions are also used to determine success or failure at tasks more complicated than those covered by simple Mental or Physical skills. A player attempting some task for which a skill or combination of skills is insufficient may roll the Base Chance (equal to the INT score) under the most relevant Profession. Of course, the GM may modify the Base Chance for more difficult situations.

The Base Chance (BC) percent is also the character's chance to gain employment in that Profession, which may be modified for the size of the town. Those with no previous experience in a Profession may still gain employment at their Base Chance percent, though compensation will usually be room and board rather than cash.

PREVIOUS PROFESSIONAL EXPERIENCE

(1d100)	Number of Rolls on Professions List Table
99-00	4
91-98	3
61-90	2
11-60	1
01-10	0

Players should roll on the Previous Professional Experience Table to determine the number of trades with which their character is familiar. The Professions List Table shows common Vinyan occupations. Following each Profession is the average daily wage in CR. Roll on the following table to determine the Professions in which the character has had previous experience. At the GM's discretion, the player may omit or add a Profession to better match the character's personality.

PROFESSIONS LIST

(1d100)	Profession	Daily wage (CR)
97-00	Artist	5d4
93-96	Beggar	1d10
89-92	Blacksmith	5d4
85-88	Con Man	4d10
81-84	Cook	5d4
77-80	Craftsman	5d4
73-76	Dancer	4d10
69-72	Engineer	5d4
65-68	Gambler	5d10 - 5d10
61-64	Healer	5d4
57-60	Husbandman	1d4 plus R & B
53-56	Merchant	4d10
49-52	Miner	4d10
45-48	Musician	5d4
39-44	Outdoorsman	3d4
35-38	Politician	5d10
31-34	Sailor	2d4 plus R & B
27-30	Socialator	3d10
23-26	Soldier	3d4
14-22	Surfer	1d4
13	Teacher	5d4
09-12	Teamster	4d4
05-08	Textiler	5d4
01-04	Thief	3d10

Note: R & B refers to Room and Board

1.12.1 Proficiency

Characters with previous experience in a Profession roll 5d10 and add the results to their INT to determine their starting Skill Level in that Profession. Those with multiple professions roll separately for each. Of course, those with no previous experience in a Profession must use their INT as the BC, with no modifying roll for any Professional skill they attempt (Racial Bonuses count as Previous Experience).

The character's proficiency level within his previous career can be determined on the following table, by cross-referencing their Skill Level with the appropriate proficiency level. Proficiency Level determines the character's earning potential as well as his understanding of

PROFESSIONAL PROFICIENCY

Skill Level	Proficiency Level	Pay Modifier
00+	Master	3 Times Normal
91-99	Professional	2 Times Normal
66-90	Journeyman	Normal
26-65	Apprentice	1/2 Normal
01-25	Inept	Room & Board only

more complex aspects of the Profession; the higher the Proficiency Level, the more versatile the character becomes (see individual Profession descriptions). A character attempting to perform an aspect of a Profession for which he has an insufficient Proficiency Level is at a 1/2 normal Base Chance per level lacking, cumulative. The Pay Modifier listed at each Proficiency Level adjusts the normal daily wage listed for each Profession.

Artist

Skill Level	Proficiency Level
01-25	Inept – Drawings in pencil, chalk or charcoal
26-65	Apprentice – Sculpture in clay
66-90	Journeyman – Drawing with ink, sculpture in bronze
91-99	Professional – Paintings in watercolor and oil
00 +	Master – Sculpture in stone

The Artist uses his hands to create images from first-hand viewing or his mind's eye. The various media at his command are determined by Proficiency Level.

Beggar

Skill Level	Proficiency Level
01-25	Inept – Trash-picker
26-65	Apprentice – Haranguer of passerby
66-90	Journeyman – Sitting on rug with cup
91-99	Professional – A good gimmick, tragic story, bum or missing eye or other body part
00 +	Master – Child-master, leader of the wayward-youth-pack

This is the standard panhandler, vagrant, man-of-the-streets. Most adventurers are not total down-and-out derelicts. They choose this occupation as the easiest way to obtain basic necessities with the least effort, though many find it more lucrative than other, more constructive forms of life-making.

Blacksmith

Skill Level	Proficiency Level
01-25	Inept – Bellows-blower. Fix simple items, make nails
26-65	Apprentice – Make or mend everyday items, pots, pans, simple fittings
66-90	Journeyman – Make hammers, axes, spear and arrow heads
91-99	Professional – Armorer
00 +	Master – Make swords, metal jewelry

The Armorer is a Professional Blacksmith skilled in repairing, altering, or making Armor. Costs assume that the facilities and materials at hand are sufficient for the task.

To have Armor custom-made will cost 2d4 CR per hour (modified by the proficiency of the Armorer) plus the Cost of Materials.

MAKING ARMOR

Type of Armor	Hours Required (full suit)	Cost of Materials (CR)
Scale	4 × SIZ	150 + 3 × SIZ
Chain	6 × SIZ	150 + 4 × SIZ
Plate	2 × SIZ	300 + 5 × SIZ + use of forge

The Blacksmith forges objects out of metal. The items he can make are determined by Proficiency Level.

Con Man

Skill Level	Proficiency Level
01-25	Inept – Simple Liar
26-65	Apprentice – Clown, Hawker, Comedian
66-90	Journeyman – Story-teller
91-99	Professional – Psychiatrist/Therapist
00 +	Master – Actor

This professional smooth-talker deceives the slower of wit long enough to hoodwink them out of their goods and get away before they notice. The Con Man profession can be used to entertain, persuade, or gain someone's confidence, either to trick them immediately or deceive them over the longer term.

The Simple Liar makes a skill vs. skill roll versus his audience (see Skill vs. Skill Resolution, p. 59) to see if the lie is believed.

Comedians generally work in taverns of the larger towns, introducing acts or entertaining the troops in a traveling circus, the likes of which litter the countryside. They learn to think on their feet, put down hecklers, and give good insults. Use this skill to insult someone or defuse a tense situation with humor.



Story-tellers include traveling Bards and old men with children on their knees. A Story-teller's skill involves the ability to deliver a tale that will keep listeners distracted throughout its length.

Psychiatry is a mysterious and often misunderstood art, even among those who practice it. Through intensive therapy, organized encounters, countless discussions and discoveries, and a good bit of fee-charging, the Psychiatrist is able, on a successful roll, to remove Mental Quirks (except his own; even shrinks have to see shrinks). On a successful roll, a major Phobia or Mania can be reduced to a minor one or a minor one can be eliminated entirely. A fumbled Psychiatry roll will add another disorder or heighten an existing one.

The Actor can adopt the role of another, including disguises, voice alteration, and mannerisms. For the imitation to be believable, the Actor makes a skill vs. skill roll *versus* his audience's Con Man percentage to see if the act is successful. There are many modifiers to the success of such a ruse, and may require the discretion of the GM. Some examples are:

SIZ: – 10% per point of SIZ difference if Actor is trying to appear larger.

– 20% per point difference if smaller.

APP: – 10% per point of APP decrease if Actor is trying to appear uglier.

– 20% per point APP increase.

Race: Varies according to racial characteristics and familiarity of the viewer with the race.

Cook

Skill Level	Proficiency Level
01–25	Inept – Chop it up and boil it, cook until black
26–65	Apprentice – Simple stews, vegetables
66–90	Journeyman – Use of spices, sauces
91–99	Professional – Can cook any dish properly
00 +	Master – Gourmet, can make anything edible taste good

While anyone can toss a chunk of meat on a fire, it takes a certain amount of skill to prepare nourishing, palatable meals with available supplies over an extended period. Seasoning, proper temperatures, open-fire techniques, and selection of ingredients all play a part in getting meals to hungry diners.

A successful Cook roll indicates that the meal is prepared as well as possible under the circumstances—nourishing and tasty. The most common effect of a missed Cook roll is overcooking, though overseasoning, spilling, and spoilage are other possible outcomes. If anyone wishes to risk eating it, the amount of the food cooked is halved and all ingesting it must make a Disease Check (p. 93). If the cooking roll is fumbled, the food has been effectively destroyed.

Craftsman

Skill Level	Proficiency Level
01–25	Inept – Helper
26–65	Apprentice – Woodcutter
66–90	Journeyman – Carpenter, make simple tools
91–99	Professional – Woodcarver, Fletcher, Bowyer
00 +	Master – Tinkerer, Toymaker

The Craftsman fashions things from wood, carving or binding with glues, rope, wire or metal fittings. Large or complex objects are usually built with plans provided by an Engineer.

Dancer

Skill Level	Proficiency Level
01–25	Inept – Drunken hip-shaker
26–65	Apprentice – Party-tart
66–90	Journeyman – Cheap showgirl
91–99	Professional – Expensive showgirl (no nudity)
00 +	Master – Acrobat

The art form of Exotic Dance has seen a dramatic expansion over most of Vinya since the opening of the Gate, as the Wellan women vie harder and harder for their share of fewer males. Wellan girls have adopted the expressive Geffren ceremonial dance forms, throwing in more sexual energy for spice. The result is very popular at the front-line town inns, but has met



serious disapproval from the Geffren and some factions of Wellan women.

These women, old matrons mostly, form a group called the Mothers After Domestic Decency, and are more feared by off-duty militiamen than the Military Police. Any race or sex may be a dancer, but Nequitars and Wellan women form the majority, and receive the higher pay working the town militias.

Engineer

Skill Level	Proficiency Level
01–25	Inept – Designer
26–65	Apprentice – Draftsman
66–90	Journeyman – Mapmaker
91–99	Professional – Architect
00 +	Master – Inventor

The Engineer reduces three-dimensional ideas to two-dimensional drawings and supervises their realization into actual structures.

The Designer rearranges available material into a more efficient or pleasant shape. This process is usually exhibited in interior design for homes of the rich and graphic design for government publications.

The Draftsman draws up the ideas of others into a workable form, usually layout designs or site plans with complete specifications. This apprenticeship is a necessary step in the Engineer's career, teaching him a meticulous attention to detail.

The Mapmaker differs from the Artist in that his accuracy must be far more disciplined, and from the Architect in that he is rarely, if ever, able to directly measure his subjects. Using the Mapmaker skill, one may accurately measure distances by eye and determine the best travel route (through familiarity with terrain types and difficulties—reduce travel time by $-1/10$ on a successful roll).

The Architect, in addition to planning and supervising the construction of new buildings or structures, has a chance equal to his Base Chance percent to guess the layout of a building he has never entered, as long as it is built in a style with which he is familiar (i.e., from a race or era he has studied).

As an Inventor, the Engineer can design new items or improve upon old ones. A Craftsman, Blacksmith, or both are usually contracted to create the item to the Inventor's specifications, so progress is often slowed in communication as well as production. An entire month is dedicated to the act of Invention; if that line of development proves wrong, another attempt may be made the following month, but at $1/2$ chance, and so on for the following months. Vinya's technological level is roughly equivalent to that of the 14th–15th century Europe; GM's discretion is advised in allowing new inventions or applying penalties to the BC.

Gambler

Skill Level	Proficiency Level
01–25	Inept – Familiar with most games of chance
26–65	Apprentice – Knows all the rules
66–90	Journeyman – Stone face, bluffing
91–99	Professional – Elementary cheating
00 +	Master – Sleight of hand, enjoys pulling coins from the ears of startled children, particularly after having just won it from dad

As the realm of the Con Man is that of the verbal lie, the Gambler's is that of physical trickery. While knowledge of the game is a valuable tool in Gambling, so too are nimble fingers and a good poker face.

In order to cheat, the Gambler makes a Skill vs. Skill roll versus his opponent (see Skill vs. Skill resolution, p. 59) to see if he gets away with it.

Healer

Skill Level	Proficiency Level
01–25	Inept – First Aid, Butcher, Old-wives tales remedies
26–65	Apprentice – Proper diagnosis of illness
66–90	Journeyman – Prescribing treatment
91–99	Professional – Administering treatment
00 +	Master – Surgeon, create medication from raw ingredients

A Healer has the knowledge and semi-legal right to diagnose maladies, prescribe medication and treatment, and charge what the market will bear for his services. Most are also Sages who specialize in diseases and anatomy, both animal and humanoid.

"First Aid" involves stopping bleeding immediately, with direct pressure, simple bandaging, or any other means available. It is possible and often necessary to perform "First Aid" in the heat of combat, either on one's self or a comrade. No Hit Points are regained through "First Aid," but a

successful roll of Healer will stop any further reduction of Blood Total through bleeding. Butchers have the necessary but grisly task of breaking down food animals into their composite parts. This requires, in addition to a sharp knife, knowledge of the creature's body structure and edibility, and is often the first anatomy experience for the young Healer. The skill of a butcher must be used to properly dress a kill for cooking, as most people find a mangled carcass rather unappealing, or potentially lethal if there are poisonous glands to avoid.

Roll against the Base Chance of the appropriate levels of Healer to properly diagnose a physical disorder, another to prescribe the proper treatment, and yet another to successfully administer the treatment. Three successful rolls will thus cure the problem, assuming the necessary materials are available and the malady is curable. The Base Chance is doubled if the proper medical tomes are available.



A Master Healer is a Surgeon, trained to treat physical maladies directly by opening the body and repairing or removing the damaged tissue. Many diseases and ailments require surgery for treatment. The greatest danger with a surgical procedure is blood loss. The surgeon must roll (Skill percentage - 100) (doubled if the appropriate tome is available) to:

- (1) Properly anesthetize and open the patient.
- (2) Perform the actual surgery.
- (3) Close the wound without infection.

If the surgeon misses any of these rolls, he must roll again until successful. The patient will lose 1d4 Blood Points for every roll the surgeon attempts, thus the longer the operation, the greater the risk of dying of blood loss (see p. 89). Note

that surgeons who notice a patient slipping frequently close the wound prior to completing the surgery rather than risk losing them; this leaves the patient still affected by his malady and perhaps too weak to attempt another surgery.

A Fumbled roll by the Surgeon during any phase of the operation will cause the patient to lose 2d4 Blood Points instead of 1d4 during that phase. After an operation, the patient will recover his Blood Points at his Natural Healing rate (p. 89).

The Surgeon's tools are a sharp blade and a Healing Crystal (p. 142), a long tapered Power Gem containing a Heal spell that is released slowly when charged with a point of MPT, rejoining sliced tissues wherever applied.

Husbandman

Skill Level	Proficiency Level
01-25	Inept - Hired hand, migrant worker
26-65	Apprentice - Farmer
66-90	Journeyman - Rancher
91-99	Professional - Animal trainer
00 +	Master - Shrubber

These men of the soil feed most of Vinya. The crops of choice are grains, huge fields of which cover the plains of Western Vinya, grazed over by herds when the fields lie fallow. The Farmers, however, are growing more and more concerned about the granting of their farm and ranch lands to homesteaders displaced from the east. Although predominantly Wellan or Geffren, Husbandmen can be any race.

Hands are necessary around harvest time and to perform the odious chores around a stable. Work can be found throughout the warmer months, particularly among the farms in the dangerous Borderlands, where field hands are often lost to marauding aliens.

Farmers know how to grow plants, the parasites and diseases that affect them, and the soils, fertilizers, and moisture they need. They plant crops and time plantings and harvests, as well as supervise the work of their field hands. Farmers can

grind grain into flour to make their own bread and can prepare most common vegetables for meals.

Ranchers breed and raise domesticated animals, usually Dremles, Grommets, Tugger, and occasionally Horners. Ranches consist of stables and feed domes, with several corrals or pastures for the animals to roam. Most ranchers work in cooperation with Farmers, loaning out animals to graze and fertilize the fallow fields in exchange for feed. Ranchers can evaluate the health of animals, even unfamiliar ones, which can be a valuable asset in planning a purchase.

Animal Trainers generally work with a specific type of creature, Protectors, Horners, Dremles, Dragon lizards, etc., but the love of animals and many of the skills involved are universal. Use the Trainer's skill to calm angry or excited beasts, properly cure or maintain the health of captive creatures, and teach them new skills or tricks. An animal is trained one simple trick or aspect of a complex one when the Trainer successfully rolls his training percentage and the animal rolls its Learning Ability (INT or less as a percentage). The most common occupation for an Animal Trainer is as a Horner Taxi driver, as the beasts require great skill and patience to control.

The Shrubber arranges and sells shrubberies. He can also diagnose and treat plant diseases, predict or induce their flowering or budding, or graft shoots to produce hybrids. Over the course of time, he can train plants to grow into a desired shape or some other end.

Merchant

Skill Level	Proficiency Level
01-25	Inept - Hawker, traveling salesman, assessor
26-65	Apprentice - Accountant
66-90	Journeyman - Speculator
91-99	Professional - Shop or inn keeper
00 +	Master - Banker, Landsman

As the manufacture of goods on Vinya became more efficient, and consumption of those goods became more widespread, Merchants grew in numbers and power. The larger trade guilds were sorely damaged by the destruction of the commerce center now known as The Merchants' Ruins; this has led to the rise in prominence of many independent Merchants. The three largest trade guilds remaining, Gastman,

Orgadzu, and Tipi, are consolidating their power, and are building Trebor up as their new center of commerce. Most merchants or craftsmen at one time or another are approached to join one of the guilds, which provide insurance, generally cheaper transport of goods (important in light of the failing Transporter network) and political influence—for a small percentage only. Rumors abound of less-than-ethical behavior on the part of the Guilds to gain control of lucrative markets, but legal action is generally not taken or is halted by the death or sudden silence of key witnesses.

The skill of the Hawker is to sell goods, regardless of value or necessity, for a tidy profit. Use this skill to evaluate the price of an item and to determine the final price when bargaining. In instances where a price is in question, the buyer and seller compete in a Merchant Skill vs. Skill roll. If they both succeed, or both fail, then the settled upon price is correct for the merchandise. If one succeeds but the other fails, then the

price is modified in the winner's favor by + or -1/4. The GM may wish to make Critical or Fumbled Merchant rolls yield even more frenzied pricing (+1/2, even double).

Use the Accountant's skill to perform mathematical functions, convert currency, or divide items of dissimilar value. Remember, the player is likely to have a better grasp of math than his character.

The Speculator buys goods for resale. This risky business requires knowledge not only of the value of goods at a particular time, but their value in the future or in different towns and arranging to store or transport them.

The Shop or Inn Keeper must hire and manage workers, deal with salesmen and distributors, and advertise for his goods and services. He must also know what his customers are likely to want and how to tailor his merchandise to appeal to their tastes.

The Banker or Landsman holds money or property, lending or leasing it at a profit. It involves working with local politicians and law enforcement to bend the law to serve one's own purposes, as well as arranging finances from a variety of sources to build up working capital. Many regard this endeavor as 'money husbandry,' not only for the breeding of cash through interest, but because most Bankers prefer money to their spouses.

Miner

Skill Level	Proficiency Level
01-25	Inept - Laborer
26-65	Apprentice - Stone-cutter
66-90	Journeyman - Prospector, evaluate cut gems
91-99	Professional - Assayer, knows where to dig, distance and direction underground, evaluate uncut gems
00 +	Master - Jeweler

With the closing of the rich mining areas in the east and in part of the Bruff mountains, Miners have fallen on hard times. There are very few mines west of the Great River, except for some minor gemstone and trace ore deposits in the Speaking Mountains, and these are controlled by mining companies owned by the trade guilds, with very little need for new workers.

The Vinyan Jeweler, in addition to his knowledge of gems and their selection, cutting, and setting, is an artisan of the miniature. His steady hand and magnification equipment makes the Jeweler the obvious choice for crafting any tiny or precise items. Jewelers are also the opticians of Vinya, grinding and polishing spectacles for those with poor vision, as well as magnification equipment for use by Vinyan Sages and other Jewelers.

Musician

Skill Level	Proficiency Level
01-25	Inept - Clapping, stomping, simple drumming on available instruments
26-65	Apprentice - Simple tunes and fragments
66-90	Journeyman - Tuning, play entire songs
91-99	Professional - Play complex pieces
00 +	Master - Composer

Musicianship is the gift of making melodies and carrying a tune. Each instrument learned (including voice) starts at its own base percent; each subsequent instrument studied starts at 1/2 of the highest known. Rolling as a Con Man, the Musician may also make up words to accompany his tunes on the spot, though any self-respecting Musician knows a ditty for every occasion. Through the heart (and foot) lifting power of music, a successful Musician may increase the CON of marching listeners by 1 (for the purpose of calculating travel time only).

Outdoorsman

Skill Level	Proficiency Level
01-25	Inept - Picker
26-65	Apprentice - Forager
66-90	Journeyman - Trapper
91-99	Professional - Hunter
00 +	Master - Tracker

A holdover from the days of ancient Vinya, the ability to live off the land is vital to a small party of adventurers. Since it is nearly impossible to carry enough supplies to assure the high energy output necessary, the modern outdoor survivalist must accept the offerings of nature.

The Base Chance may be modified by the terrain; it is harder to find food in deserts than rain forests. As with other skills and professions, the roll may be attempted several times per day, though each successive attempt is made at half the percent chance of the previous. Each attempt is assumed to take one hour, though the GM may modify this time limit at his discretion. The amount of food found depends upon the local environment and particular food type.

The Picker is capable of gathering easily recognizable fruits, nuts or berries, or insects and grubs if he is desperate enough to stomach them. Only wild varieties of domesticated species can be foraged.

The Forager knows which roots, shoots, stems, flowers, or fruits are edible, and how to go about collecting them. Near water, he is also able, with the proper equipment, to catch fish or crustaceans.

MODIFIERS TO TRACKING

Initial Modifier	Per Day Modifier	Situation or terrain
+1/2	-3/4	Desert/ Beach
normal	-1/4	Light/ Coniferous Forest
normal	-1/2	Grassland
-1/2	-1/2	Rain Forest
-1/2	-1/4	Tundra, rocky
+1/2	-1/2	Wetlands
-1/2	-3/4	Raining
double	-1/4	After rain
double	-3/4	Snowing
double	normal	After snow

The effects of all applicable modifiers are cumulative.

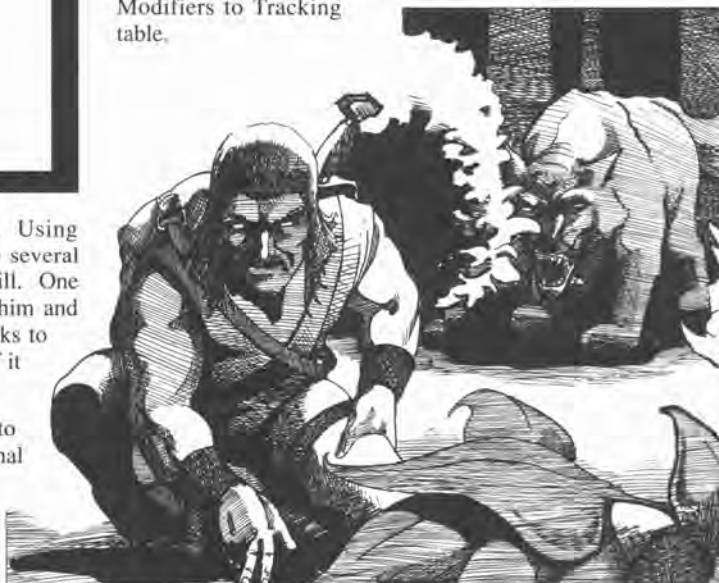
The Trapper captures prey animals with devices. Using knowledge of his prey and its habits, he can set up several traps at once, and need not be present to make the kill. One disadvantage is that others may come along before him and empty or spring his traps. The Trapper can read tracks to the point of knowing what type of creature made it, if it is one with which he is familiar (successful Identify).

Hunters use blinds or stands to wait for prey animals to approach, either to a bait or along an established animal run. This requires not only knowledge of local animal habits, but infinite patience and the ability to sit very still and quiet. Hunters can tell how long

ago tracks were made and in which direction the creature was moving, and can follow the tracks under ideal circumstances.

The Tracker stalks his prey until close enough to kill. A good tracker can tell from a few prints or other sign the type and size of the animal, how long ago it passed, its speed and direction of travel, and can make a good guess at its state of mind, intent, sex, health, and age. With very few clues he can follow the creature's path; intimate knowledge of the creature followed even allows him to pick up the trail when it has been erased entirely. The chance to follow tracks is affected widely by terrain, age, and other factors. GM's discretion should be used in determining a suitable modifier; some examples are listed in the accompanying

Modifiers to Tracking table.



Politician

Skill Level	Proficiency Level
01-25	Inept - Courtier
26-65	Apprentice - Toady
66-90	Journeyman - Administrator
91-99	Professional - Lawyer
00 +	Master - Politician

Politician refers to any position elected by popular vote or appointed by a higher politician. With the opening of the Gateway the political landscape of Vinya has grown largely segmented and factionalized (see Hierarchy of Native Vinyan Political Power, p. 97). One's Morality is often very evident in the handling of any office involving public power.

Wherever there are people with power and money there will be those who mooch from them. When rulers have the power, the moochers are called Courtiers. They spend much of their time ingratiating themselves to others, looking for some new means to leech off a little for themselves, by blackmail, embezzlement, or prostitution to the slightest whims of their benefactor. The market for such lackeys has been thrown open by the restructuring of Vinyan government after the loss of the Council.

Toadies are those Courtiers who have managed to wriggle a minor appointed post, usually a tax collector, toll taker, or inspector, where they learn elementary aspects of corruption: lying, trickery, bribery, and blackmail.

The Administrator is in charge of several Toadies; his is a precarious position because he must answer for the shortcomings of those beneath him, but he may not get the credit for their accomplishments. He must often make frequent use of the Con Man profession to manipulate his underlings and deceive his superiors.

Lawyers are experts at taking people's possessions and making it seem, if not reasonable and fair, at least beyond their control to do anything about it. The Lawyers skill must be used when trying to interpret difficult legal jargon, or to spout legalistic sounding nonsense to achieve some victory or avoid persecution or other entanglements. On rare occasions the legal profession is actually used to help free those unjustly accused.

The true Politician is an elected official entrusted with the administration of large groups of people, planning their futures, and judging their disputes while maintaining his job in the face of adversity. Some are actually capable and honest, devoted to their constituents and the governing laws, but it is almost impossible to tell them from the corrupt and dishonest.

Sailor

Skill Level	Proficiency Level
01-25	Inept – Paddler
26-65	Apprentice – Crewman
66-90	Journeyman – Skiff Sailor
91-99	Professional – Skipper
00 +	Master – Navigator

As the Transporters revolutionized long distance travel, the need for maritime transport for any reason but fishing diminished tremendously. With the Transporters now unreliable, the need for transportation is once again calling the youth of all races to the sea. Most sailors are merely strong hands used to the pitch and roll of the deck and capable of taking orders, but many learned to sail as children or learn more about the art as the course of their career unfolds. Most Sailors are from coastal towns, but many are merely youths on the run, and the hardships of a life at sea make for many openings.

The Paddler's skill is used to move a craft without wind, and includes poling, paddling, and rowing. The BC is doubled if the Paddler is taking direct orders from a Skipper.

The Crewman is familiar enough with the workings of any water craft. He is able to adequately steer, haul in sheets, or trim, raise, or lower the sails. Again, the BC of a Crewman is doubled if under direct orders from a Skipper.

The Skiff Sailor's skill is used to move a wind-powered vessel with no crew and without undue hardship on the cargo or vessel itself. This includes debarking and docking, tacking, jibing, sailing to all points of the wind and under weather. It also allows the Sailor to right an overturned one-man vessel, assuming he is not washed away from it.



The Skipper is the captain of a vessel with a crew of one or more. He knows what has to be done and when, as well as more nebulous things like anticipating weather (within 1d6 hours) or recognizing coastal landmarks.

The Navigator is so attuned to life at sea that he knows not only familiar waters, but is able to find currents and tides and judge depth in unfamiliar waters. He is also able to determine his location and heading with no landmarks but the stars above.

Socialator

Skill Level	Proficiency Level
01-25	Inept – Drunkard
26-65	Apprentice – Randy
66-90	Journeyman – Prostitute
91-99	Professional – Panderer
00 +	Master – Boss

These are the partiers of Vinya, those with money, few responsibilities, and a genuine urge to frolic. Socialators often augment their income by doubling as or working with thieves, as the nature of their profession allows them to bring down the guard of their clients.

The Drunkard lives in the gutter behind every tavern of Vinya, is never seen sober, but somehow manages to scrape together enough coppers to get toasted every night. Some prefer Darts or certain mushrooms to alcohol, but these are rare and usually just drinkers looking for a change of pace.

The Randy is a hired reveler, a guide for the merry to wherever the party (girls, drugs, gambling) is, for a small fee. Even in an

unfamiliar town, he is able to locate the house of whichever ill repute strikes his fancy (if there is one).

Prostitution exists because of a hole in Vinyan law; in the border towns it is recognized as a preferred release valve for a volatile male population and is licensed and taxed, while further west it is regarded with indignance and revulsion (in public, at least). It involves the releasing of sexual tensions for a fee. Extra services, of course, are at a commensurately higher fee. While there are male Prostitutes, they are rare and generally limited to effeminates servicing other males, though as the proportion of available males continues to be low, young studs are gaining in demand.

Panderers are advanced Randies who run the parties. Girls, drugs, gambling, or Black Market magic items are available at a price and some risk. These entrepreneurs are used to getting their way, bolstered by hired swords and bought officials.

Bosses are never seen to work or perform the slightest illegality, but their incomes multiply nonetheless. An elite group, one or two individuals command almost all of the Socialators in their towns, though it is rare for one Boss to hold sway over more than one town. It is rumored that the Bosses themselves are ruled in turn by the Merchant Houses, but few live to continue spreading such rumors.

Soldier

Skill Level	Proficiency Level*	# of Subordinates
01-25	Poor, inept – Private	0
26-65	Apprentice – Corporal	5
66-90	Journeyman – Sergeant	25
91-99	Professional – Captain	50
00 +	Master – Commander	100

*Note: This indicates the rank the individual is worthy of, not necessarily the one he holds.

This is one career that has seen spectacular growth over the past 60 years on Vinya. The Soldier Profession is used to lead and motivate men-at-arms. Roll on the Base Chance of

Soldier to order subordinates into battle if they fail a Bravery check. The affected subordinate will do nothing until his orders are determined, either those of his own self-preservation, breaking and running on a failed Bravery roll and failed Soldier roll by his commander, or staying and fighting on a failed Bravery check and successful Soldier roll (obviously a successful Bravery check means a Soldier roll is unnecessary). Each time a Soldier roll must be made per situation it is at half that of the previous attempt. Thus, a warrior with a cowardly squire would be at his full Soldier percent the first time in a battle he had to keep the youth from bolting, 1/2 the second, 1/4 the third, etc. It is almost impossible for even the best leader to keep an avowed coward in a life-threatening situation.

The typical number of subordinates controlled is determined by rank (proficiency), and may be found on the Proficiency table.

Surfer/Mushboarder

Skill Level	Proficiency Level
01-25	Inept – Slider
26-65	Apprentice – Belly-boarder
66-90	Journeyman – Knee-boarder
91-99	Professional – Cruiser
00 +	Master – Thrasher

Surfing/Mushboarding is not so much a Profession as a way of life. Some are drawn to the art of slipping effortlessly through the ubiquitous waves pounding Vinya's shores, some

to rocketing down a mountain and darting through twisting caverns. The magical rush of adrenaline is all these rebels hear. Surfers/Mushboarders have the Beggar's knack for procuring their basic needs without obvious effort and without venturing too far from a good ride. There are many informal hostels that only Surfers/Mushboarders know about, which move from place to place as authorities or the rightful owners shut them down. Occasionally, a Surfer/Mushboarder actually comes by more than he needs to live for the moment, and a party ensues. All races can be Surfers, but the majority are Wellans and Unspeakables, while the Bruff excel at their native sport of Mushboarding. The Wellans seem to prefer bigger boards and a slower break, while the Unspeakables thrash through shore-break on brightly painted short boards.

Teacher

Skill Level	Proficiency Level
01-25	Inept – Book duster
26-65	Apprentice – Student
66-90	Journeyman – Researcher
91-99	Professional – Sage
00 +	Master – Instructor

Vinyan Teachers, as a body, comprise the Vinyan equivalent of a university. Almost all fields of study and thought are represented, and Teachers are present in every race. The time and cost of any contracted research will be commensurate with its difficulty and specificity; even if the answer is readily available, a Sage may delay answering to double-check, or just to jack up the price.

The Book Duster is merely proving his willingness to learn. He is given the task of caring for the libraries, that he might familiarize himself with titles and locations of books.

Students form the majority of Teachers, as few are able to progress beyond the tedious studying. Use the Student BC to remember, verbatim, any one sentence of information. This skill is different than Learning Ability in that specific words, not concepts, are being memorized.

Researchers comb the libraries for tidbits of information sought by their Sages and Instructors. They are constantly shifted around from one master to the next as their research needs dictate. The Researcher can, on a successful roll and given the sufficient reference tomes, find any known answer to a question by successfully rolling his BC, which can be attempted once per day.

Sages use research, investigation, and simple deduction to find out new facts about the world around them. Given the proper equipment, resources, and a successful roll, a Sage can find one new Legend about any object or idea per month.

Instructors are those rare individuals who can actually spark realization into the minds of others. This is more than just repeating something over and over until it is memorized; an awakening within the mind of the learner is necessary to grasp the concepts, not just the facts. In order to teach someone something, it is first necessary to know more about it than he does. The difference between the Instructor's and the Learner's skills is the percentage chance of successful tutelage. If the resulting Teaching roll is successful, and the Learner successfully rolls his Learning Ability (INT as a percentage), he increases his percent chance in that skill by 1d4 percentage points. Note: If the teacher has yet to attain a skill level of an Instructor (i.e. 100%+) the Teaching roll will be at 1/2 normal for each level they are lacking. (See Training, p. 70 for more information about professional Instruction.)

Teamster

Skill Level	Proficiency Level
01-25	Inept – Stevedore
26-65	Apprentice – Driver
66-90	Journeyman – Postman
91-99	Professional – Caravaner
00 +	Master – Manager

With the increasing failure of the Transporter network, the transfer of goods and important documents between cities has become chaotic. Dragon lizard couriers are used for vital communication, but they are expensive and can carry only small loads. In the year 42 A.G. a system of transport was set up, called the Teamsters.

Stevedores load and unload caravans and pack animals, lugging heavy loads by hand. The requirements are simple: strong arms and back and tireless hauling, at least while the Caravaners are watching.

The Drivers control the teams of beasts pulling the large caravan wagons, with whips, tresses and the strength of their

voices. Getting the creatures to all pull in unison and cajoling them into extra effort is not a job for the weak of will.

The Postmen are fellows who ride Valley Dremles between cities, carrying a sack of mail and little else. Though they are usually armed, they wear little armor and carry only enough supplies to get them to the next stop. The penalty for tampering with a Postman is death, though many disappear without a trace.

Caravaners are in charge of the caravan between destinations. Their duties include hiring Drivers and Guards, buying animals and feed, and supervising the loading of the wagons and the assembly of the teams. They are usually loyal to one of the Merchant Houses, and can be trusted to deliver their goods safely and on time, for a sizable commission. They can recognize dissension among men or beasts, often before those individuals themselves, and take steps to alleviate it.

Managers can maintain complex distribution systems or supply lines. They can create and organize hierarchies of command, schedule intricate manifests, delegate policy for macro economic entities (large trading guilds or even cities). There are many levels of management, and those with greater skill do not always command lesser individuals.

Textiler

Skill Level	Proficiency Level
01-25	Inept – Weaver
26-65	Apprentice – Tanner
66-90	Journeyman – Seamster
91-99	Professional – Tailor
00 +	Master – Armorer

A Textiler is anyone who makes or alters cloth, clothing, or skins.

Weavers sit for long hours at a loom and trudge off bolts of cloth, inch by inch. Though a lengthy process, the skill of the weaver allows him to make cloth or webbing from any size cord of sufficient length.

Using a variety of techniques, the Tanner transforms an animal's skin into a soft, preserved hide. Tanners usually work in conjunction with a meat processor, travelling with his equipment from ranch to ranch during the slaughter, or for a Merchant who acquires the raw skins.

Seamsters sew cloth and leather bits together to form garments from patterns. The size and fit is usually rather rough. While many merchants sell clothing from seamsters "off the rack," to be fitted properly one must go to a Tailor. Use the Tailor skill to alter a garment to the proper SIZ. Clothing may be reduced as needed, but may only be increased in SIZ by 1 point, unless more material is purchased.

The Armorer fashions leather into harnesses, hauberks, caps, cuirboili armor, and any other leather goods.

MAKING ARMOR

Type	Hours	Materials Costs (CR)
Leather	15	$35 + 2 \times \text{SIZ}$
Hard Leather	25	$50 + 2 \times \text{SIZ}$

Thief

The Profession of taking things from others is even older than others that claim seniority. Darkness is the realm of the thief, skulking in shadows out of sight. Generally, thieves are fairly harmless, stealing to survive. The more ambitious or dangerous ones are likely to find themselves working in the stone quarries or displayed on the walls of a city.

The Opportunist is a purse or fruit snatcher, relying on speed, knowledge of escape routes, and slow pursuit to get away with his booty. A successful Opportunist roll indicates that the Thief met no resistance and escaped, a failed one indicates that he has been grabbed, tripped, or cornered in a blind alley and must face his pursuer.

Muggers lurk in shadows and alleyways, waiting for unwary passersby to venture too close. The Mugger must Hide and/or Move Quietly to be effective, but more importantly he must be able to convince his victims that they will die if they attempt to resist. In order to do this, the Mugger makes a skill vs. the victim's Bravery roll (see Skill vs. Skill Resolution, p. 59) to see if the victim is scared.

Skill Level	Proficiency Level
01-25	Inept – Opportunist
26-65	Apprentice – Mugger
66-90	Journeyman – Burglar
91-99	Professional – Pickpocket
00 +	Master – Escapist

The Burglar is able to gain entrance into a building, gather his loot, and exit. A Manipulate Mechanism roll may be necessary to pick a lock, or a Quiet Movement roll if the structure is occupied or guarded, but the Burglar roll is necessary to keep from leaving clues behind. Breaking into an outlying farmer's shack to steal some grain is unlikely to cause much of a stir, but crimes committed in towns with militias, or worse, Marshals, are likely to put a sloppy thief on the lam.

The Pickpocket is the consummate Thief; if successful, he will be long gone before the victim even realizes his purse is missing.



The Escapist specializes in eluding pursuit or escaping from captivity. Certain situations, such as being locked in an underground guarded vault, may require modifiers to the roll, but if successful the Escapist has gotten away scot-free. If the roll is fumbled, the alleged Escapist is somehow hung up in the act of escaping, caught with his pants down, as it were.

1.13 MONETARY SYSTEM

The Vinyan monetary system is based on metal coins. Each coin has a different design and is itself a work of art. There are three different values, according to the type of metal from which it is crafted. The most highly valued coin is the golden, called a Royal Crown. Next comes the Crown, a silver piece, and finally, the Copper, surprisingly, made of copper. Note that Crowns (CR) and Credits (CR) are interchangeable terms. A conversion table with weights is provided below.

COINAGE			
Metal	Common Name	Conversion	Weight
Gold	Royal Crowns (RC)	1 RC = 10 CR	50 RC/1 lb
Silver	Crowns (CR)	1 CR = 1 CR	50 CR/1 lb
Copper	Coppers (C)	10 C = 1 CR	50 C/1 lb

Note: The more valuable the coin, the smaller it is in relation to the others. All coins weigh the same; they can be separated by type and weighed easily.

1.13.1 WEALTH

Characters will also have accumulated personal wealth equivalent to $1d4 \times 100$ CR. Those with Professional skills may add ten times their highest Daily wage (include any Proficiency modifiers).

Starting Funds
The amount of starting money ($1d4 \times 100$ CR), is only suggested as an average. The GM should feel free to begin the characters wealthy or poverty stricken if it suits his campaign.

1.14 EQUIPMENT

1.14.1 WEAPONS

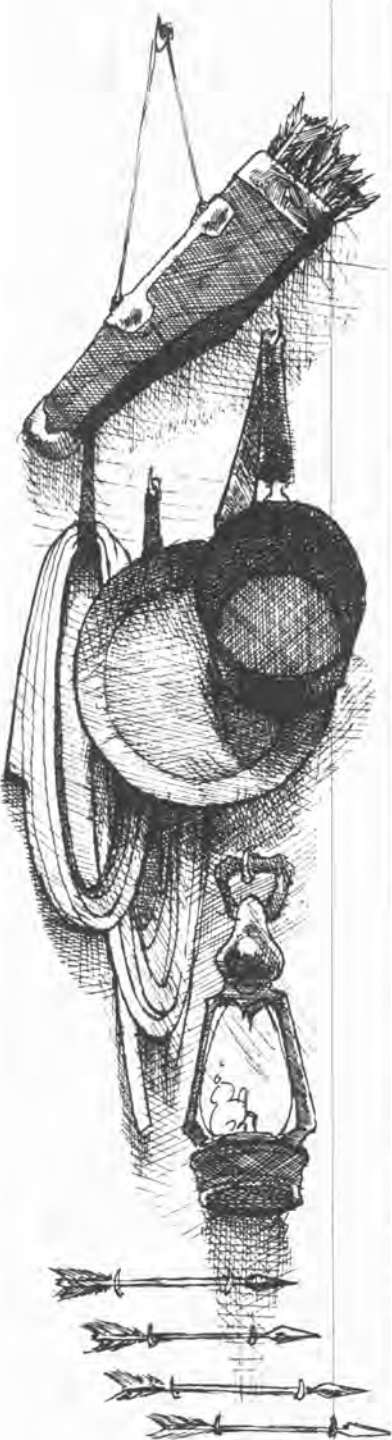
There is a complete listing and discussion of weapons and their use in the Performance section (see Weapons Tables, p. 82).

1.14.2 GOODS FOR THE ADVENTURER (AT A PRICE THAT'S NICE)

Adventurers live and die according to their Mental and Physical skills, but survival in the wilds requires the proper equipment. All manner of devices and goods are available to make adventuring life a little bit easier. The player should pick from the following lists. Naturally, the character is expected to pay for these items, so a price list is provided with each, along with its weight and a description of its capabilities. To determine the weight of clothing, shoes, and undergarments, multiply a character's naked weight by 3%. By a happy coincidence, this is also the weight of food and liquid that must be consumed daily without suffering the effects of Starvation (p. 96).

The following tables provide detailed lists of goods and materials available to the spendthrift adventurer. For more exotic, frivolous expenses, (see the Mad Money Table, p. 111).

WEIGHT OF CLOTHES	
Creature's Weight (lbs.)	Weight of Clothes (lbs.)
01-49	1
50-83	2
84-116	3
117-149	4
150-183	5
184-216	6
217-249	7
250-283	8
284-316	9
317-349	10

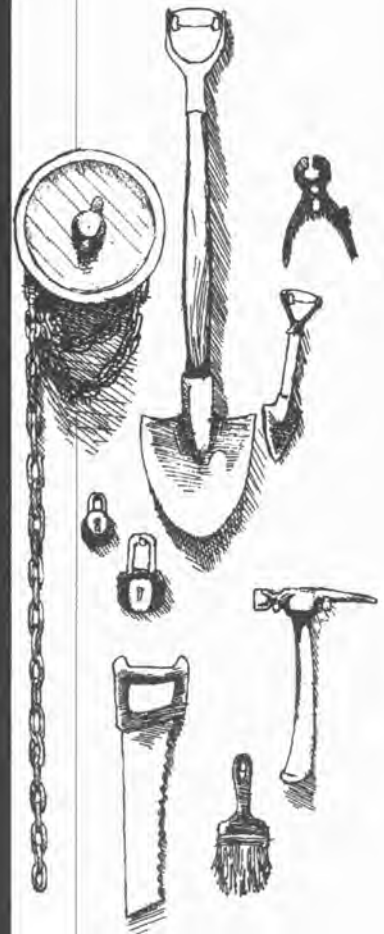


COMMON EQUIPMENT ITEMS

Item	Price (CR)	Weight (lbs.)	Description
Arrows	40.0	5.0	20 True-Shooters
Arrow/Bolt tip	0.5	0.1	Needs shaft and fletching
Backpack	8.0	2.0	Allows free arm movement, carries 40 lbs or SIZ 2 object
Bedroll	15.0	4.0	Comfortable in any terrain
Blanket	10.0	2.0	Size 4' x 7' (gives security)
Bowstring	3.0	0.1	Any style
Canoe	300.0	75.0	Holds 600 lbs or a total SIZ of 40, paddle included
Cart	120.0	30.0	Two-wheel, hand-pulled carries 400 lbs or total SIZ of 14 (weight carried in it is reduced to 1/4)
Cooking gear	10.0–20.0	2.0–5.0	Tin pan, iron skillet, and utensils
Crossbow bolts	50.0	6.0	20 Maimers
Drawing utensils	10.0	0.5	Ink and quill pen
Food, generic	1.0	1.0	Standard militia dried fruit and nut roll
Food, utensils	5.0	1.0	Small bowl, cup, and spork (combination spoon/fork)
Gernel	50.0	8.0	Used to roll logs
Iron spike	1.0	0.5	Just about totally worthless
Kimbi tooth-yanker	5.0	0.1	Catches fish like you wouldn't believe
Lantern	10.0	3.0	Lasts 6 hours per filling
Lock-picking tools	100.0	1.0	Requires Manipulate Mechanism
Make-up kit	7.0	1.0	Wig, warts, and skin coloring
Oil flask	2.0	1.0	Fills lantern twice
Paper	1.0	0.1	1 sheet (8" x 11")
Quiver	5.0	1.0	Leather with reinforced bottom and protective flap, holds 20 arrows or bolts
Ropes 1/8"	35.0	1.5	Supports 225 lbs, 50 ft
1/4"	50.0	3.0	Supports 400 lbs, 50 ft
3/8"	200.0	10.0	Supports 1000 lbs, 50 ft
Rope ladder	120.0	12.0	Set of 10 adjustable rungs that minimize twisting, accommodates 3/8" rope (rope not included) supports twice standard weight for rope used
Sack, large	2.0	1.0	Holds 40 lbs or total SIZ of 12
Sack, small	1.0	0.5	Holds 20 lbs or total SIZ of 4
Sling bullet	10.0	3.0	Bag of 20 thumpers—sling attacks at -1/4 if stones are used instead of bullets
Surfboard	120.0	40.0	Single-fin knee-board
	150.0	20.0	Twin-fin log
	200.0	10.0	Tri-fin thruster
Vinyan Survival Guide	40.0	2.0	Standard militia issue (a real life-saver!)
Tent	240.0	15.0	Storm shelter (fits total SIZ 32)
	500.0	25.0	Storm shelter (fits total SIZ 80)
Tinder box	10.0	1.0	Starts fire within 10 rounds, requires Manipulate Mechanism
Tongue scraper	10.0	0.5	Useful for scraping your tongue
Torch	2.0	1.0	Lasts 1 hour
Trap	16.0	2.0	Foot-trap, catches small game
Water/Wine skin	3.0	1.0	Holds half-gallon

HARDWARE SECTION

Item	Price (CR)	Weight (lbs.)	Description
Adhesive (glue)	3.5	0.3	4 oz. glue, bonds on contact, sets in 5 minutes
	36.0	10.0	1 gallon waterproof adhesive
Ax handle	14.0	2.5	36" wooden handle
Ball peen hammer	11.0	2.0	Useful for repairing armor
Bell (brass)	16.0	0.5	Hollow clapper, nice ring
Brass ring	2.0	0.5	Suitable for grasping
Bucket (metal)	10.0	2.5	Holds 1 gallon
Chain (3/16")	35.0	3.0	50 foot coil, 750 lb. load
(1/4")	55.0	4.0	50 foot coil, 1250 lb. load
(5/16")	75.0	5.0	50 foot coil, 1900 lb. load
(3/8")	100.0	6.0	50 foot coil, 2650 lb. load
Clamps	8.0	1.5	3" adjustable
Die punch set	50.0	10.0	Complete number and letter set
Level	1.0	0.1	Elegantly designed vertical level for determining plumb line
	20.0	0.5	2 bubble level in wooden block
Masonry chisel	20.0	1.5	2" blade
Nail	30.0	1.0	60 count, 2 inch nails
Padlocks	6.0	0.25	Multi-spring locking
	32.0	1.5	Double-locking high-tech shackle special paracentric keyway
Paint	20.0	10.0	1 gallon deeptone base
	20.0	10.0	1 gallon super-high gloss
Paint brushes	10.0	0.1	Fine artist's paintbrush
	4.5	0.5	1" tapered or regular cut
	8.5	0.5	2" for smooth surfaces
	16.0	0.6	4" for all surfaces
Pick axe	32.0	10.0	2.5 foot double-pointed head
Pliers	10.0	1.0	8" sure-grip
Pulley	30.0	5.0	Single wheel, up to 3/8" rope capability
Repair links	1.0	0.1	10 repair links with load of 1/2 normal
Rodent-tail file	20.0	0.5	1/4" diameter
Shovel	16.0	4.0	3 foot wooden handle, 'dig-ezy'
Sledge hammer	33.0	8.0	Double-face sledge with 36" handle
	34.0	6.0	Wood-choppers maul
Steel file	16.0	1.0	Double-cut teeth hand file
Tool belt	30.0	2.0	Stylish lightweight leather
Twine (hemp)	2.5	0.25	100 foot coil
Twine (steel)	12.0	3.0	50 foot coil, non-snarling
Twine cutters	18.0	0.5	Heavy diagonal cutting pliers
Wood saw	55.0	1.5	26" 'Hungry-chomper'



APPAREL

Item	Price (CR)	Weight (lbs.)	Description
Belt	5.0	0.25	Braided leather with metal buckle
Boots	24.0	3.0	Hard leather boots
Boots, steel-toed	40.0	4.5	For those with tender feet
Breeks	15.0	3.0	Roomy pants, pockets hold wearer's SIZ in pounds
Cape	50.0	3.0	Full length
Dress	140.0	3.0	Classic and versatile day/ evening styles (as provocative as you dare)
Gloves	22.0	0.25	Seamless palms and ribbed wristlets
Hat	10.0	0.5	Keeps the sun off of your head
Leather boots	70.0	2.0	Fine soft-leather boots
Night-bags	75.0	5.0	Three-quarter length Long-Trekker
	100.0	4.0	Down-filled, mummy style
	50.0	3.0	Militia standard, no frills
Pants	10.0	2.0	4 pockets, 1 button fly
Robe	20.0	2.0	Men's calf-length robe
Sandals	7.0	2.0	Classic leather thong
Scarf	20.0	0.1	2' square, attractive floral or geometric design
Shop apron	15.0	0.5	Suitable for any workshop
Skirt	40.0	1.0	Available in a variety of spring colors
Slippers	32.0	0.6	Woman's pointed-toe slipper
	20.0	1.25	Men's ankle leather slippers
Tunic	15.0	1.0	Durable as well as comfortable
Union suit	22.0	0.5	Neck-to-toe Long-Johns with trapdoor
Vest	20.0	0.75	Dashing, fashionable blazer
Winter jacket	60.0	3.0	The extra skin you wish you were born with

Note: Prices are for basic clothing and accessories, fancy wear may cost as much as 5 times these prices.

SAGE EQUIPMENT

Item	Price (CR)	Weight (lbs.)	Description
Atomizer	44.0	0.5	6 bottles, pumps fine spray
Balance with weights	300.0	3.0	Precision balance and weight set
Barometer	100.0	1.0	Hand-blown glass with colored water
Chronometer	200.0	50.0	Decorative sun dial
Dissecting kit	60.0	1.0	Scalpel, scissors, forceps, lifter, needle probe, pins, and glass tube
Dispenser	24.0	0.5	6 bottles with long neck captive cap
Drawing sets	100.0	1.0	Precision drafting tools
Dropper	32.0	0.5	6 bottles with dropping pipettes
Enlarging lens	60.0	0.25	Makes objects seem 4 times larger
Magnet	50.0	0.5	1 lb. pull, iron, 'U' shape
Microscope	600.0	3.0	(100x) see individual cells
Micrometer	80.0	0.5	Accuracy to .001"
Optics set	280.0	5.0	Assorted lenses and prisms
Petri dish	60.0	1.0	10 fungus-growing shallow glass bowls
Reflector	168.0	2.5	Glass 16" diameter parabolic, metal-backed
Sextant	500.0	2.0	Traditional navigation instrument
Stethoscope	120.0	1.0	Ear tips fit comfortably
Telescope	750.0	15.0	(32x) view the glory of the heavens
Thermometer	48.0	0.1	Calibrated for total immersion



1.14.3 ARMOR

In general terms, armor is any form of physical protection one might wear, ranging from silk pajamas to Bruff plate mail. Whenever damage has been sustained, the ability of the armor to absorb the damage must first be considered.

The Damage Absorption (DA) for armor is the amount of damage the protective device, be it skin or mail, can absorb before actual bodily injury occurs. Thus, a sword strike that is not parried or dodged still may not cause any harm if the damage does not exceed the DA of the armor. The Damage Absorption for different types of armor varies according to the material, design, and other characteristics, which yields an average protection rating against cutting, thrusting, and impact damage.

With proper tailoring and smithing, the character is able to wear varying types of armor in different locations. Most Vinyans prefer heavier mail to cover the vital areas while leathers are used to protect the limbs, assuring mobility. Flashier characters may prefer magenta silk; it's a matter of personal taste to choose the particulars of a fully functional fashion statement.

Armor Type	DA
Clothing	(0)
Padded	(1)
Leather	(2)
Hard leather	(3)
Scale mail	(4)
Chain mail/Geffren Reed mail	(5)
Plate mail	(6)
Bruff Double-Chain	(7)
Bruff Plate mail	(8)

Armor Example

BOB's character Tiessa is a Nequitar Warrior. Like all Nequitar, Tiessa has magic arm bands that give her protection equivalent to plate mail armor (6 points of Damage Absorption, or simply 6 DA). Late one evening, Tiessa is attacked by a fearsome Nord Death Squad (two Nords, each carrying a pointed stick). One of the Nords gets in a lucky shot, and hits Tiessa in the left leg with his stick. MICHELLE rolls 7 points of damage for the Nord's stick. Tiessa's 6 points of DA are subtracted from the 7 points of damage, so Tiessa takes one Hit Point of damage in her left leg.



Armor Weights

Any type of protection the character wears will weigh more than mere clothing, often to the point of hindering mobility. The weight of armor will vary according to the type and amount of material needed to cover the body, so naturally the character's **SIZ** is a prime consideration when determining the weight of his armor.

Determine the weight of the armor worn in each location by multiplying the character's weight by the percentage listed for each armor type and location. The weight of undergarments is negligible; necessary padding under armor is already considered in the weight of the armor itself.

Armor Weights Example
CRAIG's character Midon is not as fortunate as Tiessa (or as attractive), so he must cover his body in protective gear if he wants to avoid injury. Midon decides that he will wear chain mail armor on his chest, abdomen, and head, and that he will wear leather armor on his arms and legs. Midon weighs 295 pounds, so his armor will tally as follows (fractions rounded to the nearest whole number):

Chain Mail

Chest: $295 \times 5.0\% = 15$ lbs

Abdomen: $295 \times 3.75\% = 11$ lbs

Head: $295 \times 2.5\% = 7$ lbs

Weight: $15 + 11 + 7 = 33$ lbs

Cost: $33 \times 14 = 462$ CR

Leather

Left Arm: $295 \times 1.25\% = 4$ lbs

Right Arm: $295 \times 1.25\% = 4$ lbs

Left Leg: $295 \times 1.5\% = 4$ lbs

Right Leg: $295 \times 1.5\% = 4$ lbs

Weight: $4 + 4 + 4 + 4 = 16$ lbs

Cost: $16 \times 5 = 80$ CR

Total Weight: 49 lbs

Total Cost: 542 CR

Type	Full suit	Chest	Each Leg	Abdomen	Each Arm	Head	CR/lb
Padding	5.0	1.0	.75	.75	.63	.5	(2.0)
Leather	10.0	2.0	1.50	1.50	1.25	1.0	(5.0)
Hard leather	15.0	3.0	2.25	2.25	1.88	1.5	(8.0)
Scale mail	25.0	5.0	3.75	3.75	3.13	2.5	(11.0)
Geffren Reed mail	15.0	4.0	2.75	2.50	1.30	1.8	(25.0)
Chain mail	25.0	5.0	3.75	3.75	3.13	2.5	(14.0)
Plate mail	35.0	7.0	5.25	5.25	4.38	3.5	(20.0)
Bruff Double-Chain	45.0	12.0	8.00	9.00	2.30	3.2	(25.0)
Bruff Plate Mail	55.0	14.8	9.90	11.00	2.80	3.9	(35.0)

Note: The individual percents do not necessarily add up to the percentage for the full suit. This reflects the advantage of wearing a complete suit of one type of armor without the added bulk of overlapping armor types.

Multiple layers of armor may be worn, but the calculation of armor weight for that location is double normal because of the added encumbrance.

To determine the cost of a suit of armor or just a part purchased piecemeal (by location) multiply the weight by the CR/lb figure in parenthesis.

Race Unencumbered Melee Speed

Bruff	6"
Geffren	9"
Kitzu	8"
Half-Tron	8"
Wellan	7"
Nequitar	7"
Unspeakable	6"
Zod Bowman	7"
Part Drazzi	-1"
Part Golden Hero	+1"

1.15 MOVEMENT

1.15.1 UNENCUMBERED MELEE MOVEMENT SPEED

Unencumbered Melee Speed is the maximum number of 1" hexes (units of 10') that a character can move in a combat round. This would require both physical actions; if only one is devoted to movement, the character may move up to half the given number, and have another Physical action left.

The character's Unencumbered Melee Speed is based on Race as indicated by the table to the left.

INDIVIDUAL SPEED VARIANCES

(1d100)	Melee Movement Adjustment	Description
96-00	+ 2"	Speedy
81-95	+ 1"	Swift
21-80	None	Normal
06-20	- 1"	Sluggish
01-05	- 2"	Slow

Individual Speed Variances Example

The GM is allowing the characters to use Individual Speed Variances. BOB rolls a 91. Tiessa's speed is increased by 1" and now totals 8".

Individual Speed Variances (Optional)

Some individuals are naturally swifter (or slower) than others. The following table should be used to modify the melee speed determined by Race.

1.15.2 ENCUMBERED MELEE MOVEMENT SPEED

A character may carry up to 1/4 of his Tote Capacity (p. 28) without suffering encumbrance penalties. If the character is carrying 1/4 to 1/2 of his Tote Capacity, his melee speed is reduced by 1/4, and so on as indicated by the following table.

It is more convenient to compute the Melee Movement using everything normally carried while in battle (e.g., armor, shield, hand weapon), but the fully Encumbered movement (backpacks, food, etc.) should also be determined for later calculations.

% of Tote Capacity	Unencumbered Melee Speed Adjustment
up to 1/4	none
up to 1/2	-1/4
up to 3/4	-1/2
up to full	-3/4
up to Strength Capacity	reduced to 1 hex per round

Movement per Action

The melee movement adjustment is applied to the character's Unencumbered Melee Movement (p. 52) and the result is divided into two separate melee movements per action. If there is a fraction left over, add it to the movement of the second action because of the time required for acceleration. Characters may double their melee speed through Sprinting (see Moving in Combat p. 77).



1.14.3 QUIET MOVEMENT REDUCTION

Because of the noise associated with shifting backpack contents, the clank of metal weapons and armor against each other, even the squeak of leather, a character's Quiet Movement percentage is reduced when carrying equipment or wearing armor. A character may carry up to 1/4 his Tote Capacity without penalty. If the character is carrying 1/2 of his Tote Capacity or less, his Quiet Movement skill percentage is reduced by -1/4, and so on as indicated by the Quiet Movement Adjustments table.

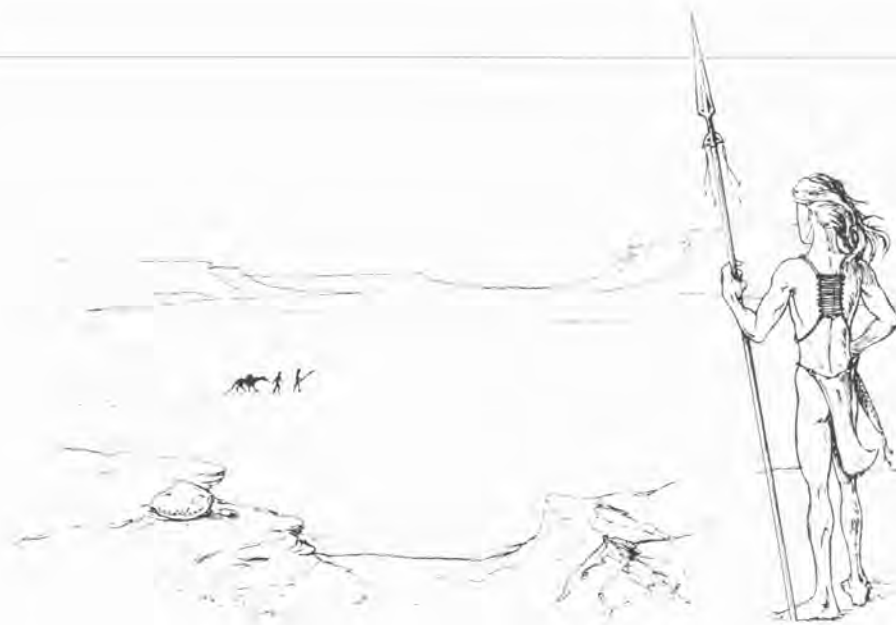
QUIET MOVEMENT ADJUSTMENTS	
% of Tote Capacity	Quiet Movement Adjustment
up to 1/4	none
up to 1/2	-1/4
up to 3/4	-1/2
up to Full	-3/4
up to Strength Capacity	reduced to 01%

Encumbered Movement Example

Lirg has a Tote Capacity of 320 pounds. Including his armor, weapons, fat, and equipment, Lirg is carrying 151 pounds. Since this is between 1/4 and 1/2 of Lirg's Tote Capacity, his Melee Speed is adjusted by -1/4, reducing his movement from 6" to 5" per round. Lirg may move 2" on his first Physical Action, and 3" on his second Physical Action. If Lirg drops his backpack and weapons keeping only his armor, his encumbrance is only 79 pounds. Since this is less than a quarter of Lirg's Tote capacity, he has no negative modifiers to his Melee Speed.

Quiet Movement Example
Since Lirg is carrying between 1/4 and 1/2 of his Tote Capacity, his Quiet Movement percentage is adjusted by -1/4. Lirg's Quiet Movement skill is normally 47%. Reduced for Lirg's encumbrance, his Quiet Movement percentage is 35 (35.25% rounded to the closest whole number). If Lirg drops his backpack and weapons, keeping only his armor, his encumbrance is only 79 pounds. Since this is less than a quarter of Lirg's Tote capacity, he has no negative modifiers to his Quiet Movement skill.

Daily Travel Rates Example
Tiessa is trying to catch her
ex-boyfriend, Midon, who
owes her some money. Her
Encumbered Melee Movement
is 8" and her CON is 12. She
can travel 32 miles a day.



1.15.4 DAILY TRAVEL RATES

The maximum number of miles that can be covered per day using a normal brisk walk with appropriate rest breaks is determined using the following formula or table:

$$\text{Normal Daily Travel Rate (miles)} = \frac{\text{Encumbered Melee Move}}{3} \times \text{CON}$$

At this rate a character can travel their CON in days before succumbing to Fatigue (p.93).

Melee Move	DAILY TRAVEL RATE (MILES PER DAY)																			
	CON																			
	01	02	03	04	05	06	07	08	09	10	11	12	13	14	15	16	17	18	19	20
01"	00	01	01	01	02	02	02	03	03	03	04	04	04	05	05	05	06	06	06	06
02"	01	01	02	03	03	04	05	05	06	07	07	08	09	09	10	11	11	12	13	13
03"	01	02	03	04	05	06	07	08	09	10	11	12	13	14	15	16	17	18	19	20
04"	01	03	04	05	07	08	09	11	12	13	15	16	17	19	20	21	23	24	25	26
05"	02	03	05	07	08	10	12	13	15	17	18	20	22	23	25	27	28	30	32	33
06"	02	04	06	08	10	12	14	16	18	20	22	24	26	28	30	32	34	36	38	40
07"	02	05	07	09	12	14	16	19	21	23	26	28	30	33	35	37	40	42	44	46
08"	03	05	08	11	13	16	19	21	24	27	29	32	35	37	40	43	45	48	51	53
09"	03	06	09	12	15	18	21	24	27	30	33	36	39	42	45	48	51	54	57	60
10"	03	07	10	13	17	20	23	27	30	33	37	40	43	47	50	53	57	60	63	66
11"	04	07	11	15	18	22	26	29	33	37	40	44	48	51	53	55	59	66	70	73
12"	04	08	12	16	20	24	28	32	36	40	44	48	52	56	60	64	68	72	76	80
13"	04	09	13	17	22	26	30	35	39	43	48	52	56	61	65	69	74	78	82	86
14"	05	09	14	19	23	28	33	37	42	47	51	56	61	65	70	75	79	84	89	93
15"	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	100
16"	05	11	16	21	27	32	37	43	48	53	59	64	69	75	80	85	91	96	101	107
17"	06	11	17	23	28	34	40	45	51	57	62	68	74	79	85	91	96	102	108	114
18"	06	12	18	24	30	36	42	48	54	60	66	72	78	84	90	96	102	108	114	120
19"	06	13	19	25	32	38	44	51	57	63	70	76	82	89	95	101	108	114	120	126
20"	07	13	20	27	33	40	47	53	60	67	73	80	87	93	100	107	113	120	127	133
21"	07	14	21	28	35	42	49	56	63	70	77	84	91	98	105	112	119	126	133	140
22"	07	15	22	29	37	44	51	59	66	73	81	88	95	103	110	117	125	132	139	146
23"	08	15	23	31	38	46	54	61	69	77	84	92	100	107	115	123	130	138	146	153
24"	08	16	24	32	40	48	56	64	72	80	88	96	104	112	120	128	136	144	152	160

1.16 COMBAT FACTOR

Combat Factor is a measure of an individual's combat worth, his deadliness. This figure, along with those of the other party members, is used by the GM to gauge the strength of the group and to develop random encounters accordingly. The Combat Factor only provides an estimate, however, and need not be adjusted for every situation. Players should update their character's Combat Factor between adventures or any time the GM feels it's warranted. During initial character generation combat factor calculation should be accomplished only after the character receives all previous experience. To determine a character's Combat Factor, use either the Formula or Table method (both methods are provided for your convenience).

Formula Method

Base CF = Weight divided by 4 (or the character's Blood Total)

The base provides an estimate of how much punishment the character can take before collapsing in melee, surely an important consideration. The base Combat Factor is adjusted by the character's other attributes, his ability to create havoc or withstand the abuse of others.

To the base Combat Factor add the following:

- +1 point for every 2 points of MPT the character may possess.
- +1 point for every 2 Variable Magic spells known.
- +1 point for every 2 points of DA of armor that covers the character's entire body.
- +1 point for every 3 Hit Locations (e.g., head, right arm; for most characters this will be 3).
- +1 point for every 3 points of MPR the character may possess.
- +1 point for every 3 Fixed Magic spells known.
- +1 point per 3 points of maximum damage that can be done in one round. This should not consider Critical, Impale or other Special hits, nor any additional damage because of a temporary spell such as Sharpness. However, the maximum damage from Combat Bonus Damage (the only damage for creatures with only a Bash attack), multiple attacks in one round such as Attacking with Two Weapons Simultaneously or multiple limbs, and additional damage gained from continuous Power Gems should be included.
- +1 point for every 3 hexes in all movement modes (flying, swimming, etc.). For most characters, running melee speed is the only applicable mode.
- +1 point for every 10 hexes of maximum range for all ranged (missile) attacks.
- +1 point per 10% of all listed Attack type percentages that have been increased through training or experience. This includes all weapons carried, separate physical attacks such as claws or punches, or Bash (only if the creature has no other listed Attack).
- +1 point per 20% of best Parry percentage.

Table Method

To determine a character's Combat Factor, begin with a base Combat Factor equal to the character's Blood Total and add the following:

Regardless of which system was used, the Formula or the Table, the following list of bonuses for special abilities should now be applied.

Category	+1	+2	+3	+4	Bonus +5	+6	+7	+8
Armor (DA)	1-2	3-4	5-6	7-8	9-10	11-12	13-14	15-16
MPT	1-2	3-4	5-6	7-8	9-10	11-12	13-14	15-16
# of Variable Spells	1-2	3-4	5-6	7-8	9-10	11-12	13-14	15-16
# of Hit Locations	1-3	4-6	7-9	10-12	11-15	16-18	19-21	22-24
MPR	1-3	4-6	7-9	10-12	11-15	16-18	19-21	22-24
# of Fixed Spells	1-3	4-6	7-9	10-12	11-15	16-18	19-21	22-24
Max Damage	1-3	4-6	7-9	10-12	11-15	16-18	19-21	22-24
Hexes of Movement	1-3	4-6	7-9	10-12	11-15	16-18	19-21	22-24
Range of ATTs	01-10	11-20	21-30	31-40	41-50	51-60	61-70	71-80
Each ATT %	01-10	11-20	21-30	31-40	41-50	51-60	61-70	71-80
Each PAR %	01-20	21-40	41-60	61-80	81-100	101-120	121-140	141-160

The following are Combat Factor classifications for special abilities.

15 point Combat Factor Bonus

Uncommon Magic ability (Element Masters and Drazzi)

10 point Combat Factor Bonus

Access to Poison, Any special ability not included in other categories, Escape ability (noncorporeality, teleportation, etc.)

5 point Combat Factor Bonus

Choking, Communication ability (Lenex flashes or Communication Crystal), Entanglement, Minor Uncommon Magic ability (1/2 Drazzi), Parasitic infestation, Shock Immunity (to lost limbs e.g., insects.)

Combat Factor Suggestion
To reduce excessive character carnage it might be a good idea to round a PC's Combat Factor down and all nasty beastie's CF up.

Combat Factor as a Catch-Up Feature
The GM can use Combat Factor as a way of fairly placing a new PC into an on-going campaign, by making sure that a new PC's CF is between the highest and lowest CF within an adventuring party.

1.17 USING THE CHARACTER PROFILE SHEET

Success/Failure Boxes

Accompanying the appropriate skills are "Success/Failure" boxes. Once a character has experienced both a "success" and a "failure" in the use of that skill (noted by marking the appropriate S/F box) the character is entitled to attempt an experience check by rolling for Learning Ability (INT as a percent).

Current MPT Box

The Current MPT Box is used for recording the character's MPT level, which will be fluctuating during the course of the game as he uses and regains points. MPT use is fully discussed in Spell Costs (p. 66) and Regaining MPT (p. 69).

Current Hit Point Diagram

The Current Hit Point Diagram located on the character sheet is used to facilitate the recording of damage by indicating the remaining number of Hit Points in each location. Players should simply erase and write new Hit Point levels in the appropriate Hit Location on the diagram as they change.

Blood Total

The Blood Total space is used for recording the character's current Blood level. The point at which a character will 'pass out' and 'die' of blood loss (3/4 and 1/2 of the original Blood Total, respectively) is recorded on the Hit Locations Table (below).

Hit Locations Table

Hit Locations are those body areas susceptible to injury from an outside agent. The humanoid body is divided into seven major locations, each assigned a certain percentage according to its portion of the body's total volume. When a hit is received, the point of impact can be found by rolling percentile dice and referring to the Hit Locations Table for that creature type.

Players should fill in their character's current original (healthy) scores in the appropriate space for DA (Damage Absorption), HP (Hit Points), WT (weight), and Blood Total.

Special Weapon Abilities

These are the abilities gained with weapons expertise. For more information see Special Weapon Ability (p. 63).

Spell Duration and Fatigue Countdown

During combat the player will need to keep track of his character's spell durations and Fatigue. In this section a player may record the combat round at which their spells will expire and their character will feel the effects of Fatigue. This is normally accomplished by placing the capital letter of the appropriate Known Spell under the number of the combat round during which it will expire and placing an asterisk under the number of the combat round at which the character becomes Fatigued. For more information on when spells expire and when characters become Fatigued (see p. 67 and p. 93, respectively).

NAME _____

Race/Type _____
Sex/Age _____
Homelands _____

STR _____
SIZ _____
CON _____
DEX _____
INT _____
MPT _____
APP _____
LUK _____

MENTAL SKILLS S F

Hearing (25) ☐ ☐
Identify Alien (15) ☐ ☐
Identify Vinyan (25) ☐ ☐
Interacial Relations ☐ ☐
Vinyan Common (25) ☐ ☐

Know Alien Legends (15) ☐
Know Vinyan Legends (20) ☐
Orator (15) ☐
Read/Write (10) ☐
Smell/Taste (25) ☐
Touch (25) ☐
Vision (25) ☐

KNOWN SPELLS Type/Cost

A) _____
B) _____
C) _____
D) _____
E) _____
F) _____
G) _____
H) _____

PHYSICAL SKILLS

Bash (15) ☐
Climbing (30) ☐
Dodge (30-SIZ) ☐
Grapple (15) ☐
Jumping (35) ☐
Hide (30-SIZ) ☐
Manipulate Mechanism (20) ☐
Quiet Movement (30-SIZ) ☐
Riding (25) ☐
Swimming (25) ☐
Trip (15) ☐

MISCELLANEOUS ABILITIES

An Cat Modifier _____
Balance _____
Combat Bonus Damage _____
Fame Rating _____
Ingenuous Idea _____
Perception _____
Poison Resistance (PR) _____
and Drinking Capacity _____
Strength Capacity _____
Surprise Reaction _____
Tote Capacity _____
Weapon Ability _____

CHARACTER PROFILE

WEAPONS SKILLS

Weapon (BC)	Attack	Critical Special	Parry	DA	LR/DR	MR/GR	WA
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CHARACTER PERFORMANCE

2.1 OVERVIEW

GateWar is a realistic role-playing system in which the outcome of virtually any contest or eventuality can be determined with percentile dice. There is always a chance any action will work, and there is always a chance it won't.

Players reference the appropriate Mental, Physical, or Professional skill to determine the outcome. To succeed in a given skill, players must roll equal to or less than the number recorded for their characters' ability. For a contest of brute strength or sheer dexterity the character's Statistics would be used instead. However, no matter what situation, or level of ability, a roll of 01 always indicates at least a partial success, and a roll of 00 (meaning 100) always indicates failure. This meta-rule applies to all aspects of the GateWar role-playing system.

The skills provided should cover most situations, except for incredibly mundane or improbable tasks. Technically the player should roll for the simplest of activities, such as chewing food, sitting down, or casting spells. However, since they would have to roll a 00 on percentile dice to fail, it would quickly grow monotonous. There is no need for the GM to require this (unless failure could prove interesting). Consider the mishaps of an average day...when a person stumbles on a curb, cuts himself, stutters, changes two tens for a five; these are all examples of rolling 00 on mundane tasks.

Conversely, a character has a chance to succeed at anything, limited only by his imagination. However, the GM can fix the chance to be absurdly low, perhaps requiring a roll of 01 on percentile dice, or even several rolls of 01 on percentile dice. An extreme example might be some hapless adventurer shouting for help from a pan-dimensional entity to save him from the slimy Spring Serpents. This might first be segmented into a check to see if his scream penetrates the space-time continuum through some wild circumstance or random event, then, if successful, he must check to see if said entity happens to be loitering close enough to detect the plea, etc. The GM, at his option, could require *many* such rolls. Is the entity benevolent, is it sympathetic, is it capable of providing aid, and if so, is there perhaps something more important for it to be doing, such as taking out the trash?

These are extreme examples. For the most part, players will be using Statistics and Skills to accomplish goals.

Skills and Probability

For each skill or ability a character possesses, there is a number indicating the character's proficiency in that skill. In order to perform that skill successfully, the player must roll that number or less on a 1d100. In some instances, the player may wish to perform some action not clearly related to any normal GateWar skill. In this case, the Game Master will assign a number for the player to roll based on the circumstances at hand.

If BOB's character Tiessa wanted to turn directly to the article on food preservation in the 200-page *Guide to Vinyan Culinary Delights* (on the first try), the Game Master might agree that Tiessa has a 01% chance of success given the following logic:

The Guide to Vinyan Culinary Delights is 200 pages long, with printing on both sides of each page. Thus there are actually 100 sheets of paper in the book. Tiessa's chance of randomly opening the *Guide* to the appropriate page is one out of one hundred, or 01%.

This percentage might be modified further by Tiessa's familiarity with the *Guide*. If Tiessa knew that the article was in the first half of the book, her chances of opening it to the right page on the first try would double (02%). Of course, if Tiessa had placed a bookmark on the appropriate page, no roll would be necessary.

Stat Check Example

SUSAN'S character Lirg Bar-Kurfak is staggering home from a late night at the house of a new friend. In his exhausted state, Lirg makes a wrong turn and winds up in the middle of a performance by the Tennek Dance Ensemble. Lirg tries to scramble out of the way of the dancers without interrupting the performance. Since Lirg hasn't slept in three days, and has just finished quaffing a full keg of Bruff Ale, MICHELLE decides that this is a "Pretty Hard" task, normally requiring a DEX of 15. Lirg's DEX is only 11, giving him a 30% chance of success ($11-15 = -4$, $-4 \times 5\% = -20\%$, $50\% + -20\% = 30\%$). SUSAN rolls 1d100 and gets a 24, so Lirg makes his Stat check and manages to avoid the furiously flying feet of the Tennek Dance Ensemble.

Stat vs. Stat Check Example

Having successfully navigated the dance floor, Lirg makes his way toward home. Suddenly, a dark figure rises in the gloom: Leroy, the angry husband of Lirg's new friend. Thinking quickly, Lirg suggests that they avoid bloodshed by having a riddle contest, with the loser leaving town in the morning. By this time, Leroy has come close enough to see the size of the hammer Lirg is casually carrying over one shoulder, so he thinks a riddle contest is a good idea, too. MICHELLE and SUSAN decide this would be best resolved with a Stat vs. Stat check. Lirg's INT is 15 and Leroy has an INT of 9, giving Lirg a 30% advantage ($15-9 = 6$, $6 \times 5\% = 30\%$) and Leroy a 30% penalty. Lirg must roll 80 or less ($50\% + 30\% = 80\%$) to win the riddle contest, while Leroy must roll 20 or less ($50\% - 30\% = 20\%$). Amazingly, SUSAN rolls a 93 for Lirg while MICHELLE rolls a 12 for Leroy. Leroy wins the riddle contest by a wide margin. Humiliated, Lirg goes home to pack.

2.2 USING STATISTICS

Most competitive situations are covered by at least one of the Mental, Physical, or Professional Skills, but circumstances occur where skill and finesse are less important and the conflict is determined by natural abilities. The outcome of arm wrestling matches and beauty contests are less dependent on learned experiences; Fundamental Characteristics scores (or "stats") shall win the day.

2.2.1 Stat Checks

There will be times when the character is competing against a circumstance rather than against someone else. A DEX check might be required for a character to hold onto his sword after a failed Balance roll, or to catch an object a compatriot tosses to him. In these situations, the GM simply determines a level of difficulty, then assigns an artificial stat in the appropriate Fundamental Characteristic, competing against which the average player would have an appropriate chance of success. These are called Stat Checks, and the GM may use the following table as a guide:

Once the GM has determined the appropriate stat required, the player compares it to their corresponding stat. The player has a base 50% chance to succeed modified by +05% or -05% for every point of stat they have higher or lower than that required.

Level of Difficulty	Equivalent Stat	Crowd Reaction (if successful)
Facile	1	None.
Elementary	5	Yeah, so. Is that it?
Easy	7	Well, I could do that.
Not too hard	9	Ok.
Average	12	Not bad.
Pretty hard	15	Impressive.
Difficult	17	Whoa, did you see that?
Nigh-Impossible	19	Amazing! Who is that guy?
Inconceivable	25	Open-mouthed stares.

2.2.2 Stat vs. Stat Checks

Whenever individuals come into direct stat conflict the outcome of the situation is determined by comparing how well each stat check was executed. If one individual succeeds (successfully rolls under his Stat Check) and the other fails, the former gains the upper hand in the situation. However, in cases where more than one individual makes his Stat Check, the one who made his roll by the greatest margin gains the upper hand.

This margin is sometimes referred to as "success points," or "quality of success." In the case of a tie, or if both fail, the situation remains unresolved, and they may try again during the following round. Fundamental Characteristics may be combined for use with this formula as well; e.g., arm wrestling could compare the average of each individual's SIZ and STR scores.



2.3 USING SKILLS

If a character wishes to use one of his Mental, Physical, or Professional skills, he devotes the required amount of time and rolls percentile dice. If he rolls the necessary number (his ability at that skill) or less, he succeeds, otherwise he fails.

Each combat round, the character may perform one Mental Action and two Physical actions (these are more thoroughly discussed in Combat Round, p. 73), which may be used to attempt Mental or Physical skills.

The GM may modify the chance for success according to extreme situations. These situational modifiers are assigned as fractional bonuses or penalties to the character's normal percent chance. Writing poetry during a rainstorm, for example, might be at a $-1/2$ penalty (the weather is inspiring, but gets the paper all soggy). The following table may be used as a guideline.

Level of Difficulty	Fractional Modifier	Crowd Reaction (if successful)
Facile	$\times 2$	None.
Elementary	$+3/4$	Yeah, so. Is that it?
Easy	$+1/2$	Well, I could do that.
Not too hard	$+1/4$	Ok.
Average	none	Not bad.
Pretty hard	$-1/4$	Impressive.
Difficult	$-1/2$	Whoa, did you see that?
Nigh-Impossible	$-3/4$	Amazing! Who is that guy?
Inconceivable	01%	Open-mouthed stares.

Note: All modifiers are cumulative. All positive modifiers are calculated in any order, then all negative modifiers are calculated in any order to determine the resultant success percentage.

Miscellaneous Abilities are not usually treated as skills. The GM, not the player, decides when a Miscellaneous Ability should be referenced, and they do not require Mental or Physical actions. They are not consciously controlled, and require no effort. They are frequently included in another action (making a Perception roll to allow an Attack to be carried out at night, for example).

2.3.1 Skill Limits

Characters are limited in the number of times they may attempt a particular task using any one particular skill. If they miss a roll, the second attempt must be made at $-1/2$ the original percent. If they miss again, the third try is at an additional $-1/2$ (or $-1/4$ all together, then $-1/8$, then $-1/16$), etc., until they reach 01%. At this point, GMs may wish to require multiple rolls of 01 for success. These modifiers are only applied if the character is attempting to do the exact same thing, like picking a particular lock, or finding the same hidden object, over and over. In situations where the goal is constantly shifting, like hitting a moving target, listening for a noise that is getting louder, or finding a hidden individual who is moving, the skill attempts are not precisely repetitious and do not warrant a negative modifier.

2.3.2 Skill vs. Skill Resolution

Whenever skills (or sometimes even Miscellaneous Abilities) come into direct conflict, the outcome is determined by comparing how well those skills were executed. If one individual succeeds (successfully makes a skill check) and the other fails, the former obviously wins out in the contest and gains the upper hand in the situation. However, in cases where the individuals involved all make their skill checks, the one who made his roll by the greatest margin gains the upper hand. This margin is sometimes referred to as "success points," "success quality," or "quality of success."

If rolls are made by the exact same margin, or both contestants fail, the situation will remain unresolved until the character's next free action, at which time they may attempt their skills again.

Miscellaneous Abilities Note
The Perception ability illustrates the difference between Skills and Miscellaneous Abilities clearly. If a character chooses to sense for danger, he chooses the appropriate sense skill (Vision, Hearing, etc.) and rolls for success. In a situation where the player might notice something he isn't yet aware of, the GM initiates the activity by having the player roll under his Perception ability, which requires no action. It is the difference between seeking and discovering.

Skill Modifier Meta-rule
The GM should always round in the PC's favor.

Skill vs. Skill Example

Tiessa is watching Midon play a high-stakes game of Tryad. Midon attempts to palm the dice and exchange them for his own weighted ones. Midon's Gambler ability is 40%. Craig rolls a 24 for Midon, making his roll by 16 and indicating Midon successfully switched dice. His opponent is suspicious by nature, and the GM rules that he may make a Perception ability roll at his normal 52% chance. Susan rolls a 49, making his roll by 3. This is not enough to offset Midon's roll, which Craig made by 16, so he fails to notice. Tiessa, however, whose Perception is 45, rolls a 05. Forty points of success is more than enough to offset Midon's 16, so Tiessa notices the trick and files it away for future reference.

**Multiple Skill Modifiers****Example**

Lirg is a Master of the Great Hammer with an Attack of 104%. One particularly busy afternoon, his weapon arm is Stunned, imposing a $-1/2$ modifier on that arm. He is also beset by a Cornea Cloud spell, which imposes a $-1/4$ modifier as well. Meanwhile, he is attacking a downed opponent ($+1/4$ Attack) with a Lightness 1 cast on his Hammer ($+05\%$ bonus).

Additive modifiers are applied first, so the Lightness 1 raises Lirg's Attack to 109% ($104\% + 5\% = 109\%$).

Had there been more additive modifiers, all bonuses would be added first, in any order, then all penalties subtracted. Multiplicative modifiers are then applied, bonuses first, then penalties. Attacking a downed opponent is a $+1/4$ bonus, raising Lirg's Attack to 136% ($109\% \times 1.25 = 136.25\%$, rounded to the nearest whole number = 136%).

The Cornea Cloud imposes a $-1/4$ penalty, lowering Lirg's Attack percentage to 102% ($136\% \times .75 = 102\%$).

The Stunned arm imposes a $-1/2$ penalty, lowering Lirg's Attack to 51% ($102\% \times .5 = 51\%$).

Lirg's effective Attack percentage is 51%.

The GM has the final word as to which skills or abilities are relevant to determine the outcome of a situation. In the example to the left, Midon's opponent was allowed to use his Perception ability, but had the GM decided before the match began that he was specifically watching for Midon to cheat, the opponent might use his Vision Skill instead (which may be higher) although this would require a free Mental Action since Vision is a Mental skill.

2.3.3 Simultaneous Skills

Once a skill roll such as Hiding is made, the character is considered to be successfully doing that skill continually, as long as he does nothing else. However, a character attempting other actions, like firing a crossbow from his concealed position, must reroll his Hide percentage and then roll his Attack percentage. The outcome of these situations is dictated by the rolls; it is possible for the character to hit his target, yet reveal his position with a blown Hide roll, or miss and stay hidden, etc.. The additional Hide rolls will require additional Physical actions.

2.3.4 Postponed Skill Rolls (Optional)

It may be more realistic and dramatic for players to postpone rolling their skill checks until the skill is challenged. Thus, if characters are Disguising or Hiding themselves, the GM may delay skill rolls until a Skill vs. Skill contest is required. In this way the player does not have to keep track of their roll and they will not know how successful they were until it is tested. This will enhance role-play—simply spend the action, but postpone the skill roll until it matters.

2.3.5 Multiple Skill Modifiers

In the GateWar role-playing system, it is possible that many modifiers will affect a character's Physical and Mental skills simultaneously.

First, any linear (additive) modifiers (spells, Target SIZ modifiers, etc.) are applied in any order. Then any fractional modifiers (bonuses) are applied in any order. This will yield a consistent percentage.

The sidebar provides an extreme example of multiple skill modification.

2.4 USING WEAPONS

2.4.1 Weapon Attacks

Characters have many options once combat starts, such as taunting, spell casting, and Hiding. While missile fire is a popular choice among Unspeakables, real men prefer hand-to-hand combat. Attacks with hand-held weapons can only succeed if both combatants are within the same or adjacent 10' hexes; missile weapons are limited only by their range.

To attack, the character devotes one Physical action and rolls percentile dice. Any roll matching his Attack score with the weapon (or less) is a hit; any roll higher is a miss. If a hit is successful, the character inflicts damage by rolling appropriate damage dice for that weapon and rolling percentile dice to determine the Hit Location on his opponent's body.

The character may score a Critical or Special hit on an opponent if the attack roll is extremely low, or Fumble if the roll is extremely high. The Critical, Special, and Fumble percentages are a function of the Attack percentage with that weapon, and are provided in the Attack Results Table. Cross reference the character's attack score to determine exactly what must be rolled for each special attack result. Thus, an Attack Skill Level of 15% would yield a Critical on a roll of 01, a Special from 02-03, a regular hit from 04-15, a miss from 16-95, and a Fumble on a result from 96-00.

Note that in certain combat situations, a character's ATT percentage may be modified (suffering from a Cornea Cloud spell, attacking while lying down, etc.). In these instances, the character's chance to critical, special, or fumble are all likewise modified; thus, a reduced ATT percentage yields a reduced Critical and Special percentage and a greater chance for a Fumble. In all circumstances, however, a roll of 01 indicates a hit (and usually a Critical Hit) and a roll of 00 indicates a Fumble.

Critical Hits

If an Attack roll is less than or equal to 05% of the chance to land a successful blow, a critical hit has been scored. A Critical hit means the character has scored a Special hit (Special Hits are explained in the following sections) and struck some weak point in the opponent's defenses, such as an area of ill-mended armor or a previous wound. The damage is rolled as for the Special, but ignores all DA except that provided by an Armor or Energy Shield spell (because the defense they provide has no gaps).

All weapon attack types may result in Critical hits.

Special Hits

There are five classes of Special Hits; Impales, Stuns, Slashes, Flails, and Entangles. The class of special damage that is scored depends on the weapon type used, as indicated on the weapon tables.

⌘ Flail

On a Special Hit these weapons swing around a parrying weapon or shield. Flail Special hits penalize the target's chance to parry by -1/2.

⊕ Entangle

The weapon normally entangles its target instead of inflicting HPs of damage. However, on a Special Hit, the target is entangled and receives structural damage.

← Impale

Pointy, thrusting weapons can skewer their targets, doing additional damage. The weapon damage is doubled (roll twice as many dice as normal) and then roll normally any bonus damage from STR, SIZ, or Spells.

♥ Slash

Edged cutting weapons can open grievous wounds causing excessive bleeding. Damage is rolled normally, however, in a hideous display of carnage, the target also loses a number of Blood Points equal to the number of Hit points of damage that were not absorbed by armor. Afterward, normal bleeding rules apply (see Blood Loss, p. 89).

ATTACK RESULTS TABLE

Score	Critical	Special	Fumble
97-103	01-05	06-15	00
90-96	01-05	06-14	00
84-89	01-04	05-13	99-00
77-83	01-04	05-12	99-00
70-76	01-04	05-11	99-00
64-69	01-03	04-10	98-00
57-63	01-03	04-09	98-00
50-56	01-03	04-08	98-00
44-49	01-02	03-07	97-00
37-43	01-02	03-06	97-00
30-36	01-02	03-05	97-00
24-29	01	02-04	96-00
17-23	01	02-03	96-00
10-16	01	02	96-00
04-09	-	01	95-00
01-03	-	-	95-00



Attack Results Example

Tiessa has a 51% Attack percentage with her battle axe. She has a 3% chance for a Critical hit (01-03), and a 5% chance for a Special hit (04-08). She also has a 3% chance of a fumble (98-00). If Lirg were to cast a Lightness 5 on Tiessa's battle axe (for a suitable fee), Tiessa's Attack percentage would increase to 76% (51%+25%). Her chance for a Critical hit increases to 4% (01-04), her chance for a Special increases to 7% (05-11), and her chance of a Fumble decreases to 2% (99-00).

Impale Optional Rule Stuck Impales

Successful Impales may leave the weapon lodged in the target. The percent chance for this to occur is equal to the total damage rolled. In order to retrieve a stuck weapon, an individual must prevail in a Stat vs. Stat contest as follows (STR + SIZ) vs. HPs of damage rolled.

Note: Retrieval requires a Physical action.

! Stun

Blunt, smashing weapons can cause severe internal shock to visceral body areas, leaving them temporarily incapacitated. Damage is rolled normally; however, the affected location is numb and partially disabled, as indicated by the Stun Table, for a number of rounds equal to the number of Hit points of damage that overcame the target's DA.

STUN	
Location	Effect
Head	Head immobilized; all skills decreased by -1/4. The victim must also make a CON Stat Check vs. the number of HPs of damage that overcame his armor or be knocked unconscious for 1d4 rounds.
Chest	Contraction of thoracic cavity; Movement, Attack, and Parry are penalized by -1/4.
Abdomen	Stomach cramps; Movement, Attack, and Parry are penalized by -1/4.
Legs	Leg cramps; Movement penalized by -1/2.
Arms	Cramps penalize all skills, Attacks, and Parries using affected arm by -1/2.

Fumble Example

Midon hastily agrees to pay Lirg an obscene amount of money in return for Lirg casting a *Lightness 5* spell on Midon's great sword, raising Midon's Attack percentage to 96%. Taking a mighty swing at the attacking Lenex, Rolling a 00, Midon Fumbles on his attack, and CRAIG must roll on the Fumbles Table to see the effects of Midon's fumble. CRAIG rolls 1d100 and gets a 48, indicating Midon has accidentally thrown his great sword. Midon loses 2 Mental actions and 4 Physical actions, and his great sword lands 1d6 hexes away.

Fumbles

A Fumble is a lapse of muscular control resulting not only in a miss, but often an embarrassing bungle as well. If a Fumble has occurred, consult the Fumble Table to determine the outcome. The character loses the number and type of actions stated in the table and is affected according to the "Results" column for the number of rounds shown. No matter the result on the Fumble table no further physical actions may be taken in the round that the fumble occurred.

FUMBLE		
(1d100)	# of Lost Actions Mental/Physical	Special Results
01-05	0/1	Roll Balance or fall to ground
06-10	0/1	Roll Balance at -1/2 or fall to ground
11-15	1/1	Roll Balance at -3/4 or fall to ground
16-20	1/2	Fall to ground
21-25	1/2	No Attack allowed for 2 rounds
26-30	1/2	No Parry allowed for 2 rounds
31-35	1/3	No Attack or Parry allowed for 2 rounds
36-40	1/3	No Attack or Parry allowed for 3 rounds
41-45	2/3	Weapon dropped (lands 1d4 hexes away)
46-50	2/4	Weapon thrown (lands 1d6 hexes away)
51-55	2/4	Weapon hurled (lands 1d8 hexes away)
56-60	2/4	Weapon breaks
61-65	2/5	Weapon shatters (LUK stat check vs. LUK 12 required to find all the pieces after combat)
66-70	2/5	Vision partially blocked 1d4 rounds to fix (all vision skills at -1/4 normal)
71-75	3/5	Sprain back, all physical skills at -1/2 until Heal is cast or First Aid is applied
76-80	3/5	Injure self, normal damage
81-88	3/6	Injure self or friend, normal damage
89-92	3/6	Injure self or friend, special damage
93-95	3/6	Injure self or friend, critical damage
96-00	3/6	Fumble looks so ridiculous, opponent devotes 1d4 physical actions laughing; may only use actions to defend (block, dodge)

The "injure friend" result should only be considered if an ally is within the same or adjacent 10' hex. If a missile weapon is used, any friend who is within a reasonable line of fire and within the maximum range of the weapon is a possible target.



2.4.2 Parrying an Attack

A character under attack may parry an opponent's blow using a shield or weapon. To Parry, the character must devote one Physical action and roll percentile dice. Any roll matching his weapon's Parry score or less blocks the incoming normal, Special, or Critical hit. Only one particular claw, bite, or weapon aimed at him can be blocked per Parry, and the Parry is normally announced before the Attack roll is made (except in the case of the Postpone Parry Ability, p. 65).

If a successful Parry blocks a successful Attack roll, the attack still gets to do damage, but to the parrying weapon instead of a hit location. The attacker rolls damage normally and applies the result to the parrying weapon's DA (Damage Absorption). If the damage exceeds the DA in that single attack, then the parrying weapon is broken and any excess damage strikes the defender in a random location. A shield can have its DA surpassed without being broken, but it won't win any fashion trophies afterward.



2.4.3 Weapon Mastery: Special Weapon Abilities

When a character's natural weapon skill level equals or surpasses 100% with a particular weapon, he is said to have mastered the use of that weapon. On the road to mastery, the man of weapons is presented with more options which give him an advantage over his opponent. These abilities are attained at certain plateaus of skill level, and cannot be gained or taken away through situation modifiers or spells. Thus, while situational modifiers such as a Stunned sword arm or a Cornea Cloud spell might reduce his percentage below the requirement for a Special Weapon Ability, that franchise of mastery remains his.

The Special Weapon Abilities Table shows the abilities gained as the combatant becomes more skilled. Players should cross-reference their Attack and Parry percentages on the appropriate tables to determine what Special Weapon Abilities they can perform with each weapon. The first three Attack and Parry abilities represent passive accomplishments rather than aggressive ones, and can be performed at normal percentages. However, the remaining abilities (shaded) are extremely effective but difficult to perform, reducing the Attack and Parry percentages by half (-1/2 penalty). The special abilities may be combined in any way, but the -1/2 penalties are cumulative (split, aimed attacks would reduce the attack percentage by -1/2 twice).

Characters may attempt to perform a Special Weapon Ability at a higher degree of expertise than they possess. However, for every level they are deficient, their percentage is penalized by -1/2.

However, characters may not attempt Abilities that are more than 100 percentage points beyond their skill level. Also, no Level of Special Ability can be used to affect itself.

When performing a Special Attack ability that reduces the character's Attack percentage, Critical, Special, and Fumble chances are also modified (see Attack Results Table, p. 81).

Special Attack Abilities

Pulled Blows/Attack to Cover

Under certain circumstances the characters may not want to do their maximum damage. This special ability allows characters to strike with 1/4, 1/2, or 3/4 damage. The player simply states what fraction of the damage he wishes to inflict, rolls normally, and then reduces the damage accordingly.

This level also conveys the ability to Attack to Cover. An attacking character can, on a successful attack roll that is not dodged or parried, opt to hold the weapon scant moments from inflicting damage. This gives the target incentive to submit rather than be injured. The attack roll is carried out normally, and if it is not Dodged or parried, the target is considered Covered. Location is rolled normally, but damage is held in check until the attacker decides to follow through.

Once the Cover has been established, the attacker can inflict the damage at any time with no possibility for the defender to avoid the blow (he already had his chance), although this does require an additional Physical action. Additionally, Covering requires the character's full attention, and he may perform no other action without forfeiting his initiative to carry out the damage. Those covered may submit to capture, hope to arrange some kind of distraction, take the damage and carry on with the melee, or try to disable his opponent with a spell—the only action he can take before the damage will be rolled.

Emergency Parrying Tactic
In a life or limb situation the character may Parry with a free arm. The character must first pass a Bravery check and then must roll his best weapon Parry percentage at a -1/2 penalty (or his full Fist Parry, whichever is higher) in order to succeed. Of course, parrying with an arm merely pinpoints the location to be damaged.

SPECIAL WEAPONS ABILITIES

Att. %	Attack Abilities	Parry Abilities
01+	Normal Attack	Normal Parry
20+	Pulled Blows/ Attack to Cover	Fast Draw/ Postpone Parry
40+	Attack with Two Weapons Simultaneously	Parry with Two Weapons Simultaneously
60+	Disarm	Pin
80+	Aim Blows	Glancing/Missile Parry
100+	Split Attacks	Split Parries
200+	Split Attacks again	Split Parries again
300+	Split Attacks again	Split Parries again, etc.

There's nothing to stop a character from pointing a ranged weapon at an opponent and demanding his surrender. However, because all attempted Parrying and Dodging must be resolved before a target is formally considered to be Covered, ranged attacks cannot usually be used for a Cover. The GM may allow some ranged weapon types when used in close quarters (like tapping the target's shoulder with a loaded crossbow) to attempt to Cover.

Reduced Damage, Attack to Cover (Optional)

For added realism, the GM may penalize the amount of damage that a Covering hand-to-hand attack inflicts due to the attacker sacrificing the initial force of the swing, thrust, etc. by $-1/4$ to the damage rolled.

Attacking with Two Weapons Simultaneously

With this special weapon ability, characters may attack once with a weapon in each hand using a single Physical Action. There are two requirements which must first be met; the character must have this Attack ability in both weapons, and the character must have a WA score equal to or greater than the sum of the weapons' WA requirements. This method allows a character to attack with two smaller weapons instead of one big one.

Any reductions incurred through insufficient Weapon Ability are applied to both weapon Attack percentages used in this fashion.

Note: The character must train in the use of each weapon separately and in the hand with which he intends to use it. Also, physical attacks like fists, claws, tentacles, etc., require no Weapon Ability. Thus, when fighting bare-handed, characters may automatically Attack Simultaneously if they have at least a 40% Fist attack skill with each arm.



Disarm

When used in conjunction with "Pin Weapon" (p. 65), the individual at this skill level can disarm his opponent by rolling his normal Attack percentage at a $-1/2$ penalty. This will send almost any Pinned weapon (subject to the GM's discretion) hurtling 1d4 hexes in a random direction.

This maneuver must follow a successful Pin.

Aimed Blows

During combat, it is optimal to hit your opponent where he is most vulnerable. Initially, the character must be satisfied with any hit, but, with experience, will learn to strike with more accuracy. By reducing the Attack percentage by half, an individual may aim for a particular location on his opponent. Should the attack prove successful, damage is rolled and applied to the desired hit location rather than rolling for the area randomly.

Split Attacks

With the heightened control of mastery, the character may halve his Attack percentage and attack twice in one Physical action. Any creature forced to Parry a Split Attack must choose which attack to defend against without foreknowledge of its success. Split Attacks negate the effect of Postpone Parries. The best defense is Split Parry.

The truly awe-inspiring who have attained the ability to Split a Split attack again (200%+, 300%+, etc.) can attack four times, eight times, etc. Thus a Weapons Master at 220% could Attack four times in a single action, but his percentage would be reduced to $(220 / 2 = 110, 110 / 2 = 55)$ 55% for each.



Attacking with Two Weapons Simultaneously Example
While Midon tries to figure out where his sword has gone, Tiessa closes with the Lenex. Tiessa would like to attack the Lenex simultaneously with both her bastard sword and a fist. Attacking with two weapons simultaneously requires that the attacker have an Attack percentage of 40 in each weapon. Tiessa has an Attack percentage of over 40 with both her fist (46%) and her bastard sword (85%). (Fortunately, Tiessa is ambidextrous, or she would have a lower Attack percentage with her off hand.) The WA of both weapons added together is 75 (bastard sword: 75+ fist: 0 = 75). Since Tiessa meets the requirements, she may attack the Lenex once with each weapon with a single Physical action, leaving her other Physical action free to Parry.

Special Parry Abilities

Fast Draw/Postpone Parry

Normally, it requires a Physical Action to draw a weapon and another Physical Action to put a weapon away (although dropping a weapon requires no actions). Characters with the Fast Draw ability may ready the weapon for combat without using a Physical Action. An individual may even switch from one weapon to another without the use of a Physical Action if he has this ability in both weapons.

At this level, the combatant is savvy enough with the weapon that he can wait until the last moment before committing a Parry to a particular incoming Attack. He can delay Parrying until after all attack and location rolls against him are made. The defender can even differentiate among regular, Special and Critical hits; however, he must parry before damage dice are rolled. A Postpone Parry only allows the defender to choose between virtually simultaneous attacks, and therefore is only effective against Attacks initiated within the same segment of the Combat Round (see Sequence of Events, p. 73). Attacks initiated during the Movement segment (standard or Incremental) of the combat round may not be simultaneous, and therefore a Postpone Parry might not be useful (GM's discretion).

Postpone Parry does not apply to multiple attacks coming from a single weapon or limb such as a Weapon Master's Split Attack.

Parrying with Two Weapons Simultaneously

This Special Weapon ability applies to Parrying the same way that Attacking with Two Weapons Simultaneously applies to Attacking. The character may use a single Physical Action to parry once with a weapon in each hand. The character must have 40%+ Parry in both weapons, and the character's WA score is compared to the sum of the weapons' WAs. Any reductions because of insufficient Weapon Ability are applied to both weapon Parry percentages.

When using the same weapon type in each hand, the character must train in the use with each hand separately. Note that physical parries like fists, claws, tentacles, etc. require no Weapon Ability. Thus, when fighting bare-handed, characters may automatically Parry Simultaneously if they have sufficient Bravery (Emergency Parrying Tactic, sidebar, p. 63) and at least a 40% Physical parry skill.

Pinning Weapons

The defender with a Parry Skill Level of 60+ can entangle or trap an opponent's weapon with his own; the chance is his normal Parry percentage at a -1/2 penalty. When followed by a successful "Disarm" or an attack with a second weapon, this maneuver becomes a potent ability.

Once pinned, either opponent may disengage by mutual consent, by relinquishing his weapon, or a successful DEX vs. DEX or STR vs. STR Stat Check. Pinned opponents may attempt to drag or shove one another about and may move one hex with their opponent with a Physical Action. To determine which combatant "steers" the other, they should perform a Stat vs. Stat check using the average of their STR and SIZ.

Glancing/Missile Parry

Individuals at 80+ Parry may attempt a "Glancing Parry." By using finesse they can adroitly deflect a blow rather than taking the brunt of its force directly. A successful Glancing Parry effectively doubles the DA of the parrying object for that attack, making it much harder to break. The chance to accomplish this maneuver is the individual's normal Parry percentage at a -1/2 penalty.

Also, although incoming missile attacks can usually only be parried with Shields, a combatant at this skill level may attempt a Missile Parry with a melee weapon. Again, the chance for success is equal to the individual's normal Parry percentage at a -1/2 penalty.

Glancing and Missile Parries are considered separate Special Abilities and therefore may be used in concert during the same action, but remember that the -1/2 penalties would be cumulative.

Split Parry

With the heightened control of mastery, the character is able to split his Parry percentage in half in order to Parry twice in one Physical action.

Those who have attained the ability to Split a Split Parry again (200%+, 300%+, etc.) can Parry four times, eight times, etc. Thus a Weapons Master at 307% could Parry eight times in a single action, but his percentage would be reduced to $(307 / 2 = 153.5, 154 / 2 = 77, 77 / 2 = 38.5)$ 39% for each.

Postpone Parry Example
As Tiessa presses her attack, another Lenex turns and bares its claws at Lirg. With his life passing before his eyes, Lirg Postpone Parries the attacks of the silent and terrifying Lenex. The Lenex tries to bite Lirg, with an Attack of 38%, but it rolls 45 and misses. It also tries to slash Lirg with its two front claws, each with an Attack of 59%. The Lenex rolls a 23 for its first claw attack, which will hit Lirg in his left leg. SUSAN may still wait to see if the second claw misses before deciding to Parry the one that hit.

Parrying with Two Weapons Example

Meanwhile, Tiessa is beginning to lose ground. She would like to Parry the Lenex simultaneously with both her bastard sword and her fist. Parrying with two weapons simultaneously requires that the person parrying have a Parry percentage of 40 in each weapon. Tiessa has a Parry percentage of over 40 with both her fist (46%) but not with her bastard sword (31%), so she must think of something else to try.





*Note:
Illustration depicts an over-
dramatization—do not try
this at home.*

2.5 USING MAGIC

Magical energy is absorbed and stored throughout the bodies of all creatures in the presence of Magic Mineral (p. 121). Over the centuries, the natives of Vinya have learned to use the energy around them to warp reality in a mysterious process called “spell casting.” These gifted individuals, signified by the presence of an MPT (Magic Point Total, p. 16) score as opposed to MPR (Magic Point Resistance, p. 16) score, can be trained to cast individual spells.

The stored magical energy also creates a natural Magic Barrier that protects the creature from incoming magic spells. Creatures with MPR are thus constantly protected, while those with MPT can expend their magical energy and leave themselves vulnerable. The Magic Barrier is autonomic and thus will remain functional even if the creature is rendered unconscious. Whenever a spell is cast, or any time magic is in effect, the magic radiation creates a faint glow (though not enough to see by) and a trace amount of heat.

2.5.1 Casting Spells

The casting of a spell does not require a flailing of the arms, wailing of incomprehensible gibberish, or any other ridiculous theatrics. The caster concentrates on any spell he knows, expends the MPT, and it usually happens. The mechanics of spell casting are somewhat mysterious, apparently involving the channeling of stored magic through specialized brain centers that transform the energy to its intended use.

Whenever a spell is cast, a glow will form about the caster, and the target of the spell as well.

A caster’s glow is unique, and each spell that a caster performs will generate a glow of different hue or intensity, some with sparkles or flashes. While two individuals might cast the exact same spell and the results are similar, they would not look exactly alike in effect.

A given spell may be cast as often as the character wishes and spells may be cast in any combination, as long as he has sufficient MPT. Once depleted, magical energy is slowly reabsorbed into the body from the surrounding environment (see Regaining MPT, p. 69).

A spell can almost always be cast on oneself without problems; only a roll of (00) with percentile dice indicates that a spell failure has occurred and the energy of the spell dissipates without effect. Any other result indicates success, and the spell takes effect (Common Magic Spell List, p. 21). When a spell is cast on some other target, however, other factors must be considered (see Casting Common Magic Spells on Others, p. 67).

Note: Spells are colorful and bright when cast. With a few obvious exceptions, any spell, particularly one with an extended duration, will make hiding or sneaking nearly impossible (See Hide, p. 23).

2.5.2 Common Magic Spells and MP Costs

Any creature with an MPT score rather than MPR is able to cast spells. When a spell is cast, the MP (Magic Point) cost of that spell is temporarily subtracted from the caster’s current MPT. Some spells have variable MP costs, meaning that the caster may channel as much power into the spell as desired, though his store of magic energy is depleted accordingly, and more powerful spells require a greater amount of MPT to activate.

VARIABLE SPELL MP COSTS

Spell Level	MP Cost
1	1
2	2
3	4
4	8
5	16
6	32
7	64
8	128
+1	Every Doubling

Fixed Spells

Fixed Spells, as the name implies, only function at a specific energy level. They require a certain amount of MP, and additional MP will not change the effects of the spell. It is hoped that with additional experimentation and improvement most fixed spells will someday become variable. MPT costs for Fixed Spells are as listed with spell descriptions.

Variable Spells

Variable Spells represent the “state-of-the-art” of modern spell casting. They are extremely flexible and easily tailored to the specific requirements of the job at hand. They operate at an unlimited range of energy levels, the more energy devoted, the higher the “Spell Level” of that spell and the greater its effect. When a spell is cast the user determines how much energy to devote to that spell. Any number of magic points may be expended on a particular spell, up to the caster’s current MPT. The accompanying table indicates what levels can be cast with a particular magic point cost.

There are limits to what a single caster can accomplish. By using a Magic Interlock spell (see p. 125), several casters can pool their MPT to cast spells of staggering power.

2.5.3 Casting Common Magic Spells on Others

If an individual can perceive a target's location and that location is within their current Sphere of Influence (SOI), they may cast a spell at it.

If one wishes to cast a spell on another creature, even a beneficial one such as Healing, Armor, or Bravado, they must first overcome the MPT or MPR of the recipient. While a spell might only cost a few MP to cast, it carries with it the brunt of the caster's current MPT. When a spell must overcome a Magic Barrier, the caster's MPT and the target's MPT (or MPR) must be compared to determine if the spell is effective. There is a 50% chance that a spell will overcome the natural magic barrier of an opponent, modified by plus or minus 05% per point of MPT the caster has greater than or less than the target's current MPT or MPR. When comparing scores, use the caster's MPT *before* the casting of the spell and the target's current MPT or MPR. If the target is casting a spell simultaneously, their MPT *before* casting that spell is used.

If this roll is successful, the spell takes effect normally (as per the spell description). If this roll is unsuccessful, the spell fails, and the MP expenditure is wasted. The target's clothing and armor provides no defense against magical combat, unless the clothing or armor is itself targeted by a spell (see Casting Spells on Inanimate Objects, below).

It is possible for a spell to have better than a 100% chance for success; however, a roll of (00) is always a failure. Conversely, a roll of (01) is always a success as long as the target is within range. Regardless of the outcome of the spell, the caster consumes the MPT required. Note that spell casting requires that the caster perceive the exact location of his target. If, as is predominantly the case, he is using his natural vision for this, any negative modifier to his ability to see (e.g., Night time penalties, or if beset by a Cornea Cloud spell) also apply to the success percentage.

2.5.4 Casting Spells on Inanimate Objects

Inanimate objects have an MPR equal to their weight divided by 4. Living creatures are usually more vulnerable to the effects of magic than their weights would indicate, because their life force is also powered by the magic mineral within them, leaving less for defense.

Any inanimate object touching an single individual is automatically protected by that individual's Current MPT or the object's natural MPR, whichever is higher.

2.5.5 Critical MPT Level

The typical Vinyan's brain is accustomed to regular, partial drains in the daily use of magic. However, when MPT is reduced to 0, the brain has been strained, which can have detrimental effects during recovery. Regaining magic points is slowed to half of the normal rate (see Regaining MPT, p. 69) and accompanied by severe headaches and bouts of diarrhea. A disease check should be made anytime MPT is lowered to 0, whether through spell use or hostile draining (see Disease, p. 93). There is also a 01% chance that one point of MPT will be lost and can only be recovered through Experience.

2.5.6 Spell Range

The caster's current MPT score, *before* it is reduced by the MP cost of the cast spell, defines a sphere, centered about the caster, that bounds his influence. Each point of MPT extends the radius by one hex, out to the caster's current MPT. The resultant volume is the caster's Sphere of Influence (SOI), and limits the range of his magic. Thus, as the caster drains his MPT through spell use, his MPT score will fall and his Sphere of Influence will contract accordingly. All spell casters instinctively know the range to a target that is within their SOI.

2.5.7 Spell Duration

There are two kinds of spells, instant spells, which generally leave permanent effects, and duration spells, which exist for a set period of time and then vanish. The caster's current MPT score, again, *before* it is reduced by the MP cost of the spell being cast, serves as the spell's duration in combat rounds. Thus, each new spell an individual casts will have progressively shorter durations as his MPT is reduced.

Note: The Sphere of Influence represents the maximum number of hexes that a caster can reach with his spells. Once cast, however, duration spells are running on the power expended at the time they were cast and do not have to remain in the caster's SOI. Duration spells will remain until they expire normally or they're dispelled (see Dispel Magic, p. 123).

Casting a Spell Example
Deciding that this fight has gone on long enough, Midon casts a Cell Blast 4 on the Lenex attacking Tiessa. A level 4 Cell Blast costs Midon 8 Magic Points (MP) from his current Magic Point Total (MPT) of 10. The marauding Lenex has 11 MPR, so Midon's chance to successfully cast the Cell Blast 4 on the Lenex is 45% (10 MPT - 11 MPR = -1, -1 x 5% = -5%, -5% + 50% = 45%). The Lenex is four hexes away, but Midon's MPT before casting the spell was 10, so the Lenex is well within the 10-hex range for this spell. CRAIG rolls a 12 for Midon, causing the Lenex great pain from the Cell Blast.

Spell Duration Example
Lirg isn't doing very well with his Lenex either, and makes a mental note to tear Midon's lungs out for leaving him to fight this Lenex alone. Lirg casts a Lightness 2 on his Great Hammer, hoping to even the odds between himself and the enormous insectoid. The Great Hammer has a weight of 10, giving it an MPR of 2 (10 x .25 = 2.5, rounded in Lirg's favor. Lirg's current MPT is 3, since he unwisely used most of it to cast a Lightness 5 on Midon's great sword. Lirg must roll 55 or less (3 - 2 = 1, 1 x 5% = 5%, 50% + 5% = 55%) to successfully cast the Lightness 2. SUSAN rolls a 47, and the Lightness 2 takes effect. Lirg spends 2 MP, reducing his MPT to 1. Since Lirg's MPT before casting the Lightness 2 was 3, the spell will stay in effect for 3 rounds.

Concurrent Spells Example
Suddenly, Freddish Gul, an old enemy of Midon and Lirg, jumps from the bushes and cackles evilly. He successfully casts a Heaviness 3 on Lirg's Great Hammer. The Heaviness 3 offsets the Lightness 2, causing Lirg's Attack percentage to be reduced by 5% (+10% - 15% = -5%). As soon as Lirg's Lightness 2 spell expires, the Heaviness 3 spell will hit with full force, reducing Lirg's Attack percentage by 15%. Since duration spells (like Lightness and Heaviness) are not cumulative, Lirg would have to cast a Lightness 3 in order to improve his chances to hit. Additional Lightness 1 or Lightness 2 spells would not help while the original Lightness 2 spell is in effect.

Casting Spells at Multiple Targets Example
Not satisfied with Lirg's heavier Great Hammer, Freddish Gul decides to blind Tiessa, Lirg, and Midon with a Cornea Cloud on his next round. With 32 MPT, Freddish is confident in his magical ability, and he casts a Cornea Cloud at each of them. Since Freddish is casting a spell at three targets simultaneously, his MPT is effectively 11 for the duration of this combat round ($32/3 = 10.66$, rounded to the nearest whole number). He now casts three Cornea Cloud spells. Each has a range of 11 and will last 11 combat rounds if effective. He rolls separately for spell success against each character's MPT. Whether the spells are successful or not, each one costs Freddish 2 MPT, making his effective MPT 26 ($32 - 6 = 26$) at the beginning of the next combat round. Freddish's MPT for defending against spell attacks this round is 11.

2.5.8 Concurrent Spells

An important distinction between Instant spells and Duration spells is that the effects of Instant spells are cumulative, but the effects of Duration spells are not. The damage from two Cell Blasts is cumulative, but the effects of two Armor II spells is not. Any number of duration spells can run simultaneously with one another on a given person or object. In instances where two spells of the same type are cast on a given target, they run concurrently. The one with the higher spell level is used, but the lesser remains, and if its duration is longer will eventually supplant the dominant spell.

Some spells are reversible (Strength/Weakness, Health/Sickness); the reverse of a spell is not considered to be the same type of spell. If a duration spell and its reverse are cast on the same target, the two spell effects may at least partially cancel each other, they do not dispel each other.

2.5.9 Spell Boosting (Optional)

It is possible for a spell caster to boost a spell's chance to overcome an opponent's Magical Barrier. For every point of MPT the caster expends over and above the MP cost of that spell, they receive a +05% bonus to their chance of success, even if the spell is a Fixed type and the extra points will have no other effect.

2.5.10 Casting Spells at Multiple Targets (Optional)

Characters with MPT may cast any single spell at more than one target in a single combat round. To do this, they must temporarily divide their Current MPT equally among the targets. Thus, if casting a spell at two targets, their MPT would be halved, if casting at three targets, their MPT is cut in thirds, etc. This reduced MPT score is used for purposes of Spell range, duration, success percentages, and the caster's ability to defend against incoming spells that round. The character may then cast the spells normally, rolling for success with his modified MPT score separately for each target, and spending the MP cost of the spell for each target. At the beginning of the following combat round, the character's MPT is no longer divided.

Note: The total MP cost of the spell is subtracted from the character's undivided current MPT score.

2.5.11 Critical Spell Results (Optional)

Under certain environmental conditions, perhaps excessive magic mineral in the area or just a favorable alignment of the stars, spells are sometimes cast with unusual success. As with physical Attacks, a Critical spell result occurs in spell combat whenever the caster rolls 05% of what he needed to roll for success or less. Critical spell rolls allow the caster to obtain his desired results with only 1/2 the normal MP cost. For quick reference, consult the Attack Results Table (p. 61) for exact figures.

2.5.12 Failed Spell Results

Failed spells yield nothing more than a brief flash of light and a waste of perfectly good MP, which is spent regardless of success. Note that spells cast on one's self fail only on a Fumble (00).

2.5.13 Fumble Spell Results (Optional)

Perhaps the caster stands in a low magic mineral area, or perhaps he simply doesn't have his mind on business, but occasionally Fumbled spells do occur. Spell Fumbles occur just as Weapon Attack Fumbles. Consult the Attack Results table (p.61) to determine if a Fumble has occurred. Not only does a Fumbled spell not affect the target, but there are additional effects to the caster determined from the adjacent table.

(1d100)	Result
01-25	Double normal MP burn
26-50	Spontaneous Ignition *
51-75	Spell backfires, affects caster normally
76-00	Spell Fatigue **

* Caster experiences the effects of a "Blinding Flash" (p. 135).

** The neural templates involved with that spell are damaged. The spell cannot be cast again until the caster's brain is able to reroute the energies to avoid the damaged areas, which occurs naturally. To determine if this has been accomplished, characters may attempt to roll their Learning Ability once per day until successful.

2.5.14 Regaining MPT

After expending MPT, the brain slowly absorbs magical energy from the environment, up to its full original potential. This happens twice as quickly while sleeping. Everyone reaches full MPT after ten hours of sleep or twenty hours of rest, so everyone regains MPT at different hourly rates. These are listed in the following tables. The Drazzi have been able to increase their natural recovery ability over the last several generations. Normal Vinyans have had some success with accelerated recovery through the use of Channeling Crystals (p. 142).

Note that some geographic areas of Vinya are said to be magically enriched or depleted and may have an effect on a character's MPT recovery rate.

REGAINING MPT (WHILE AWAKE 05%/HR)

Elapsed Hrs	Beginning MPT Score																								
	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25							
1	0	0	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1							
2	1	1	1	1	1	1	1	2	2	2	2	2	2	2	2	2	2	2							
3	1	1	2	2	2	2	2	2	2	2	3	3	3	3	3	3	3	3							
4	2	2	2	2	2	3	3	3	3	3	4	4	4	4	4	4	4	4							
5	2	2	3	3	3	3	4	4	4	4	5	5	5	5	5	6	6	6							
6	2	3	3	3	4	4	4	5	5	5	5	6	6	6	6	7	7	7							
7	3	3	4	4	4	5	5	5	6	6	6	7	7	7	8	8	8	8							
8	3	4	4	4	5	5	6	6	6	7	7	8	8	8	9	9	9	10							
9	4	4	5	5	5	6	6	7	7	8	8	9	9	9	10	10	10	11							
10	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13							

2.5.15 Casting Spells in Combat:

Common magic spells can be cast before missile fire (Attack Category I), thus they are designated AC 0. Spells, if desired, will always be activated before any weapon strikes, or they may be withheld until any later time in the round (see Sequence of Events, p. 73). Ranged magical spells require line of sight to be cast at a particular target at normal percentages. (For complete rules on casting spells at unperceived targets see the Attacking Unperceived Targets, p. 75).

REGAINING MPT (WHILE SLEEPING 10%/HR)

Elapsed Hrs	Beginning MPT Score																								
	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25							
1	1	1	1	1	1	1	1	2	2	2	2	2	2	2	2	2	2	3							
2	2	2	2	2	2	3	3	3	3	3	4	4	4	4	4	4	5	5							
3	2	3	3	3	4	4	4	5	5	5	5	6	6	6	7	7	7	8							
4	3	4	4	4	5	5	6	6	6	7	7	8	8	8	9	9	10	10							
5	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13							
6	5	5	6	7	7	8	8	9	10	10	11	11	12	13	13	14	14	15							
7	6	6	7	8	8	9	10	11	11	12	13	13	14	15	15	16	17	18							
8	6	7	8	9	10	10	11	12	13	14	14	15	16	17	18	18	19	20							
9	7	8	9	10	11	12	13	14	14	15	16	17	18	19	20	21	22	23							
10	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25							

2.5.16 Barrier Lowering

Any creature with MPT may devote 1 Mental Action to lower his Magic Barrier, allowing a spell to affect them. Creatures or objects that only have MPR cannot. The act of Barrier Lowering requires a percentile roll; however, it will only fail on a result of 00, called "flinching." Spells attempting to affect a creature who has lowered his Barrier work just as if the target had an MPT of 0. Note that Unconscious creatures are incapable of lowering their Magical Barrier.

2.5.17 Magic Backlash (Optional)

If a spell does not overcome a creature's MPR or MPT, the spell's energy will fizzle in a shower of sparks at a range proportional to the difference between the two combatants' MPR or MPT in hexes, closer to the individual with the lower score. The GM may use the location of this effect to hint to players the approximate MPT of their target. Further, if the caster's MPT is less than 1/2 the target's, the spell will fizzle at the caster's temple, perhaps causing a loss of an action, as his head is momentarily engulfed in a shower of sparks. The caster must make a successful LUK vs. LUK 9 Stat Check to avoid losing one Mental action the following round. This gives rise to a common colloquialism: "The wimp gets the spark."

2.5.18 Emotions and Spells

Even though it is not possible to determine the exact spell cast, there are some general indications of emotion and intent. Spells which have hatred or ill will behind them have a distinctive red, orange, amber, or other bright glow when in effect. Almost any spell can be cast with malicious intent; the angrier the caster, the warmer the color. Conversely, defensive spells tend towards cooler hues—blues, deep greens, and in extreme cases, violets.

Using Professionals Examples
Leaving Freddish to the tender mercies of the two hungry Lenex, Lirg, Midon, and Tiessa make their way to Twin City East. Needing some relaxation, Midon seeks out a Journeyman level Socialator. Sadly, the trio arrives in Twin City East in the wee hours of the morning, and all of the prime Socialators are already busy. Feeling desperate, Midon hires the first attractive young woman he sees. Agreeing on a price, Midon and the Socialator go to the young woman's house to close the deal. Unfortunately, the young woman has only a 23% skill as a Socialator, while her duties require a 66% skill. The young woman lacks two levels of proficiency, so her effective chance of success is at 6% ($23\% \times .5 \times .5 = 5.75\%$, rounded to the nearest whole number). The young woman rolls a 15, failing her skill roll. Midon pays his money and leaves, rather disappointed.

2.6 USING PROFESSIONS

Like Mental and Physical skills, Professional skills have percentile levels of ability that must be rolled equal to or less than to succeed. A character who successfully rolls a profession percentage has completed the task to a degree as indicated by the current Skill Level. For example, an Inept Engineer could scribble together a rough sketch of something, but it would take a Professional to include indexes, compass headings, etc. and make the map understandable to a wider audience. The actual result of a successful Profession skill roll is up to the GM's discretion.

Characters can attempt to perform a Professional skill at a higher degree of expertise than they possess. However, for every level they are deficient, their percentage is penalized by $-1/2$. The amount of time necessary to accomplish a Professional skill varies and is up to the GM's discretion; however, a minimum of 1 combat action is required.

2.7 AFTER SKILLS ARE USED

All Mental and Physical Skills and Magical Abilities must be improved to give the character a chance of surviving the hazards of adventuring. In GateWar, there are two ways to increase skill proficiency—Training and Experience, both of which provide the character with opportunities to roll their Learning Ability (which is equal to their INT statistic) or less on percentile dice.

2.7.1 Training

Mental and Physical skills can be improved through Training. While this is much safer than experience in the field, it does cost money. Training can be received from the appropriate Instructor, one who has at least a 100% BC in the Professional skill Teacher (p. 44), and a higher percent in the use of the particular skill than the student.

Various forms of training are available to Vinyans who have money to spend. Physical and Mental Skills are the most common forms of Training; however, the character can also be Trained in the use of a new spell or to increase a Fundamental Characteristic.

An aspiring pupil's most important asset is his tutor. With the present demand, there are many instructors, of varying qualifications, in all fields. The accompanying Instructor Quality Table should be used to determine any Instructor's ability.

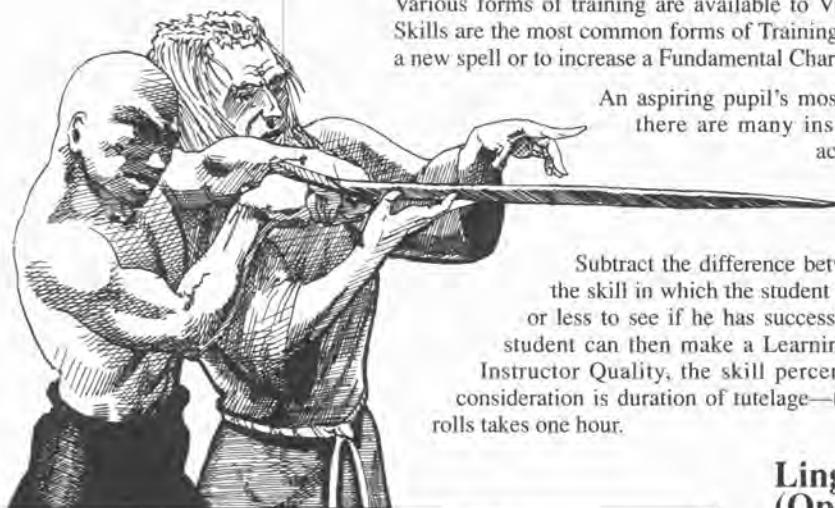
Instruction

Subtract the difference between the Instructor's and the student's current percent at the skill in which the student is seeking instruction. The Instructor then rolls the result or less to see if he has successfully passed on some bit of intrinsic knowledge. If the student can then make a Learning Ability roll (INT as percent), possibly modified by Instructor Quality, the skill percentage is permanently increased by $+1d4\%$. The next consideration is duration of tutelage—the major factor in determining the cost. Each round of rolls takes one hour.

Lingering Effects of Tutelage (Optional)

The education the character receives does not necessarily end when his days with the Instructor are over. The teaching quality of a mentor can have a lasting effect, as some cryptic phrase suddenly becomes clear or leaves the character confused for a period of time. To reflect this, the modification applied to Learning Ability while undergoing training (as determined by the Instructor Quality Table) remains in effect for Experience as well for 1d10 days.

If further instruction is pursued before the Learning Ability Modifier Duration expires, the new Instructor Quality will supplant the former.



INSTRUCTOR QUALITY

(1d100)	Teacher BC	Instructor Quality	Learning Ability Modifier
96-00	200+	Exceptional	Triple normal
86-95	151-199	Accomplished	Double normal
26-85	100-150	Competent	None
16-25	91-99	Fairly Adept	1/2 normal
01-15	01-90	Almost Worthy	1/4 normal

Learning Limits and Costs

The total amount that a student can learn at one time is only limited by the size of their coin pouch and Instructor availability. Of course, finding a teacher can be difficult and time-consuming (especially when seeking an Instructor who specializes in Hiding). Because of the constant demands on their time, Instructors will train pupils for no more than 2d4 hours per day.

There is a limit of 1d4 increase for any of a character's Fundamental Characteristics. One is born with only so much potential. This roll is made when training is completed, and is recorded as the permanent limit for that character's Stat. The GM may wish to roll these maximums secretly, so that the player would not discover his limitations until he makes his Learning Ability roll and does not improve.

Finally, the most important part of the Training process, for the trainer at least, is the price of the Training. Instructors normally charge an hourly rate based on a particular category of Knowledge.

Category	Rate/hour	Examples
Mental/Physical	50 CR	Jump, Dodge, Shield Parry, Crossbow attack
Magic Spells	100 CR	Ghost Missile, Mend, Cover Magic, Sharpness
Professional	Special*	Blacksmith, Gambler, Miner, Teacher
Fundamental Characteristics	250 CR	Strength, Dexterity, Intelligence

* The rate for professional skills is one month's worth of that profession's salary.

2.7.2 Experience in Skills

Through the repetition of mistakes and successes, the character may learn and improve attempted skills. If an individual performs a Mental or Physical Skill or attempts to penetrate the magical barrier of another spell caster, he may be entitled to an experience check (by rolling his Learning Ability). Any skill attempts are valid for Experience checks, but this is an occasion where role-play must supercede rule-play. Identifying items in your kitchen, fencing with friends, and composing poetry during combat are probably not warranted uses of the skills—but allowable if the players and GM have the patience to role-play such mundane activities. Meta-rule: Any changes to the Character Profile must be role-played.

When a character succeeds in a warranted skill attempt, he marks the success box denoted by the letter "S," to the left of the appropriate skill on his Character Profile. When the character fails in the use of a skill, he marks the failure box, denoted by the letter "F" to the right.

Generally, experience checks are made at the end of a character's day in Vinya. Occasionally, the GM may award bonus checks for particularly challenging encounters. The player simply runs down the character profile and, for any skill that has both boxes checked, tries to roll the Learning Ability (INT as a percentage). If successful, that skill increases permanently by +1d4%. Thus, characters improve at whatever they do most frequently. Characters learn skills slowly until they know enough to be useful. Learning again slows down as they approach mastery because there is less new knowledge to discover; Masters must challenge themselves by attempting more and more difficult/flamboyant techniques in order to improve. Whether the Learning Ability roll for each skill is successful or not, the S/F boxes are cleared and the experience process begins anew.

Note that Miscellaneous Abilities are not increased through experience directly; if a skill that influences a Miscellaneous Ability changes, the Ability is recalculated using the new percentage.

Experience in Magic Use

Whenever the character attempts to overcome a magic barrier (MPT or MPR) and the GM rules it to be a warranted use of magic, the character may mark the Success or Failure box segments according to the result. Magical experience is then handled as with Skill experience except that a successful Learning Ability roll indicates that the character's MPT increases permanently by +1 pt. (rather than +1d4 pts.).

The new point of MPT will be realized as per the Regaining MPT table (p. 69) instead of being added at the time of the experience roll. There is no limit to the amount of MPT a person may gather during his lifetime—one more reason to respect one's elders.

Experience in Professional Skills

Although all characters may attempt any Professional skill, only those with Formal Training may improve through Experience; those without Formal Training remain at their Base Chance. Skills indicated by the Professions List (p. 36) during the Previous Experience portion of character creation include this Formal Training. Characters can also attain it by either purchasing training or working as an apprentice to a Master in the desired field. Note that this method begins the character at Base Chance—the inept or apprentice level.

Teaching Example

Tiessa tries to teach Karik (an ardent admirer) the fine art of cleaving one's enemy with a Bastard Sword. Since Tiessa's Bastard Sword Attack percentage is 85, and Karik's Bastard Sword Attack percentage is 42, Tiessa has a base chance of 43% to be able to show Karik something useful (Tiessa's 85 - Karik's 42 = 43%). Unfortunately, Tiessa is only an Apprentice Teacher. Since this is 3 levels of ability beneath Master Teacher, Tiessa's chance of teaching Karik anything new is $43\% \times 1/2 \times 1/2 \times 1/2$, or $43\% \times 1/8 = 5\%$. BOB rolls 1d100 and gets a 4, meaning Tiessa successfully showed Karik a new technique. For Karik to benefit from Tiessa's instruction, he must roll his Learning Ability or less on 1d100. Karik's INT is 13, so his Learning Ability is 13%. MICHELLE rolls 1d100 and gets a 91, indicating that Karik hasn't quite got the knack of it. If Karik had successfully made his Learning Ability roll, MICHELLE would have been able to roll 1d4 to see how many points were added to Karik's Bastard Sword Attack percentage.

2.10 MAGIC INSTRUCTORS AND LEARNING MAGIC



On Vinya, Common Magic is performed by sections of the brain that channel ambient magical energy (according to the individual's magic potential) to produce a spell's results. Magic Instructors are born with a specialized brain structure that allows them to cast a spell *through* another individual's mind. As this happens, the template for channeling the magic is imprinted on the subject's brain center, but the student must make a successful Learning Ability roll in order to retain the new ability. The process is extremely foreign and the Magic Instructor's ability to prepare and coach the student through it is reflected by his Instructor Quality (p. 70). The casting session is repeated until either the student gets the hang of the new spell, the Instructor drains his MPT, or the student runs out of money.

Why Magic Instructors are born with this specialized brain is a mystery, but it is often attributed to exposure to heavy concentrations of magic mineral during infancy. Not all those exposed develop this talent, but, before the Gateway was opened, expectant mothers often make the trek to the Drazzi settlement near the Timekeeper "just in case" (see Drazzi, p. 178).

Many of the more successful and prestigious Magic Instruction institutions invest in Magic Instruction Power Gems, which can perform the casting portion of magical training for the instructor, conserving his MPT and increasing the number of students that can be taught.

New Spells

Magic Instructors also develop new common magic spells. Whenever a Magic Instructor fumbles his roll to cast a spell through his student's mind, he inadvertently projects a new neural pattern. The effect of this is often a useless flash of energy but occasionally (GM's discretion) the new spell is something quite useful. When this happens both the student and the Magic Instructor may make Learning Ability checks to retain the new spell.

Some Magic Instructors take a more scientific approach to spell research. Through meditation techniques, trial and error, and the consumption of fine wines, they can experiment with modifying portions of these neural templates to develop variations on known spells and create new ones. This process can take months but yields more consistent results than spells resulting from Fumbled Magic Instruction rolls.

2.10.1 Learning Element Magic

The easiest way to learn Element Magic would be from an Element Master who is also a Magic Instructor. However, since none are currently alive, Element Tomes must be used to learn the Minor and Major Manipulations of their Element.

Element Tomes are ornate volumes containing the best possible instructional literature on the casting and learning of a specific Element Magic Manipulation; an extremely rare Element Magic Instruction Gem is set into the binding. When activated, this gem will cast the Manipulation through the subject's mind, allowing a Learning Ability check as with a standard Magic Instruction Gem (p. 142).

Element Tomes are not always in book form. Gems and text have been set into staves, walls, and statues. Each Element Tome has an Instructor Quality level dependent upon the teaching skill of the author, which is determined by rolling on the Instructor Quality Table (p. 70). It is possible to learn without the help of the text; however, the student's Learning Ability drops to 01%. Those without Element Magic Potential are incapable of employing an Element Magic Instruction Gem with any success, as they lack the necessary specialized neural pathways.



2.11 COMBAT

Combat in GateWar involves a great deal more than simple attacks and parries. The following section details specific rules for governing the flow of combat and provides guidelines on how to handle almost every conceivable situation.

2.11.1 Combat Rounds

Combat is divided into rounds to simplify play without sacrificing realism. A combat round lasts six seconds, during which the character may perform two Physical actions and one Mental action. In melee, a character combines the various actions into a fighting strategy. Moving up to an opponent and Attacking is a sound combination, but it might be safer to Move and Parry instead, waiting to Attack the following round. This method allows the player to decide his character's actions each combat round and gives him a wide variety of choices. Only one Attack action is possible per round because attacking takes longer than parrying. However, one Attack action may mean multiple Attacks in certain situations (Spells, Attacking with a weapon in each hand, etc.) as explained later in this section.

Each action in the round should not be considered to take equal time. Casting a spell takes far less time than swinging a sword. A substantial amount of the time will be spent in decision making, jockeying for position, and so forth.

Sequence of Events

The GateWar combat round is essentially simultaneous; however, the following order of events helps to insure a fair chance for characters to accomplish their desired actions. Note that this order indicates the earliest point in the combat round that an action may be taken; players may wish to postpone an action until later in the Events table, for example, waiting until after movement before casting a spell so the target will be in range. The five segments of the Sequence of Events are:

SEQUENCE OF EVENTS	
Order	Event
1)	Statement of Intent
2)	Spell Combat
3)	Physical Combat in order of Attack Category
4)	All Movement
5)	Any Held action from above except movement

Held Actions Example
Lirg and Nubby Harrell (a ferocious Nord clan leader) are face to face during a long and bloody battle. They have both declared to Attack and Parry each other, but they have both elected to hold those actions in the hopes of gaining rest. As segment 5 begins, the GM asks SUSAN if Lirg wishes to use his actions. SUSAN declines. The GM, however, decides that Nubby really wants to see Lirg's entrails dangling. Lirg may still use both of his actions to Attack and Parry without penalty. Had Nubby decided not to use his actions, then the round would have ended, and all the Physical actions would have been converted to Rests.

1) Statement of Intent: At the beginning of each round, each character will tell the GM their intended Physical and Mental actions for that round. These statements may be general in nature, "attack," "parry," "move," "cast a spell," etc. Players need not define which weapon or spell they intend to use. To save time, the GM may have the players write their intended actions down on a scrap of paper. These stated actions may be changed as the combat round unfolds, but any changed action that requires a successful percentile roll will suffer a last minute $-1/2$ modifier. Actions that are changed to Move actions penalize the distance traveled by $-1/2$.

2) Spell Combat: Since spells travel at the speed of thought, they will always occur before any physical combat unless the caster chooses to wait. Spell combat is so blindingly fast that it is effectively simultaneous. Multiple spells cast at a single target will all arrive at the same time. Therefore, defensive spells will always affect incoming offensive spells that were cast at the same time.

3) Physical Combat: All weapon combat is resolved in ascending order of Attack Category (p. 82). If two combatants attack one another with the same Attack Category, the one with the highest DEX goes first. If they have the same DEX, they may roll a DEX vs. DEX check to determine who goes first each round (see Stat vs. Stat Checks, p. 58).

4) All Movement: All moving individuals may move up to their maximum melee movement for the number of actions they have so devoted. Movement resolution is essentially simultaneous. Movement actions may not be held, so to resolve special conflicts which may occur in certain situations (opponents closing, fleeing, chasing, maneuvering around obstacles etc.), the GM may wish to use Incremental Movement (p. 78).

5) Any held actions must be used at this point, simultaneously to each other, or be lost. Note: Physical Combat actions may be changed to "Rest" actions (see Fatigue p. 93). A player's decision to forfeit actions or to convert them to Rests is not final until the combat round is ended and all players are satisfied with the allocation of their held actions. If any question arises as to the order with which held actions occur, the GM should follow the standard Sequence of Events order (except of course for holding actions, unless the GM enjoys infinite loops).

2.11.2 Combat Situations

Positional Modifiers

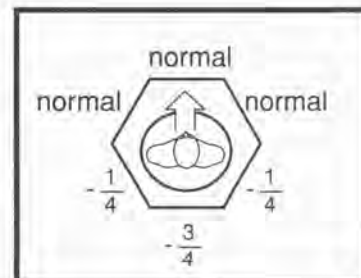
There comes a time in every character's life when they will find themselves at a disadvantage such as fighting from the ground. In these instances, the attack and parry percentages of the character and those attacking him should be modified as shown on the Positional Modifiers table.

POSITIONAL MODIFIERS			
	Attacking in Hand to Hand	Parrying in Hand to Hand	All Dodging
Standing vs.	+1/4	normal	normal
Downed	-1/2	normal	-1/2

Hex Facings: (Optional)

When using miniatures, all success percentages are reduced according to following diagram for all vision based abilities (Attack, Parry, Identify, and Magic Combat, etc.).

Note: A character's Perception Ability should be recalculated because the Vision skill is reduced by the Hex Facing penalties.



Maximum Number of Attackers

The maximum number of combatants that may attack a creature in a single hex depends on the attackers' combined SIZ. For each exposed hex facing surrounding the target, 10 pts. of SIZ worth of opponents may attack. However, except in cases of extreme concealment, one attacker will always be able to strike as long as one hex facing is exposed no matter what his size.

Maximum Number of Attackers Example

Unfortunately for Lirg, Nubby is not alone. Lirg finds himself surrounded by eight of the loathsome creatures. With all six hex facings exposed, up to 60 SIZ points of Nords may attack Lirg. The average Nord is a measly SIZ 7, so all eight Nords may hack away at poor Lirg ($7 \times 8 = 56$ SIZ points). After the first three rounds of combat, Lirg decides that even Nords can be dangerous in large numbers. Casting a handy Spring spell, Lirg leaps over Nubby and takes a position with his back to a cliff face. Now only three hex facings are exposed and only 30 SIZ points of Nords may attack Lirg simultaneously. Only 4 of the Nords ($4 \times 7 = 28$ SIZ points) may attack Lirg at once, and the tables quickly turn.

Using Unfamiliar Weapons

From time to time an adventurer will need to use a weapon they haven't trained with. Normally their Attack and Parry percentages would be at the Base Chance for that weapon type, plus their DEX and any Racial Bonuses they may have. However, if the weapon is in the same Group as one with which they are experienced (see Combat Weapons, p. 81), their percentages are at 3/4 their best Attack and Parry percentages in that Group. If this percentage is lower than the character's Base Chance plus bonuses, the higher percentage is used. Note: Normal WA requirements and modifiers are still applied.

Using Off Hand

If, for whatever reason, a character won't or can't use the limb with which he normally wields a weapon, he may do so with his other hand at a -1/2 penalty. Ambidextrous characters are only penalized by -1/4. Weapons Masters sometimes employ their off hand just to challenge themselves.

Attacking Unperceived Targets

Objects and creatures in plain view, loud noises, and overpowering smells are so obvious that they are automatically perceived. In many cases an object or creature may be obscured, or even hiding and therefore more difficult to perceive.

The Vision Mental skill is all or nothing; the character either perceives the object/event's exact location or does not. Vision skill checks are rolled normally.

The Perception Ability, Hearing skill, and Smell skill are all less exact and have various degrees of success as indicated on the Non-Vision Perception Results table.

If a creature is actively Hiding itself, or an object has been concealed from the character, then a Skill vs. Skill check must be resolved with specialized results as per the Non-Vision Perception vs. Hide Results.

If an attacker cannot locate a target they have almost no chance (01%) of hitting it. In some instances, the attacker will know where a target is, but cannot actually perceive it. If an attacker knows only the target's hex location, he may still attack but at a -3/4 penalty to his attack roll.

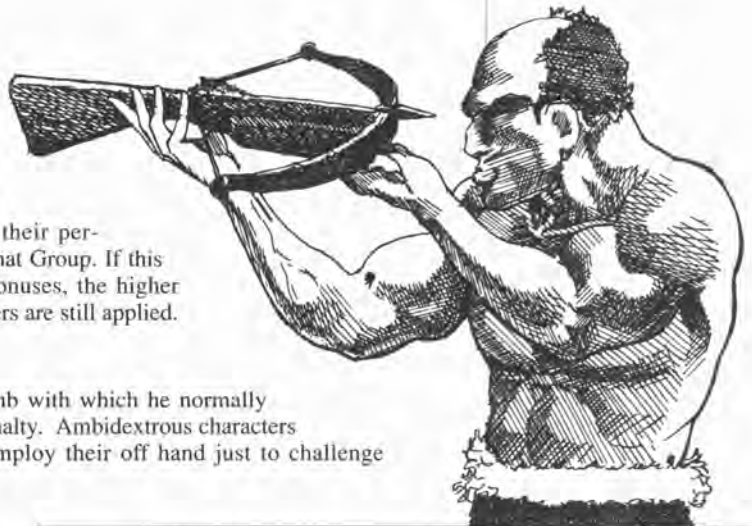
Note these rules also apply to the targeting of spells (see Casting Spells, p. 69). However, Detect spells may be used to locate adversaries, allowing for full Attack percentages.

Hidden opponents are often hiding behind something that provides cover. Even when perceived, concealed targets have certain advantages (see following section).

Concealment (Optional Rule)

Ranged attacks versus targets that have situated themselves behind cover or are otherwise concealed do not have negative modifiers to hit; however, once a hit has been scored the GM determines if the missile weapon hit a concealed area. There are many kinds of concealment possible, standing behind a tree, peering around a corner, crouching behind a picket fence, etc. The GM should have the attacker roll Hit Location normally, then determine whether that location was concealed behind an object. If so, the attack will strike the object before it strikes the target. In most instances it will be obvious which locations are visible and which are not. In some instances, only part of a location will be concealed (peering around a corner may only reveal half of the target's head, for example). In these instances, the GM should roll randomly to determine if the exposed part of the location was struck, or the concealed part. All concealment issues are subject to the GM's discretion.

It may be important to determine the DA and HPs of the object behind which the target is hidden, as the blow may penetrate the obstruction and do damage. If the weapon damage exceeds the DA and Hit Points of the object, the remaining damage is applied to the target's location normally. Concealment modifiers do not usually apply vs. melee attacks except by special permission of the GM.



NON-VISION PERCEPTION RESULTS

Result of Roll	Effect
Failure	Character is oblivious, perceives nothing.
Success	Character perceives the hex containing the object/event.
Success by less than 1/2 required	Character knows the precise location of the object/event, may attack at normal percentages.
Critical success	Character perceives the object/event so clearly an Identify roll may be attempted.

NON-VISION PERCEPTION VS. HIDE RESULTS

Result of Roll	Effect
Failure	Character perceives nothing.
Success	Character is aware that something is unusual, but no location is revealed.
Success by 1/2 required OR Success by more Success Points than creature/object	Character perceives the hex containing the object/event.
Success by 1/2 required AND Success by more success pts. than creature/object	Character perceives the exact location of the creature/object, may attack at normal percentages.
Critical Success	Character perceives the object/event so clearly an Identify roll may be attempted.



Night Fighting Example
 Meanwhile, Midon is looking for Lirg when a shadowy figure confronts Midon in the woods. Trying to identify the challenger in the moonless night, Midon attempts to roll his Perception Ability (68%). The result is an 83: a failure. Realizing that his chances of impaling the interloper with a bow shot are now greatly reduced, Midon decides to peer into the darkness using his Vision skill (73%). Rolling a 45, Midon easily recognizes the ugly, twisted grimace of a Nord, and may now attack the creature with no penalty. However, Midon had to devote a Mental Action, and so can not cast spells or compose an effective taunt.

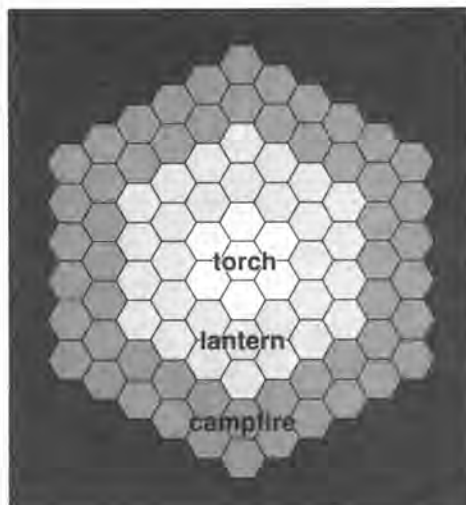
Night Fighting

Combat in the dark is naturally more difficult. In order to successfully Attack, Parry, or perform any Physical, Mental, or Professional skill, the character must first make a successful Perception roll. Note that Perception is a Miscellaneous Ability and does not in itself require an action, but it must be checked at the beginning of each Combat Round. If the roll succeeds, then all skills are at normal percentages, otherwise a $-1/2$ penalty is incurred, except for sensory skills (Vision, Hearing, etc.), which are not affected. Magic Combat is affected by this modifier. A Night Sight spell will allow for normal vision even on the darkest night.

Note that a successful Perception roll is also required for normal movement. If the roll fails the character's melee speed is reduced by $-1/2$. Any attempt to travel faster may require a Balance check dependent upon terrain.

A successful Perception roll informs the character of a target's exact location. If the roll is failed, the character may devote his Mental action to make a Vision or Hearing skill roll and search again. Remember, sensory skills are not halved by failed Perception rolls. A successful Hearing roll will reveal the target's location hex (see Attacking Unperceived Opponents p. 75), a successful Vision roll will give the character the target's exact location, allowing for normal percentages.

A character's Perception may be modified to account for nearby light sources, subject to the GM. The accompanying graphic representation should be consulted anytime the character is facing combat in darkness. It shows the amount of light emitted from campfires, lanterns, and torches. Anyone within these light ranges will not suffer from Night Fighting reductions.



Target SIZ Modifier (Optional Rule)

The normal Attack percentage is based on the premise of attacking an opponent of roughly equal size. For every point of SIZ that the target is larger than the attacker add $+01\%$ to the attacker's chance. For every point of SIZ that the target is smaller than the attacker subtract -01% from the attacker's chance.

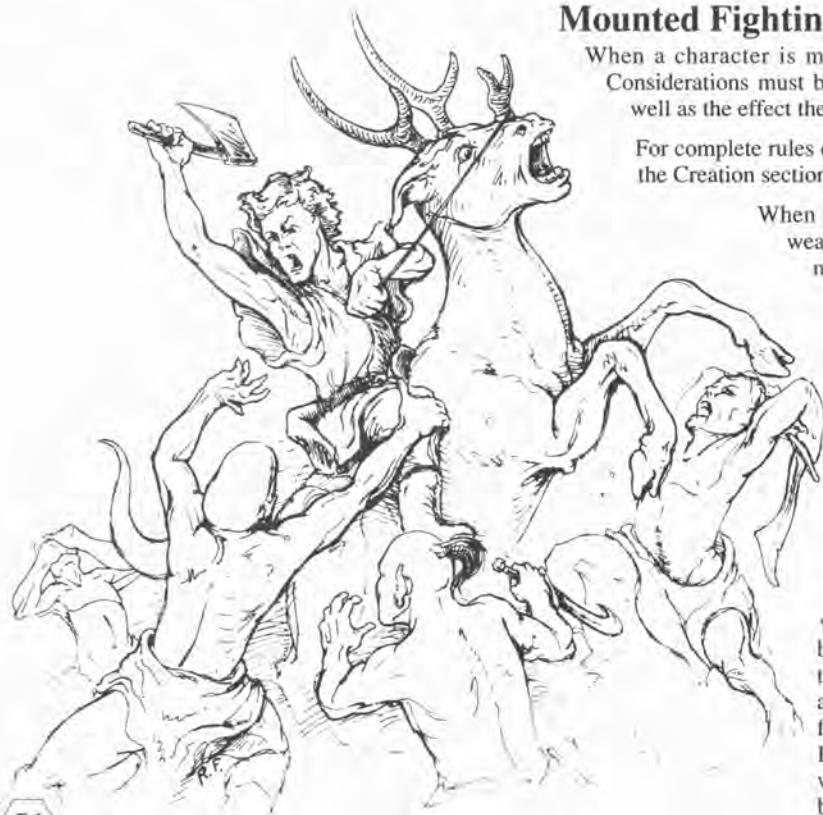
Mounted Fighting

When a character is mounted, he essentially becomes two entities in combat. Considerations must be provided for the attacks and movements of the mount as well as the effect these actions will have on the character's own abilities.

For complete rules on the use of the Riding skill in combat, see Riding (p. 24) in the Creation section.

When a mounted character uses a lance or spear as a charging weapon (wherein the mount spends at least one Physical action moving towards the target), either half of the bonus damage of the mount or the character's full bonus damage is added to the weapon damage (whichever is higher). However, if charging a ground opponent who has a pole arm or spear, the opponent can "plant" the end of the weapon into the ground, thus turning the charging mount's momentum against either the mount or the rider.; however, this requires 1 Physical Action to plant the weapon and a $-1/2$ reduction in Att %. If the footman scores a hit, the charging mount's bonus damage is used instead of the footman's. Large groups of pikeman are an effective deterrent to charging cavalry.

Also, the use of two handed weapons is highly restricted while seated on a mount, and is at a $-1/2$ penalty. This is because of the clumsiness of swinging and thrusting around the mount's head and neck. The penalty does not apply against the use of ranged weapons, except by GM's discretion for extreme situations. A mount must be trained to at least the Battle Training Level (p. 180) in order to be commanded without the use of reins, allowing for two-handed weapon use by the rider.



If a mount is Seriously wounded or has been successfully Bashed (any outcome other than No Effect on the Bash Results Table), the rider will be thrown unless he rolls his Riding percentage at a -1/2 penalty. If successful, the mount is knocked down, but the rider rolls safely away and onto his feet.

The result of a throw is determined from the following table. The outcome of the 1d100 roll is compared to the character's LUK to determine which effect is appropriate.

Mount Bravery

Like a character, a mount will have a Bravery score that should be checked whenever it is ordered to perform an overly dangerous task. Mounts out of control or riderless will act as dictated by their personalities, training levels, and GM's discretion. (This will rarely be beneficial.)

Underwater Combat

While underwater or swimming, the character must devote at least one physical action to swimming. If this roll fails, the character begins to drown until a Swim roll is made with additional Physical actions (see Swimming, p. 24 and Drowning, p. 94).

For underwater combat, damage from all non-thrusting weapons is reduced by -1/2. Missile Weapons, while attacking at full percentages, reduce range to 1/10 normal and damage to half.

Firing into a Hex Containing Multiple Individuals

Characters may want to launch ranged attacks at a target in a hex containing more than one individual (any combatant engaged in melee combat with the target is automatically considered to be in the same hex for this situation). The endless circling and jockeying for position involved in melee combat makes it fairly easy to strike the wrong individual with a stray missile attack.

Any missile fire which fails to hit its target (missed Attack roll) has a chance to hit any other creature within the same hex, equal to that creature's SIZ as a percentile. If more than one creature could be struck, the GM adds the creatures' SIZs together and apportions the sum accordingly to determine who is struck.

Hit locations for stray missile fire are determined normally. Stray shots cannot score Critical or Special hits; they simply hit or miss.

Attacking Unconscious/Incapacitated Opponents

Incapacitated opponents are immobile and defenseless. Any hand to hand attack roll vs. an unconscious opponent or stationary inanimate object not only receives the +1/4 bonus to hit for attacking a downed target, but also shifts the attack roll one category in favor of the attacker. Thus, a Special hit becomes a Critical, a normal hit becomes a Special, a miss becomes a normal hit, and the attacker Fumbles only on a roll of 00. The attacker may also choose the location struck at no penalty (ouch).

2.11.3 Moving in Combat

Basic Movement

The character may move any distance up to half his Encumbered Melee Movement Speed (p. 53) in hexes for each Physical action devoted to Movement.

Sprinting

A character's melee speed and adjusted melee speed assume a quick but cautious gait, where the character is wary of his surroundings and ready to Parry or Dodge at a moment's notice. Should speed be of paramount concern, a character can accelerate to a sprint and double his melee speed. To begin sprinting, a character spends one Physical action moving at adjusted melee speed, and then moves up to twice as fast for subsequent Movement actions until a non-movement physical action breaks the pattern.



THROWN FROM MOUNT		
(1d100)	Outcome	Damage
LUK	Rider unscathed	No damage
LUK x 2	Rider thrown 1 hex	1d6 in one random hit location
LUK x 3	Rider thrown 2 hexes	2d6 in one random hit location
LUK x 4	Rider thrown 3 hexes	2d6 in two random hit locations
LUK x 5	Rider pinned	Mount's bonus damage in a random location
LUK x 6	Rider thrown into tree or other large, hard object	Unconscious for 2d4 rounds and 2d6 in two random locations

The DA value of any armor worn, both magical and mundane, is subtracted from the damage received from a throw.

Mounted Fighting Example
In another part of the woods, Tiessa is charging into combat against the rest of the Nords, her trusted Valley Dremle between her sinewy thighs. Tiessa fumbles her Riding roll (rolling a 99) and falls from her mount. Rolling a 54 (which is more than five times her LUK but less than six times her LUK of 10) and consulting the THROWN FROM MOUNT table, BOB finds that Tiessa's Dremle has tripped and fallen, pinning the hapless Tiessa beneath it. Tiessa takes the Dremle's Bonus Damage as if struck with a weapon in a random location.

Firing into Crowded Hex Example

Having dispatched his initial opponent, Midon rushes onto the scene to see Lirg surrounded by Nords. Midon fires his compound bow at one of the Nords, but fails his attack roll. The arrow flies wild, possibly hitting Lirg. In the same hex with Lirg are two Nords (one of whom was the original target). The remaining Nord is SIZ 7, and Lirg is SIZ 14. The GM determines that on a roll of 1 to 7 the Nord is hit, and on a roll of 8 to 21 (7 + 1 = 8, 7 + 14 = 21) Lirg is hit. Any other roll indicates a complete miss. Midon rolls a 22, narrowly missing Lirg (who makes a note of where that arrow just came from).

All Movement actions involved in a sprint, including the initial "start-up" action at normal speed, must be taken at the earliest opportunity on the Sequence of Events (p. 73) in that combat round. The character may not wait and then sprint. Furthermore, to stop sprinting safely, a character must end with a Movement action at normal speed to slow himself down. If a character proceeds directly from a Sprint action to a non-Movement Physical action, the action will be performed normally, but he must then make a Balance roll to avoid falling.

At no point during a sprint is the character required to move his full Movement, although not doing so would usually be counter-productive.

Incremental Movement

Movement in combat is often resolved simultaneously. However, situations in which combatants are jockeying for an advantageous position (chases, maneuvering around obstacles, charges, etc.) should be resolved one hex at a time—Incremental Movement.

Before Incremental Movement begins, each individual involved must declare their speed. This can be any figure equal to or less than that individual's maximum speed that round. Everyone involved then competes in a DEX Stat Check (p. 58) of appropriate difficulty. The individual who rolls the worst result is required to move first and so on towards the best result. Once this is completed, that increment is over and the order repeats until all Movements have been completed. Thus, those individuals with the better DEX Check results have more time to react, and faster moving individuals will continue to move after the slower ones have stopped.



Incremental Movement Example

Tiessa manages to get out from under her Dremle, and she advances on the fray. Since there are several Nords milling about, Tiessa is going to be careful and not get cornered by them. Tiessa has a normal encumbered melee move of 8," but chooses 6" as her current velocity during Incremental Movement. After the 6th increment of movement (when she stops moving forward), Tiessa may turn two hex facings during her last two incremental moves (one 60-degree hex facing for each of her unused inches).

During each increment, a creature may turn 60 degrees (one hex facing) and move forward one hex, or simply move forward one hex. They may also "side-slip," moving one hex forward 60 degrees to the right or left of their hex facing without changing their direction of travel. Although individuals involved in Incremental Movement do not have to travel their full movement, they may not postpone it; i.e., once they cease Incremental Movement (stop), they may not move again that combat round.

Most Physical and Mental actions may be performed at any time during Incremental Movement. Physical Attacks may only be initiated during the character's turn within a given increment.

Those who declare a velocity less than their maximum may alter their final hex facing. Once they've finished their move, they may turn one hex facing each increment for every inch of declared velocity less than their maximum. Like moves, turns may not be postponed.

Maneuverability (Optional)

A creature's maneuverability is calculated by subtracting its DEX from its SIZ. The resulting number is then designated a letter representing Maneuverability, according to the following table. Results should be rounded to the creature's favor.

MANEUVERABILITY CATEGORY													
Result	A	B	C	D	E	F	G	H	I	J	K	L	N
SIZ - DEX	-10	-5	-2	0	1	2	4	6	8	10	15	20	30+

Maneuverability is used to determine the number of increments in Incremental Movement that a creature must travel in a straight line after each turn or side-slip. It is modified by the speed at which the individual is travelling, though the mode of travel (running, flying, swimming, etc.) does not affect it. Cross-reference Maneuverability Category with velocity on the following table to determine Maneuverability.

A flying creature's minimum airspeed, the slowest they may travel without stalling, is also equal to this number. Creatures with a "0" result can hover.

Current Velocity	MANEUVERABILITY													
	Maneuverability Category													
	A	B	C	D	E	F	G	H	I	J	K	L	M	N
1-3	0	0	0	0	0	0	0	0	0	0	1	1	1	1
4-5	0	0	0	0	0	0	0	0	0	1	1	1	1	2
6-7	0	0	0	0	0	0	0	1	1	1	1	2	2	2
8-10	0	0	0	0	0	1	1	1	1	2	2	2	2	3
11-13	0	0	0	0	1	1	1	2	2	3	3	4	4	5
14-17	0	0	0	1	1	1	2	2	3	4	5	5	6	7
18-21	0	0	1	1	2	3	4	5	5	5	6	6	7	8
22-27	0	1	2	2	3	4	5	5	6	6	7	7	8	9
28-35	1	2	3	4	5	6	7	7	8	8	9	9	10	11
36+	1	2	3	4	6	8	8	9	9	10	11	12	13	14

Individuals may reduce velocity at any time during Incremental Movement (even to 0, dead stop), perhaps improving their Maneuverability, but, they may never accelerate once Incremental Movement has begun. Individuals may even turn before the indicated segments have elapsed; however, this requires a Balance check. If this roll is failed, they will fall and forfeit all remaining movement.

Free Movement (Optional)

At the end of each combat round, most combatants may move one hex for free in any direction, to reflect the general jockeying about during combat. No free movement is permitted if an individual's maximum movement is only 1" per action (crawling, etc.). Also, all those capable of any amount of movement may change their facing 60 degrees (one hex facing) for free at this time.

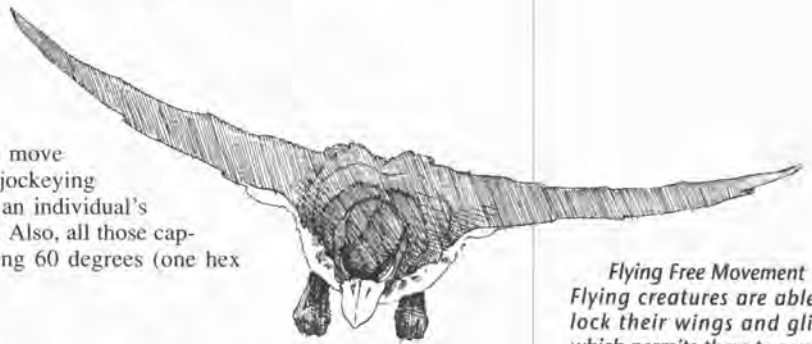
Artificial Limb Modifiers

Those unfortunate enough to have a leg cut, bitten, ripped, shredded, torn, or burned off may have an artificial limb fashioned to allow limited movement. This will reduce their Melee Speed by -1/2. The average peg leg has a natural DA of 2, and can take 8 HPs of damage before breaking.

Erratic Movement

An option for avoiding missile fire in combat is the use of Erratic Movement. In exchange for moving only half their maximum distance, the character is considered to be one level of range further away from the shooter than he really is. Short range is considered to be Medium, Medium is considered to be Long, and Long is considered to be extremely difficult (01% to hit).

Note: Erratic Movement may be used in conjunction with Sprinting (p. 77), which is often a really good idea.



Maneuverability Example
Midon comes to the conclusion that the risk to his friends is too great for firing his compound bow into the crowded melee. Picking out a suitable Nord opponent (the odious Nubby Harrell), Midon rushes at full encumbered melee speed (7") into the conflict, with the hope of bashing into the foul-smelling Nord. Midon is SIZ 18 and DEX 20, which indicates Maneuverability Category C (SIZ 18 - DEX 20 = -2). Midon devotes his first Physical action to a normal move (3"), and accelerates to a Sprint with the second, making his total velocity 14". The Maneuverability table indicates that he doesn't have to wait between each 60 degree turn during Incremental Movement.

Flying Free Movement
Flying creatures are able to lock their wings and glide, which permits them to cover a great amount of distance with very little effort. If a flying creature does not dedicate any Physical actions to movement during a combat round, it may move up to its stalling speed (see Maneuverability), during the Free Movement portion of the combat round. Flying creatures can soar up to a maximum distance equal to their melee movement before having to use an additional Physical action to remain flying.

Bash Example:

Midon is currently rushing at 14" velocity at Nubby Harrell the Nord leader, hoping to bash into him. Midon attempts to roll his Bash (62%). Craig rolls a 23, indicating a successful Bash. To determine the results of the Bash, it is necessary to compare Midon's Bash Factor to that of Nubby the Nord.

Midon weighs 295 pounds, is currently carrying 100 pounds of equipment, has LUK 19, and a Balance of 99%. To find Midon's Bash Factor, Craig adds together Midon's weight, equipment and balance score $295 + 100 + 99 = 494$

then divides the result by ten $494 / 10 = 49.4$ (rounded to 49) and adds Midon's LUK score to get a result of 68. $49 + 19 = 68$

Nubby's Bash Factor is 28.

$63 + 34 + 62 = 159$

$159 / 10 = 16, 16 + 12 = 28$

To find out what happens to Midon, Craig subtracts Midon's Bash Factor from Nubby's Bash Factor to get -40

$28 - 68 = -40$

then adds twice Nubby's melee speed (2") to get -36"

and adds an additional 1d10, (with a result of 4) to get -32.

Consulting the Bash Results table, Craig finds that a negative number indicates that Bashing into Nubby has no ill effects on Midon.

To find out what happens to Nubby, the GM subtracts Nubby's Bash factor from Midon's Bash Factor to get 40, $68 - 28 = 40$

then adds twice Midon's velocity

$40 + 28 = 68$

and adds an additional 1d10, (getting a 2) for a total of 70". $68 + 2 = 70$

Consulting the Bash Results table, the GM declares that Midon's Bash knocks Nubby down, and Nubby loses one Mental action.

2.11.4 Miscellaneous Combat Options

Bash

To determine the result of a successful Bash, each participant first calculates his Bash Factor.

$$\text{Bash Factor} = \text{LUK} + \frac{\text{Natural Weight} + \text{Equipment} + \text{Balance}}{10}$$

Each participant then subtracts his Bash Factor from the opponent's. To this result, they each then add the following inertia modifier:

$$(2 \times \text{Opponent's Melee Speed at impact}) + 1d10$$

The result is then cross referenced on the Bash Results Table.

Each participant also inflicts his bonus damage to his opponent's structural Hit Points in a random location, the point of first impact. Actions lost to a Fumble (p. 62) result are cumulative with those from the Bash Results Table.

BASH RESULTS	
Result of Bash Factor Comparison and modifier	Effect (P = Physical, M = Mental)
< 0	No effect
01-10	Knocked back 1 hex, Balance check
11-20	Lose 1 P action, Balance check at -1/2
21-30	Lose 1 M action, Balance check at -3/4
31-40	Knocked down
41-50	Knocked down, lose 1 P action
51-70	Knocked down, lose 1 M action
71-90	Fumble
91-110	Lose 1 P action, Fumble
111-130	Lose 1 M action, Fumble
131-150	Knocked down, Fumble
151-180	Knocked down, Fumble, lose 2 P, 1 M actions
181-210	Unconscious 1 round
211-240	Knocked down, Fumble, lose 3 P, 2 M actions
241-270	Unconscious 2 rounds
271-300	Unconscious 3 rounds
301-340	Unconscious 4 rounds
341-380	Unconscious 5 rounds
381-420	Unconscious 5 rounds, lose 1 Blood Point in 1d4 locations internal bleeding per round
421-460	Unconscious 5 rounds, lose 2 Blood Points in 1d4 locations internal bleeding per round
461-500+	Unconscious 5 rounds, lose 3 Blood Points in 1d4 locations internal bleeding per round

Automatic Bash (Optional)

When struck with particularly tremendous blows, the character may fall down from the sheer force of the impact. Any successful hit with damage Hit Points exceeding the victim's SIZ, whether parried or affected by armor, could knock down the victim; he must make a successful Balance roll to remain standing. If the damage exceeds twice the creature's SIZ, the roll is at -1/2. If it exceeds four times the creature's SIZ, the roll is at 1/4 normal (-3/4), and so on.

Combat Skills

Other combat options covered by Physical skills, such as Dodge, Trip, and Grapple, are described in the Physical Skills section (see p. 22).

2.11.5 Time

The perceived lengths of a Vinyan second and a Terran second are relatively equal. The following formula breaks down the units of time on Vinya.

6 seconds = 1 round, 10 rounds = 1 Minute

2.11.6 Combat Visual Range

Terrain affects the distance one can see, which is important when attempting to identify beasts or determining the feasibility of using such actions as missile weapons or spells.

Consult the following tables to determine the point at which line of sight between two parties is possible.

Range type	Terrain Type
A	Tropical Forest
B	Temperate Forest
C	Mountains
D	Wetlands
E	Desert, Grasslands
F	Air (flying)

COMBAT VISUAL RANGE (IN HEXES)

(1d100)	Range Types					
	A	B	C	D	E	F
01-04	0	1	2	3	8	15
05-08	1	2	4	6	16	30
09-12	1	3	6	9	24	45
13-16	2	4	8	12	32	60
17-20	2	5	10	15	40	75
21-24	3	6	12	18	48	90
25-28	3	7	14	21	56	105
29-32	4	8	16	24	64	120
33-36	4	9	18	27	72	135
37-40	5	10	20	30	80	150
41-44	5	11	22	33	88	165
45-48	6	12	24	36	96	180
49-52	6	13	26	39	104	195
53-56	7	14	28	42	112	210
57-60	7	15	30	45	120	225
61-64	8	16	32	48	128	240
65-68	8	17	34	51	136	255
69-72	9	18	36	54	144	270
73-76	9	19	38	57	152	285
77-80	10	20	40	60	160	300
81-84	10	21	42	63	168	315
85-88	11	22	44	66	176	330
89-92	11	23	46	69	184	345
93-96	12	24	48	72	192	360
97-00	12	25	50	75	200	375

2.12 COMBAT WEAPONS

Since the opening of the Gateway of the Worlds, fear, desperation, and the invaluable assistance provided by the Golden Heroes have inspired the Vinyans to develop weapons of increasing deadliness. The following tables detail the arsenal available to the adventurer.

Weapons have been grouped according to form and technique. This is important because a character who has gained proficiency in a weapon may use any other weapon within the same group at 3/4 of his ability, or the Base Chance for that weapon plus the character's DEX and any Racial Bonuses, whichever is higher. Naturally, the character will still be hindered in the use of any weapon for which he fails to meet the Weapon Ability requirements (see Weapon Ability, p. 28). Note: Being skilled with a Thrown Weapon does not allow the character this 3/4 modifier because of their widely varying techniques for the different weapons in that group.

2.12.1 Weapon Terms and Notations

These symbols and notations are used in the Weapons Tables to indicate each weapon's capabilities.

- ← This symbol notes weapons that can be used effectively with a thrusting attack and are therefore capable of Impaling on a Special hit.
- ! This symbol signifies weapons capable of Stunning on a Special hit.
- ♥ This symbol indicates weapons capable of Slashing on a Special hit.
- ⊕ This weapon Entangles a target on a successful Attack (instead of

ATTACK RESULTS

Score	Critical	Special	Fumble
97-103	01-05	06-15	00
90-96	01-05	06-14	00
84-89	01-04	05-13	99-00
77-83	01-04	05-12	99-00
70-76	01-04	05-11	99-00
64-69	01-03	04-10	98-00
57-63	01-03	04-09	98-00
50-56	01-03	04-08	98-00
44-49	01-02	03-07	97-00
37-43	01-02	03-06	97-00
30-36	01-02	03-05	97-00
24-29	01	02-04	96-00
17-23	01	02-03	96-00
10-16	01	02	96-00
04-09	-	01	95-00
01-03	-	-	95-00

Key	
←	Impales
!	Stuns
♥	Slashes
⊕	Entangles
⌘	Flails
↑	Attacks last after 1st round
✓	May return to thrower

standard damage). Treat the entanglement as if the target were grappled (see Grapple, p. 23). See the GSS entry of this table for more information. On a Special Hit, it also inflicts structural HPs of damage according to weapon type.

⌘ This weapon is designed to wrap, or "flail," around a parrying weapon or shield, making it more difficult to defend against.

✓ This symbol indicates that this missile weapon may return to the thrower after a missed attack (requires another Attack roll to be successful).

AC The Attack Category is a measure of the striking speed of the weapon. Weapons with lower Attack Category ratings will strike earlier in combat.

↑ Because of its length and slow swing rate, this weapon is at its normal AC for the initial attack, but attacks last thereafter if the opponent has closed to the same hex.

1H This is a weapon that requires only one arm to wield.

2H This weapon requires two arms to wield. Note that some weapons have both a one-handed and a two-handed listing. A character without the Weapon Ability to use the weapon with one hand may have the required WA for two-handed use. Naturally, a character would not have to be as strong or dexterous to use the weapon two-handed.

Base This number added to the character's DEX yields the starting percentage for anyone using the weapon for the first time. Characters may modify this percentage through Previous Experience and Racial advantages. All weapons within a group have the same base.

Actions to Reload This is the number of Physical Actions necessary to reload a crossbow using the appropriate mechanism, belt & claw, lever, or windlass. These need not be consecutive actions, and if the character has sufficient Strength Capacity to draw the crossbow by hand he can do so in one Physical action.

Damage The damage dice for weapons average the damage inflicted by cutting, thrusting, and impact, rather than any single mode.

WA The character's ability to use a weapon at its full potential is determined by comparing his Weapon Ability score (see p. 28) to the weapon's. A character may use any weapon; even one that has a higher Weapon Ability rating than his own. However, there is a (-05%) penalty to the character's Attack and Parry with that weapon for every point his Weapon Ability is deficient.

Wt The average weight of the object in pounds.

Cost The average retail price in Crowns.

DA The Damage Absorption of a weapon (or shield) measures the weapon's ability to absorb damage during a parry. If any one blow exceeds the weapon's DA the weapon breaks and must be mended (by Mend spell, Blacksmith, etc.). The Damage Absorption has been calculated using an average of weight, shape, and composition of the weapon.

Pull The Strength Capacity required to draw a bow or crossbow, in pounds. Note that crossbows have alternate means of drawing: levers, cranks, winches, etc. which are reflected in the number of actions required to reload.

Range The Attack percentage may be modified for range to the target in hexes. Short or less is normal. Short to Medium is 3/4 normal. Medium to Long is 1/2 normal.

GSS The Grapple STR and SIZ (GSS) of an entangling weapon is compared with the trapped individual's average of SIZ and STR for escape purposes on a successful grapple attack roll. Note: The GSS stat is also used to determine the number of locations that can be pinned.

Attack To attempt an attack, the character must roll percentile dice. Any roll matching his Attack score or less is considered a hit; any roll higher is a miss. Additionally, the character may score a Critical or Special hit on his opponent if the attack roll is extremely low or Fumble if the roll is extremely high.

Parry To attempt a parry, the character must roll percentile dice. Any roll matching his Parry score or less is considered a successful block, any roll higher is a miss.

Critical, Special, and Fumble Cross-reference the character's attack percentage level on the Attack Results Table (in the sidebar) to determine the exact number or range that must be rolled for each special attack result. Attack percentages higher than 103 have higher chances to score Critical and Special hits (05% and 15% of the base percentage respectively), but the necessary result for a Fumble remains 00.

2.12.2 Missile Weapons

Missile weapons include bows, crossbows, slings—any weapon that can be used at range. They have the lowest Attack Category (attacking first). This, coupled with their ability to disable targets many hexes away, is why they often dictate the outcome of a battle.

All players must declare their targets before the first missile weapon is fired. In the chaos of combat one's target may be felled by another character.

If a character wishes to shoot missiles into a melee hex, there is a chance that a missed shot will hit an unintended target equal to the combined SIZs of all other creatures within that hex as a percentage. If this figure is rolled, the GM should randomly determine which of the creatures is struck and where. Stray shots may be parried or dodged normally, assuming the unexpected target perceives the attack and has an appropriate action. A maximum of 60 pts. of SIZ may occupy a single hex (see Hex Facings, p. 74). See the sidebar for an example of this.

When firing at mounted targets, the attacker must state whether he is aiming for the rider or the mount. The rider may not parry for his mount.

Missile weapon characteristics are listed below.

MISSILE WEAPONS GROUPS BASE ATTACK AND PARRY PERCENTAGE = 15

Special	Weapon	Actions to Reload	Dam.	WA	Wt. (lbs.)	Cost (CR)	DA	Pull (lbs.)	Range (hexes) S-M-L
AC I									
Bow Group									
←	Light bow, 2H	—	1d6	51	1	75	1	60	8-15-50
←	Compound bow, 2H	—	1d10	75	7	250	7	60	10-60-75
←	Geffren tall bow, 2H	—	1d8	70	2	125	2	100	10-40-60
←	Zod bow, 2H	—	1d10*	60	5	N/A	20	80	10-60-75
Crossbow Group									
←	L. crossbow, 2H	4	2d6	37	8	100	8	180	10-35-70
←	H. crossbow, 2H	8	2d8	49	14	250	14	750	13-42-90
←	L. crossbow, 1H	4	2d6	52	8	100	8	180	10-35-70
←	H. crossbow, 1H	8	2d8	65	14	250	14	750	13-42-90
Sling Group									
!	Hand sling, 1H	—	1d6	25	0.5	5	1	N/A	5-7-9
!	Staff sling, 2H	—	1d8	70	3	15	8	N/A	7-9-12
Blowgun Group									
←	Blowgun	—	1d3	25	2	50	2	N/A	4-6-7

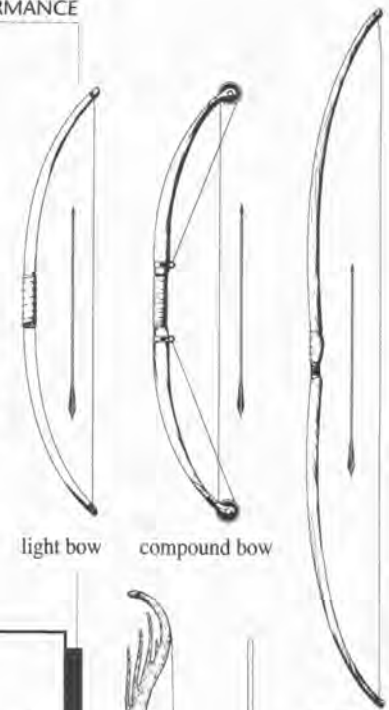
* Arrows grown from the bow add shock damage of 1d6.

Missile Range Modifiers

Distant targets are harder to hit. The range of a missile weapon is specific to its type, as listed on the right of the above table. All ranges are in hexes. These ranges should be noted on the character profile so that the player can reference them during combat. The "S" figure indicates Short Range, when the target is at this number of hexes or less. From above Short Range to the "M" figure is Medium range, from above this to the "L" figure (the maximum effective range of the weapon) is Long Range. The Attack modifier for each range is listed on the right and should be applied to the Attack percentage before the attack roll is made.

MISSILE RANGE MODIFIERS

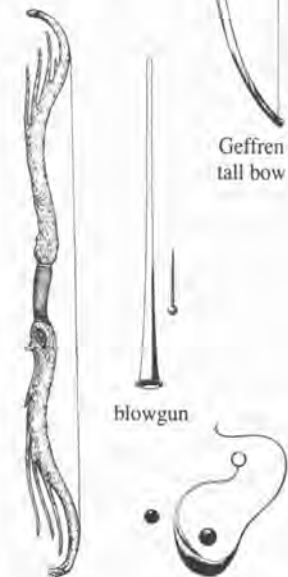
Short	Medium	Long
Normal	-1/4 ATT	-1/2 ATT



light bow

compound bow

Geffren tall bow



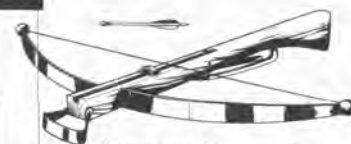
blowgun

Zod bow

hand sling



light crossbow

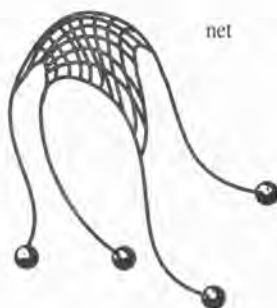
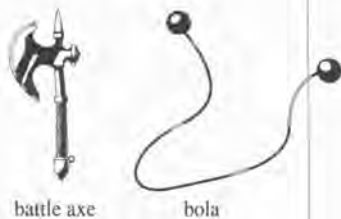


heavy crossbow



staff sling



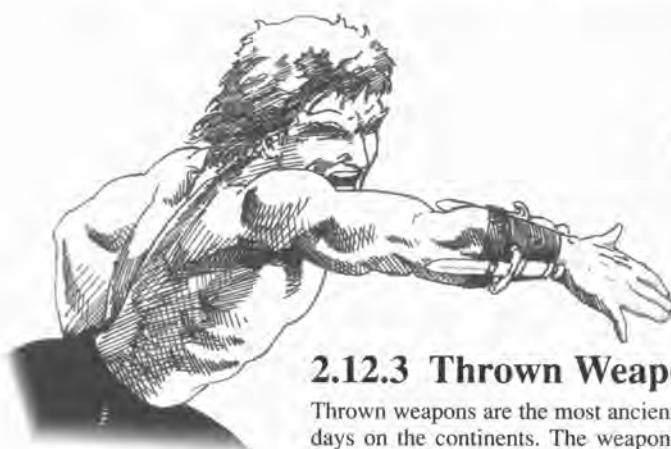


Key	
←	Impales
!	Stuns
♥	Slashes
⊕	Entangles
✓	May return to thrower
GSS	Grapple SIZ and STR

Reloading Missile Weapons

After firing a bow or crossbow the archer must reload. For Light and Compound bows, this involves pulling another arrow from the quiver, notching it, and pulling the string, all of which requires only one Physical action. Crossbows, on the other hand, must be cocked before placing the bolt. If strong enough, the character may draw the crossbow by hand; however, many archers require a cocking lever or winch to ready their weapon for the next salvo.

If a character has a Strength Capacity (see p. 27) greater than the "pull" of the crossbow he can reload it in one Physical action, although firing requires an additional action. Note: Although crossbows and the hand sling can be fired with only one hand they require both hands to reload.



2.12.3 Thrown Weapons

Thrown weapons are the most ancient on all Vinya, dating back to the earliest days on the continents. The weapons are more efficient these days, but are still used in the age-old manner that brought food back to the table.

THROWN WEAPONS BASE ATTACK AND PARRY PERCENTAGE = 15

Special	Weapon	Dam.	GSS	WA	Wt. (lbs.)	Cost (CR)	Range (hexes) DA 5-M-L
AC 1							
♥	Battle Axe	1d10	—	65	3.0	60.0	7 3-4-6
⊕	Bola*	1d4	10	45	4.0	20.0	1 6-12-15
! and ✓	Boomerang	1d4	—	65	1.0	35.0	5 5-10-25
←	Dagger	1d4	—	50	1.0	65.0	10 3-5-8
←	Javelin	1d8	—	70	2.0	40.0	3 6-12-20
⊕	Net, Small*	1d4	10	40	12.0	75.0	1 1-2-3
⊕	Net, Medium*	1d4	20	60	18.0	110.0	1 1-2-3
⊕	Net, Large*	1d4	30	80	24.0	150.0	1 1-2-3
!	Simple Object**	varies	—	—	varies	—	varies ***
←	Spear	1d10	—	40	4.0	30.0	4 5-10-15
←	War Dart	1d6	—	35	2.0	20.0	1 3-4-7

* Bolas and nets normally do not inflict structural damage, but instead will entangle their targets (see Entanglement, p. 94). Unlike most weapons, the net, which has a DA of 1 for any size, has HPs equal to weight/4 which must be cut for the weapon to be broken.

** Such as a rock, coin, Spell Sphere, etc.

*** Short range = STR / 4, Medium range = STR / 2, Long range = STR (in hexes).

2.12.4 Melee Weapons

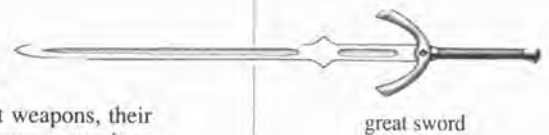
Melee weapons include swords, axes, hammers, pole arms—anything that is used hand-to-hand. There are few experiences more satisfying in a role-playing game than standing toe to toe with an opponent and hacking/smashing/gouging him to unidentifiable bits.

Swords

While the size of the blades may vary, the artistry of swordsmanship remains essentially the same for each sword type. It can be used for cutting and hacking or can be plunged full-length into an opponent and grated along his spine. Swords are elegant weapons, their use depends on form, style, and a keen edge. Swordsmen should devote several hours a week to maintaining (sharpening and oiling, etc.) their weapons or the GM may diminish the blade's performance. The following table lists the different Sword types and their attributes.

SWORDS GROUP BASE ATTACK AND PARRY PERCENTAGE = 15

Special	Weapon	Dam.	WA	Wt. (lbs.)	Cost (CR)	DA
AC III						
← or ♥	Great sword, 1H	2d8	95	9.0	250.0	30
♥	Great sword, 2H	2d8	80	9.0	250.0	30
AC IV						
← or ♥	Bastard sword, 1H	2d6	75	5.0	200.0	20
♥	Bastard sword, 2H	2d6	60	5.0	200.0	20
← or ♥	Long sword, 1H	2d4	65	4.0	125.0	15
♥	Long sword, 2H	2d4	52	4.0	125.0	15
AC V						
← or ♥	Broad sword, 1H	1d8	45	3.0	100.0	10
♥	Broad sword, 2H	1d8	25	3.0	100.0	10
← or ♥	Short sword, 1H	1d6	30	2.0	75.0	9
♥	Short sword, 2H	1d6	20	2.0	75.0	9
AC VI						
← or ♥	Dagger, 1H	1d4	15	1.0	40.0	6



great sword



bastard sword



long sword



broad sword



short sword



dagger

Pole Arms

Vinyan pole arms are the mainstay of regimental tactics, especially against cavalry. The extended reach provides a decided advantage in most situations for those with the Stats to wield them properly. Also, they're excellent for toasting marshmallows.

The Pole Arm weapon type includes halberds, pikes, and pole-axes, etc.

POLE ARMS GROUP BASE ATTACK AND PARRY PERCENTAGE = 15

Special	Weapon	Dam.	WA	Wt. (lbs.)	Cost (CR)	DA
AC II						
← and ↑	Lance, 1H	1d10	75	8.0	40.0	8
←	Spear, 1H	1d10	79	3.0	30.0	10
←	Spear, 2H	1d10	61	3.0	30.0	10
AC III						
♥ and ↑	Pole arm, 1H	2d6	93	6.0	175.0	16
♥ and ↑	Pole arm, 2H	2d6	71	6.0	175.0	16
!	Quarterstaff, 2H	1d8	55	4.0	10.0	10

Key

- ← Impales
- ! Stuns
- ♥ Slashes
- ⊕ Entangles
- ⊗ Flails
- ↑ Attacks last after 1st round



quarterstaff



lance



polearm



club



torch



flail



mace



heavy mace



great hammer



battle axe



great axe

Key

- ← Impales
- ! Stuns
- ♥ Slashes
- ⊕ Entangles
- ∞ Flails
- ↑ Attacks last after 1st round

shield



Axes and Hammers

Vinyan axes and hammers were used by craftsmen and professionals centuries before their value as weapons was fully recognized. The Bruff, of course, are fond of these violent and versatile weapons. For example, armor repair in the field is much easier with a hammer than with a pole arm or sword, and an axe will create kindling quicker than a Squishie spoils.

Those weapons that fall within the Axes and Hammers classification are listed below.

AXES AND HAMMERS GROUP BASE ATTACK AND PARRY PERCENTAGE = 20

Special	Weapon	Dam.	WA	Weight (lbs.)	Cost (CR)	DA
AC IV						
♥	Battle axe, 1H	1d10	59	4.0	100.0	10
♥	Battle axe, 2H	1d10	44	4.0	100.0	10
∞	Flail, 1H	2d4	88	4.0	125.0	12
∞	Flail, 2H	2d4	60	4.0	125.0	12
!	Club, 1H	1d6	30	3.0	30.0	5
!	Club, 2H	1d6	20	3.0	30.0	5
!	Light mace, 1H	1d8	40	4.0	60.0	10
!	Light mace, 2H	1d8	30	4.0	60.0	10
!	Torch, 1H	1d4	15	1.0	0.5	2
!	War hammer, 1H	1d8	49	3.0	125.0	10
!	War hammer, 2H	1d8	31	3.0	125.0	10
AC V						
♥	Great axe, 1H	2d6	78	6.0	150.0	25
♥	Great axe, 2H	2d6	63	6.0	150.0	25
!	Great hammer, 1H	2d6	87	10.0	125.0	22
!	Great hammer, 2H	2d6	69	10.0	125.0	22
!	Heavy mace, 1H	1d10	62	5.0	75.0	18
!	Heavy mace, 2H	1d10	45	5.0	75.0	18

Shields

Shields may be used to parry the attack of an opponent or slide down a snow-covered hill. They combine the damage absorption of armor with the maneuverability of a melee weapon to provide a most effective defense. A shield is the only practical device that can parry incoming missile attacks; one could use a surfboard, but it would soon be ruined.

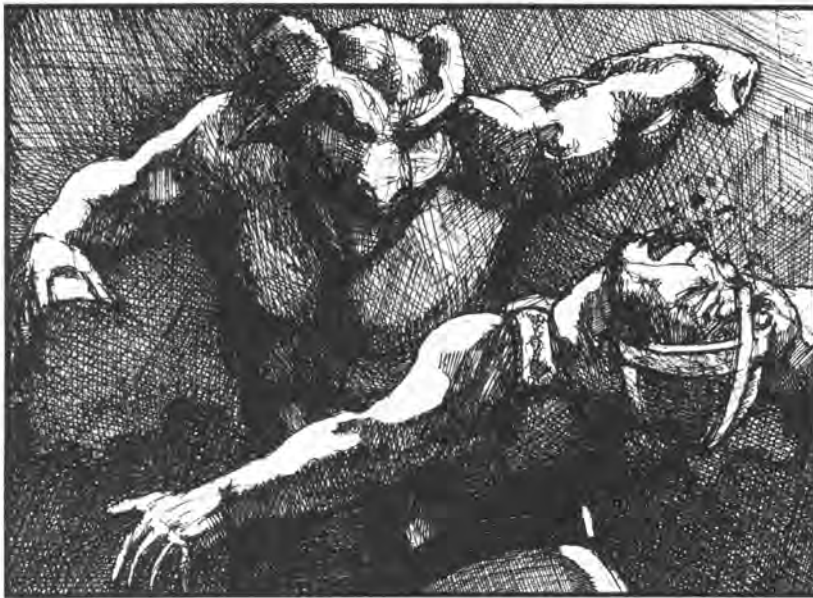
Like weapons, shields vary in size and require a certain STR, SIZ, and DEX to use properly. Statistics relating to shields are provided on the accompanying table.

SHIELDS GROUP BASE ATTACK AND PARRY PERCENTAGE = 15

Special	Weapon	Dam.*	WA **	Weight (lbs.)	Cost (CR)	DA
AC V						
!	Large	1d8	85	13.0	100.0	25
!	Medium	1d6	55	8.0	50.0	15
!	Small	1d4	25	5.0	35.0	10

* Shields inflict this damage only when used for an Attack action.

** The WA of a shield is halved if used with two hands.



Physical Attacks

The weapon a character will always have at hand is his own body. The character may inflict damage with the various parts of his body as follows:

PHYSICAL ATTACKS GROUP						
BASE ATTACK AND PARRY PERCENTAGE = 30						
Special	Weapon	Dam.	WA	Wt. (lbs.)	Cost (CR)	DA
	AC I					
♥	Bite	1d3	0	N/A	Free	By Armor Type
!	Fist, 1H	1d3	0	N/A	Free	By Armor Type
!	Kick, 1F*	1d4	0	N/A	Free	By Armor Type

* "1F" denotes one foot

Key	
←	Impales
!	Stuns
♥	Slashes
⊕	Entangles
∞	Flails
↑	Attacks last after 1st round

2.13 ARMOR

If an attack successfully inflicts damage to a defending creature, the damage is applied to the target location as rolled. The DA (Damage Absorption) of the armor in that location is subtracted from the damage done, and any remaining is subtracted from the creature's Hit Points in that location. It is quite possible for small attacks to "bounce off" heavily armored opponents harmlessly. The effects of damage to hit locations are more fully covered in Damage and Healing (see p. 87).

2.14 DAMAGE AND HEALING

Damage that is not parried or fully absorbed by armor is subtracted from the rolled hit location's Hit Points (HPs). Hit Points measure structural body damage, which can be healed naturally or through magic. Once damage has been inflicted, however, the wound will also lose Blood Points (BPs) and will continue to bleed if it is not Healed or controlled with First Aid. Blood Points are subtracted from the Blood total, not Hit Points. Lost Blood Points can only be recovered through Natural Healing (see p. 89).

The hit location table is used solely for structural damage, while the blood total is used for total blood quantity. The effects of Structural damage are shown in the following tables.



Damage and Armor Example
Springing forth from hiding, Flaky the Nord charges at Tiessa, whose waiting bastard sword has an Attack percentage of 85. BOB rolls a 45, a hit. Flaky used both of his Physical actions rushing up, so he may not Dodge or Parry. Tiessa's Bastard sword does 2d6 damage, with an additional 1d4 points of Bonus Damage due to her STR of 15. BOB rolls $2d6 + 1d4$, yielding 7 points of damage. BOB rolls 1d100 to see where Tiessa's sword hits Flaky, getting a 72. The sword hits in the chest according to the Nord Hit Location Chart. Flaky is wearing finely crafted Nord Plate Armor on his chest (a tin dinner plate on a string around his neck), which has a Damage Absorption (DA) rating of 1. Subtracting the 1 DA of Flaky's armor from Tiessa's 7 points of damage, Flaky takes 6 Hit Points to his chest, reducing the number of Hit Points there from 4 to -2. Flaky also loses 1 point from his Blood Point (BP) Total, reducing it from 22 to 21.

Serious Condition Example
Flaky the Nord is now at -2 in the chest. Since this is negative, but does not exceed the negative of Flaky's original Hit Points in his chest (which would be -4), Flaky's chest is only in Serious condition. Unconscious, he falls to the ground and will lose an additional Blood Point per round.

Crippled/Dead Condition Example

Flaky, unconscious and bleeding, lays at Tiessa's feet. After a dramatic pause, Tiessa hefts her razor-keen Bastard sword and cleaves Flaky's scabrous body in two with an 11 point hit to the chest. One Hit Point of damage is absorbed by Flaky's armor, and the remaining 10 points take Flaky's chest to -12, well below the negative of Flaky's original Hit Points in his chest (-4). Flaky dies a gruesome and unmourned death.



2.14.1 Damage Conditions

The following terms can be used to describe the status of any hit location at any time.

Status	Definition
Normal	No damage has been sustained.
Wounded	The location has no less than 0 hit points but is at some level less than Normal.
Serious	The location has a negative hit point level, but is not below the negative of the original total.
Crippled/Dead	The hit point level in the location has gone below the negative of the original total. The character is in shock or dead.

Normal and Wounded Conditions

No significant effects, all skills normal.

Serious Condition

In addition to bleeding (see Blood Loss, p. 89), a location in Serious condition will be affected as follows:

Location	Effect
Either Arm	Anything held with that arm will be dropped. Remember possible off-handed weapon use penalties (see p. 75).
Either Leg	The character will fall to the ground, but can still fight with negative positional modifiers (see Combat Situations, p. 74)
Abdomen	The afflicted will fall as control of their legs is lost, though they remain conscious and may continue fighting with negative positional modifiers (see Combat Situations, p. 74).
Chest	The wounded individual will fall and become unconscious, and cannot Heal himself. Attempts to Heal the downed individual must overcome their MPT or MPR.
Head	The creature will fall and be rendered unconscious and cannot Heal itself. Attempts to Heal the downed creature must overcome its MPT or MPR.

Crippled/Dead Condition

When this condition is reached the creature is either crippled or dead, depending on the location affected. Arms and legs are crippled and useless because of extensive damage, or are severed from the body if a Slashing weapon was used. The creature goes into shock and is unable to heal itself. Attempts to Heal the wound must overcome the creature's MPT or MPR. Healing will not replace the limb but will revive the creature if the limb is improved to a Serious condition. It is possible to restore a crippled limb with a single Heal spell equal to the original hit points in that location. A Stiff Limb spell can temporarily preserve a limb until this can be accomplished. As a last resort it is possible to obtain Drazzi aid to regrow the lost limb (see the Drazzi spell Regenerate, p. 179).

If the head, chest, or abdomen reaches Crippled, the creature is dead.

Being Saved from Death (Optional)

Creatures who receive a mortal wound begin to die but it takes a little while for their life force to leave their body and begin adventures in the unknown. The transition time is the creature's CON in seconds, which represents their unwillingness to give up their current way of life. Note that this includes the 6 seconds of the round in which the mortal blow was struck. Thus an average individual with a 12 CON will hang on for an additional 6 seconds, or one additional round, giving his compatriots a chance to rescue him.

If, during this transition period, the victim's friends can Heal the location above the crippled/dead level by overcoming his MPT or MPR normally, the victim is yanked from the jaws of death. The strain and trauma of the experience will cause a permanent drain of 1 point of CON; however, if the time expires then the creature's lifeless body becomes "Bolsch Brunch."

2.14.2 Blood Loss

Any Structural damage the body absorbs will also cause blood loss. There are two different forms of Blood Loss, "initial" and "drainage." Initial Blood Loss is scored with the structural damage. Any attack that causes structural damage will immediately subtract 1 Blood Point from the Blood Total.

Note that Slashing special hits will inflict a great deal more initial blood loss (see Slash, p. 61).

While locations injured to a Wounded Condition do bleed superficially and may prove unsightly, the level of blood loss is insignificant. However, at the beginning of any combat round in which a character has open structural wounds in a Hit Location that is Serious or Crippled/Dead Condition, the character will lose Blood Points through drainage. Each such location that is in Serious Condition will drain 1 Blood Point from the character's Blood Total. Each such location that is in Crippled/Dead Condition will drain 2 Blood Points. A Heal spell or successful First Aid (Healer Professional Skill roll) will stop the bleeding in a single location.

A creature will pass out from blood loss when its Blood total falls below 3/4 its maximum. A creature will die if its Blood total falls below 1/2 of its maximum (take our word for it). Unlike Structural Damage, Blood is restored only through Natural Healing.

Smashing weapons cause bleeding damage as efficiently as slashing/cutting weapons, although the bleeding is mostly internal where the blood flows to the wrong places, which is just as bad as draining from the body outright.

2.14.3 Natural Healing

The body will naturally recover its proper state, given time. If magic is not used to accelerate the natural healing process, all damaged locations will naturally heal a number of Hit Points equal to the creature's CON as a percentage of the original points in that area per day. Similarly, the body will replenish its Blood Total at a rate equal to the Creature's CON as a percentage of the original Blood Total per day. This is the only method to replace blood loss to an individual's Blood Total.

Note: These figures are rounded to the nearest whole number; however, this figure will never be less than 1 unless the individual is dead.

These figures assume ample sustenance, rest, and normal concentrations of magic mineral. If a creature exerts itself (travels its full daily travel rate, engages in any rigorous activity for any extended period of time, etc.), or lacks decent food or water for the body to rebuild itself with, then the figures are halved or even removed altogether subject to the GM's discretion.

Healing Example

Nubby the Nord has crept away from the fight, leaving his friends to their fates. Nubby, who has a CON of 12, took a 5 Hit Point sword cut in his right leg, taking it from its original 3 Hit Points to -2, and he lost 5 Blood Points from his original total of 22, reducing it to 17. Bandaging his leg and resting all day, he regains 12% (his CON as a %) of 3 Hit Points (the normal number of Hit Points in Nubby's right leg), which is 1 Hit Point regained by Nubby's leg (bringing it up to -1). Nubby also regains 12% (his CON as a %) of 22 (his normal Blood Point Total), which is 3 of Nubby's Blood Points regained during his day of rest.

After an additional day of rest, Nubby has regained all of his lost Blood Points and has regained 2 Hit Points of the damage to his right leg, bringing it up to 0. Since the Hit Point total in his leg is no longer negative, Nubby can now walk on it and limp home.

NUMBER OF HIT/BLOOD POINTS RESTORED PER DAY

Max HP/BP	CON																							
	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24				
1-5	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
6	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
7	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	2	2	2	2	2	2
8	1	1	1	1	1	1	1	1	1	1	1	1	1	1	2	2	2	2	2	2	2	2	2	2
9	1	1	1	1	1	1	1	1	1	1	1	1	2	2	2	2	2	2	2	2	2	2	2	2
10	1	1	1	1	1	1	1	1	1	1	2	2	2	2	2	2	2	2	2	2	2	2	2	2
11	1	1	1	1	1	1	1	1	1	2	2	2	2	2	2	2	2	2	3	3	3	3	3	3
12	1	1	1	1	1	1	1	1	2	2	2	2	2	2	2	2	3	3	3	3	3	3	3	3
13	1	1	1	1	1	1	1	2	2	2	2	2	2	2	2	3	3	3	3	3	3	3	3	3
14	1	1	1	1	1	1	2	2	2	2	2	2	2	3	3	3	3	3	3	3	3	3	3	3
15	1	1	1	1	1	2	2	2	2	2	2	2	3	3	3	3	3	3	3	3	3	3	3	4
16	1	1	1	1	2	2	2	2	2	2	2	3	3	3	3	3	4	4	4	4	4	4	4	4
17	1	1	1	2	2	2	2	2	2	3	3	3	3	3	3	3	4	4	4	4	4	4	4	4
18	1	1	1	2	2	2	2	2	3	3	3	3	3	3	4	4	4	4	4	4	4	4	4	4
19	1	1	2	2	2	2	2	2	3	3	3	3	3	4	4	4	4	4	4	4	4	4	4	5
20	1	1	2	2	2	2	2	3	3	3	3	3	4	4	4	4	4	4	4	4	4	4	5	5
21	1	1	2	2	2	2	3	3	3	3	3	4	4	4	4	4	4	4	4	4	4	5	5	5
22	1	1	2	2	2	2	3	3	3	3	4	4	4	4	4	4	4	4	4	4	4	5	5	5
23	1	1	2	2	2	3	3	3	3	4	4	4	4	4	4	4	4	4	4	4	4	5	5	6
24	1	1	2	2	2	3	3	3	4	4	4	4	4	4	4	4	4	4	4	4	4	5	5	6
25	1	2	2	2	3	3	3	4	4	4	4	4	4	4	4	4	4	4	4	4	4	5	5	6

Note: Blood Total Recoveries can be computed by multiplying the character's maximum Blood Point Total by their CON as a percentage.

Breaking Things Example
 Tiessa is resting in the inn while Lirg and Midon are out looking for work when thugs from the Trebor Botanical Society burst into the room, looking for Midon and the specimens he promised to bring to them. Not seeing Midon around, they attempt to intimidate Tiessa into revealing his whereabouts. Irritated at having her nap disturbed, Tiessa responds with a sweep of her mighty bastard sword. BOB rolls a 56, well within Tiessa's Attack percentage, but the GM informs BOB that the botanist successfully Dodged. The GM also explains that, because of the cramped quarters, Tiessa's missed attack strikes the wooden panel behind her target. Tiessa inflicts 9 Hit Points damage to the wall. An interior wall normally has a DA of 3, but the GM rules this wall only has a DA of 2 due to inferior workmanship. Subtracting the remaining 7 HPs of damage from the wall's 10 leaves the wall with only 3 Hit Points in that location, which is below the wall Functional Threshold rating of 5. Tiessa's sword punches a fair-sized hole in the wall; not much help, but it may be useful as an alternate escape route.

MATERIAL DA

Material	DA
Glass	1
Twine, reeds	1
Ice	2
Dried mud (adobe and ceramics)	2
Wood (branches, most furniture)	3
Snod wood	4
Most precious metals	4
Brick, stone	6
Power gems, petrified	7
Dense stone (cavern walls, etc.)	8
Steel	10
Power gems, vulcanized	12

2.14.4 Damaging Inanimate Objects, or "Breaking Things"

Inanimate objects can be damaged the same way living creatures can, except that they do not bleed and they cannot dodge. Should a character wish to damage an object, for whatever reason, they devote one Physical action, make an ATT roll, and roll appropriate damage. Attack rolls versus inanimate objects are treated as if they were aimed at unconscious/incapacitated creatures (see p. 77).

Objects have Hit Points equal to their weight divided by 4, just like living beings. They also have DA ratings based on the material of which they are constructed. Each object also has a Functional Threshold rating, usually equal to 1/2 its total HP. Damage inflicted on an object from a successful Attack is reduced by the object's DA and then, assuming some damage is left over, subtracted from its total HP. If the amount of damage an object has taken exceeds its Functional Threshold, the object is broken to an extent that it can no longer function as it was designed (broken chairs cannot hold people, broken doors can be walked through, broken wheels will not roll, etc.). If an object's actual HP are reduced to 0 or below it is completely destroyed, decimated beyond any hope of repair (walls are caved in, support beams buckle, chairs are reduced to splinters, etc.). Consult the following table for guidelines on assigning DAs to objects.

The DAs listed are meant to act as a guideline; there may be situations where the GM will decide to modify them slightly. Perhaps the material is old and rotten, or the object is made of composite materials (wooden doors reinforced with steel, for example). Consult the following table for examples of DAs, Functional Thresholds, and total HPs.

INANIMATE OBJECTS DA AND HPs

Object	DA	Functional Threshold	Total HP
Chair	3	2	4
Four person table	3	4	8
Iron bars	10	8	8
Window	1	1	1
Rope	2	1	1 per 50'
Chain	8	1	1 per 10'
Beer mug	1	1	1
Bruff ale mug	2	2	4
Padlock	8	2	2
Keg	3	4	8
Wheelbarrow	3	5	8
Wagon, small	3	100	200
Wagon, large	3	150	300
Wagon wheel	3	6	12
Door	3	5	10
Heavy door	3	10	20
Small safe door	10	8	10
Vault door, castle gate	10	375	750
Wooden beam, 2-4" thick, average tree, etc.	3-4	3	5 per 10'
Heavy wooden beam, mast, large tree, etc.	3-4	100	200 per 10'
Stone pillar	6-8	150	300 per 10'
Tent wall	1	1	2
Adobe wall, dried mud, cheap brick	2	7	14
Interior wooden wall	3	5	10 per hex
Exterior wooden wall	3	15	30 per hex
Brick wall	6	25	50 per hex
Castle wall	8	35	70 per hex

2.15 MOVING AROUND VINYA

2.15.1 Terrain Reductions to Travel Rate

Consideration must be given for the type of terrain the character is traveling through for determining his Daily Travel Rate. It is much easier to traverse a grassland than it is to trudge through a snowfield. Modify the character's Travel Rate as indicated by the table to the right.

2.15.2 Travel Rate at Sea

Vinyans have gained a large degree of mastery over the art of sailing. Although this includes the development of a number of different types of sailing craft, the first consideration for travel rates by sea is, obviously, the wind.

Wind Speeds

Travel at sea is measured according to the Binka Wind Scale, an archaic and somewhat generalized system which gauges the prevalent wind conditions. The Binka Wind Scale was developed by none other than Binka the Swell-headed, an Unspeakable of some renown. In an effort to make travel by sea a little safer, Binka developed his scale to advise sailors of prevailing conditions. The scale is also used by ship's captains to estimate travel times, knowing how fast their craft moves in each particular type of breeze. The Binka Scale classifications are reprinted here with the permission of the Binka estate.

Each day of waterborne travel, the Game Master should roll on the Wind Speed Table.

Binka's Scale of Winds	Binka's Description
20	Gentle Breeze, sail with ease
40	Strong Breeze, swaying trees
60	Strong Gail, landlubbers wail
80	Neg's a-brewin', get the crew in

TERRAIN REDUCTIONS

Terrain Type	Reduction
Mountains, Wetlands	-3/4
Desert	-1/2
Forest, City/Town	-1/4
Grasslands	none
Road	2 x normal

WIND SPEED

(1d100)	Relative Wind Speed	Binka Scale
01-05	0 mph	0
06-15	5.5 mph	5
16-25	11 mph	10
26-45	22.5 mph	20
46-65	34 mph	30
66-80	45 mph	40
81-90	56.5 mph	50
91-95	68 mph	60
96-97	79 mph	70
98-99	90 mph	80
00	Roll again, Special if repeated	

Special: A Neg is in the offing! Land should be made with all haste to weather the storm. A Neg is a colloquialism for the mightiest of sea storms. Winds will rise to 100 mph + the result of an additional roll on the Wind Speed Table within a day of the Special result, and will remain at that elevated level for 1d4 days.

Travel during a Neg is considered the most foolhardy of acts.

Wind Direction

The preceding table may be used as a general guide for wind conditions at any time, but direction is also vitally important. Winds on Vinya tend to run from West to East, but the GM should roll on the accompanying table to determine the actual direction each day.

Sea Vessels

Sailing craft can only go as fast as the wind will propel them, and most can't even do that. The following table gives guidelines on vessel speeds by type of ship. To determine the speed of a sailing vessel, apply its speed modifier to the present wind speed, then consult the Boat Speed by Maneuver table. At no time can the vessel exceed its Top Speed, except in cases where the Wind Speed driving the ship would be enough to double that Top Speed. For every doubling, the craft will go 1" faster.

BOAT SPEED BY TYPE

Type Boat	Speed Modifier	Top Speed
Sailboard	1	60"
Catamaran	1	40"
Junk	1/4	5"
Schooner	3/4	23"
Sloop	3/4	20"
Sharpie	1/2	18"
Skiff	1/2	15"

WIND DIRECTION

(1d100)	Out of the:
01-11	North
12-19	Northeast
20-34	East
25-32	Southeast
33-43	South
44-59	Southwest
60-84	West
85-00	Northwest



Sailboard



Catamaran



Junk



Schooner



Sloop



Sharpie



Skiff

Sailing Maneuver

The desired direction of travel compared to the Wind Direction will indicate which sailing maneuver to perform. The Speed Modifier indicated by the maneuver type is applied to the vehicle speed as determined by boat type. In essence, the current Wind Speed is reduced first by the type of sailing craft, then by the sailing maneuver being employed to arrive at the ship's present speed. Consult the Boat Speed by Maneuver table to discover which sailing tactic is appropriate for a given situation.

Broad Reach – Sailing with the wind coming over the back quarter. This is the fastest point of sail for most craft.

Run – Running directly away from (with) the wind. It may seem that this point would be the most effective, but actually the airfoil effect of the sail is neutralized; it becomes just a bag for the wind to push into.

Beam Reach – Running with the wind directly off the beam (coming straight from the side). Tacking is possible at this point, but drift is likely to negate any gains upwind. This is the preferred point for pleasure boaters, as they can go back and forth and still make port again, usually without having to resort to a Beat.

Close Reach – Between a Beat and a Beam Reach. This is the minimum point necessary to advance into the wind effectively by Tacking.

Beat – Sailing as close as possible to the wind (up to about 60 degrees). A successful Skipper roll is required to make this point; Junks will never maintain it.

Tack – The method of turning, involving passing from a Beat, through Irons, and onto a Beat on the other side is also known as "coming about." If done improperly, the craft will lose speed too fast and either go into Irons or just be pushed back onto the same Beat. The danger with this maneuver is the boom coming across the deck, particularly on a failed attempt. In very high winds the craft is unlikely to build enough speed to overcome the wind and will continually be pushed backwards or back onto the same Beat.

Jibe – This method of turning involves going from a Broad Reach, through a Run, and onto a Broad Reach on the other side. Unlike a Tack, where the craft loses speed throughout the maneuver, a Jibe increases speed, and can become rather hair-raising in high winds. The dangers here are swinging booms, broken masts, or pitchpoling, wherein the bow of the craft dives, causing the craft to buck, capsize, or even flip completely over its nose.

Reefing – By furling the sails partway, or only raising storm sails, which are much smaller, a craft presents a much smaller profile, allowing enough movement to give the tiller play without risking damage to rigging in very high winds. Reefing will halve the boat speed at any point of sail.

BOAT SPEED BY MANEUVER

Direction of Travel	Point of Sail	Max Speed (x Wind Speed)
Directly with wind	Run	3/4
30 to 60 degrees off WD	Broad Reach	1
60 to 90 degrees off WD	Beam Reach	3/4
90-120 degrees off WD	Close Reach	1/8
120-150 degrees off WD	Beat	1/4
Directly facing the wind	In Irons	1/4 (back)

WD = Wind Direction

Wind Speed Affects On Missile Weapons and Flying Creatures (Optional)

Conveniently enough, Binkas are convertible to hexes per melee round, and any flying creature caught in the winds will be pushed that far in the direction of the wind (determined by the GM) and may then move normally each round. Thus a flying creature must devote an action to movement just to stay still in a windy environment. Also, in a gusty environment, Missile ranges (short medium and long) are reduced by that number regardless of the wind direction because of turbulence. It is easier to hit a target with no wind than with wind at your back.

2.16 HAZARDS

"The world is a dangerous place and hazards lurk everywhere..." — Avatar

2.16.1 Fatigue

A character can fight or physically exert themselves up to a number of combat rounds equal to his CON, after which he will start to show the effects of fatigue. Fatigue reduces all Mental and Physical abilities by $-1/2$, as well as the CON score itself. Thus, the character will only be able to operate an additional number of rounds equal to $1/2$ their CON before all their skill abilities are reduced by another $-1/2$, including CON again. This continues until an effective CON below 1 is reached, at which time the character collapses from exhaustion.

The effects of Fatigue are counteracted through rest. Characters may devote Physical actions to resting. Every two Physical actions of rest will reverse one combat round worth of fatigue, thus postponing the next reduction level and eventually restoring the character to full percentages. Every action the character spends exerting himself must eventually be met with two rest actions for recovery.

2.16.2 Disease

Disease is a factor of everyday life on Vinya. The more common diseases are well known and a fair amount of lore is available to help the character recover from any of these. With the opening of the Gateway of the Worlds, however, came an invasion on a microscopic scale. Invading creatures brought various germs and viruses that, perhaps dormant within their own systems, can spread to Vinyan hosts, whose bodies have little or no resistance. Fortunately, the same disease-preventative habits Vinyans have been exercising for years are useful in dealing with alien maladies as well.

In most cases, a situation in which a creature is susceptible to contracting a disease will be evident. A bite wound, for instance, would warrant a Disease check, as would an encounter with Gudds or rotting flesh, a stay in a flop house, a Fumbled Cooking roll, or close contact with a diseased individual. A Disease check is made using the average of the character's Constitution and Luck. The CON score has a direct impact on the chances of becoming infected while LUK reflects various situations in which the disease is unconsciously avoided. The character must succeed in a Stat vs. Stat check using the average of his CON and LUK vs. the malady's Disease STR (as listed below).

For a Disease check, roll on the Disease Type table to determine what attacks the character. The skills of a Healer can be used to diagnose an illness.

DISEASE TYPE AND STRENGTH

(1d100)	Disease	Strength
01-06	Dots	16
07-12	Ear Block	11
13-18	Fire Fever	16
19-24	Flakes	15
25-30	Floater	10
31-36	Gastritis	13
37-42	Lung Spores	14
43-48	Mip Bumps	9
49-54	Mip Suckers	12
55-60	Pressure Eye	8
61-66	Scale Face	10
67-72	TS Mark	17
73-78	Twitching Lids	13
79-84	Vocal Spasm	16
85-90	Worms	10
91-96	Yellow Skin	11
97-00	Roll Twice (multiple diseases)	

A full description of these diseases and their effects can be found in the Character Environment Section (see p. 147).

Fatigue Example

While scouting around for a mercenary job, Lirg gets into a brawl with one of the local townspeople (Barf the Barkeep, who has a CON of 14). Following the 14th Combat Round of their battle, Barf begins to succumb to fatigue, as all his skill percentages drop to one-half their normal chance. Barf can no longer rely on his 75% Parry percentage with his club to protect him from Lirg's massive Great Hammer, since it is now reduced to a mere 38% ($75 \times .5 = 37.5$, rounded in Barf's favor to 38). Lirg, who has a CON of 18, has managed to snatch two rounds of rest during the struggle. This leaves Lirg with 6 rounds ($18 - 14 + 2 = 6$) before his offensive effectiveness begins to wane. Barf is beginning to think the tip wasn't that bad, after all.

Disease Example

While Lirg is looking for work in the local tavern, Midon seeks it in the nearby sporting house. Upon waking the next morning, Midon discovers his new friend has a nasty case of Mip Bumps during the previous night's games. To see if Midon has contracted Mip Bumps, CRAIG rolls the average of Midon's CON and LUK in a Stat vs. Stat check against the STR of the disease (in this case, STR 9). Midon's CON is 13 and his LUK is 19, meaning their average is 15 ($13 + 19 = 29$, $29 \times .5 = 14.5$, rounded in Midon's favor). The Mip Bumps have a STR of 9, giving Midon a 30% advantage ($15 - 9 = 6$, $6 \times 5\% = 30\%$) and the Mip Bumps a 30% penalty. CRAIG must roll 80 or less ($50\% + 30\% = 80\%$) to fight off the infection, while the Mip Bumps must roll 20 or less ($50\% - 30\% = 20\%$). Unfortunately, CRAIG rolls an 87 for Midon while MICHELLE, the GM, rolls a 19 for the Mip Bumps. Later in the day, Midon breaks out with unsightly white growths.



Falling Damage Example
Tiessa has managed to chase Nate Barder, the thug from the Trebor Botanical Society, up onto the roof of the inn and into the branches of a nearby tree. Failing his Climbing roll, Nate slips and falls 40 feet to the hard cold ground below. Consulting the Falling Damage and Height of Fall table, Nate (SIZ 13) takes 5d6 damage from the fall. Desperate to avoid being a bloody mess, Nate uses every point of MPT he has to cast an Armor 5. Rolling randomly to determine the 5 locations (one per d6) hurt when he falls, the GM declares that Nate is hurt in the left leg three times, once in the right arm, and once in the chest. The damage in Nate's right arm is 3 HPs and the damage in his chest is 5 points; both easily absorbed by the Armor 5 spell. However, the three hits to his left leg results in 14 Hit Points of damage, 9 of which penetrate Nate's Armor 5 spell, reducing his normally 4 HP leg to -5. Nate finds himself crippled and in shock, waiting helplessly for the relentless Tiessa.

2.16.3 Drowning/Suffocating

Characters may find themselves without air for a variety of reasons. They could be trapped in a cave-in, dragged underwater by some hideous beastie, or Fumble a Swimming roll (see Swimming, p. 24). In any event, at the point a character no longer has air to breathe, his moments are numbered. He can hold his breath for his CON in combat rounds (just over a minute, for the average individual) before passing out. Once unconscious he will die almost immediately; subject to the GM's discretion. Note that fatigue reductions to CON apply to drowning resistance, so if a character's CON is halved due to fatigue, his ability to hold his breath is likewise affected.

The GM may decide what percentage of the equipment carried is buoyant, which would then not be added to the encumbrance weight. If a character begins to drown because their Tote Capacity has been exceeded (see Swimming, p. 24), they must shed the excess weight to save themselves. This requires a successful DEX vs. DEX check dependent upon how complicated the equipment is to remove (see table at right).

Equipment Removed	Necessary DEX
Any handheld items	5
Backpack, belted equipment	10
Flexible Armor	15
Rigid Armor	18

2.16.4 Entanglements

Characters may be entrapped by a bola, ensnared in a net, or caught in seaweed, brush, or thorny vines. The GM assigns a Grappling SIZ value for the entangling hazard, and the character would be considered Grappled as with the Physical skill (see p. 23). To determine the number of limbs restrained, the entanglement is considered to have one grappling appendage for every 5 pts. of Grapple Size; also, for the entrapped individual to attempt escape, the entanglement is considered to have a STR equal to its SIZ, and a Grappling skill level of 15% (unless otherwise specified). The Grapple size for naturally-occurring entanglements could range from a SIZ 1 shrub to a SIZ 50 hedge.



2.16.5 Falling Damage

Falls from any height of ten feet or more may inflict Falling Damage on the character. A table is provided below for applying Falling Damage.

Each die of damage is applied to a random Hit Location, and damage for all locations is rolled and totalled before being applied. Only magical protection such as an Armor or Energy Shield Spell will absorb falling damage.

FALLING DAMAGE

Distance Fallen	SIZ							
	1-10	11-20	21-30	31-40	41-50	51-60	61-70	71-80
10'	1d6	2d6	3d6	4d6	5d6	6d6	7d6	8d6
20'	2d6	3d6	4d6	5d6	6d6	7d6	8d6	9d6
30'	3d6	4d6	5d6	6d6	7d6	8d6	9d6	10d6
40'	4d6	5d6	6d6	7d6	8d6	9d6	10d6	11d6
50'	5d6	6d6	7d6	8d6	9d6	10d6	11d6	12d6
60'	6d6	7d6	8d6	9d6	10d6	11d6	12d6	13d6
70'	7d6	8d6	9d6	10d6	11d6	12d6	13d6	14d6
80'	8d6	9d6	10d6	11d6	12d6	13d6	14d6	15d6
90'	9d6	10d6	11d6	12d6	13d6	14d6	15d6	16d6
100' +	10d6	11d6	12d6	13d6	14d6	15d6	16d6	17d6

Formula: Characters receive 1d6 of damage for every 10 pts. of SIZ they possess rounding down, and 1d6 for every 10 feet fallen past the first 10'.

Damage from the Falling Damage table assumes falling at a 90 degree angle to the surface (falling straight down). In some instances (being thrown by a dragon, hitting the side of a hill, etc.) the individual may impact against the ground at an angle, which would inflict less damage as he "skips" along. Subject to GM's discretion, the following reductions should be applied to Falling Distance when not impacting against a surface dead-on for purposes of calculating damage.

Angle of Descent (degrees):	90-61	60-31	30-01
Damage Modifier	Full	-1/2	-3/4



2.16.6 Poison

A number of Vinyan lifeforms have made use of poison. Vinyans developed treatments for the toxins or learned to avoid contact. Fortunately, none of these species routinely attacked humanoids; incidents were cases of mistaken identity or self-defense, and resulted in only minor stings, rashes, or skin irritation. With the present invasion, Vinyans have been introduced to the use of poison as a weapon. The Gudd armies originated this most fearful practice by releasing a virulent powder into the water supply of the Upper Raakine Trade Center. The small city was forced to evacuate within days, creating the first breakthrough for the invaders across the Raakine River.

Poison Effects

All creatures are resistant to poison to one extent or another. Size and Constitution, which includes such factors as natural immunity, allergies, and genetics, both play a role in determining an individual's susceptibility to a particular toxin (as determined by the Miscellaneous Ability Poison Resistance/Drinking Capacity, p. 27)

Poisons are rare, but can be obtained in a range of effects and intensities, from hideous death poisons to mild intoxicants such as ale. The intensity is characterized by the number of levels, or rolls against Poison Resistance (see Poison Resistance/Drinking Capacity, p. 27). Each failed Poison Resistance (PR) roll moves the victim/drinker one level down on the Effects Table for that type of poison. Each Effect has a duration, at the end of which, the victim's condition improves to the next level up the table, the duration of which must in turn be endured, and so on to full recovery. A common tactic is to sleep through this recovery period.



Venomous Creatures
In addition to the use of poisons by intelligent creatures, several new species are themselves venomous. These creatures normally use venom to immobilize their prey or aid in digestion by breaking down tissues. Those creatures bearing or employing poisons that have entered through the Gateway of the Worlds are discussed in the Environment section.

INTOXICANT EFFECTS

Alcohol Level	Duration	Modifications to all Skill %	Modification to DEX	Modification to APP of Appropriate sex
Sober	—	none	none	none
Tipsy	1d2 Hours	none	-1	+1
Dizzy	1d4 Hours	-1/4	-2	+2
Drunk	1d4 Hours	-1/2	-3	+3
Numb	1d4 Hours	-3/4	-4	+4
Passed Out	1d4 Hours	No movement or thought is possible, character is in a deep slumber. After character wakes, he will experience the effects of "Numb."		
Comatose	2d4 Hours	Same as "Passed Out," after character wakes, he will vomit profusely, then experience the effects of "Passed Out."		
Dead	Indefinite	Character is alcohol poisoned, having literally drunk himself to death.		

Note: If the Poison resistance roll is fumbled, the character will be transformed into what is known as a "bad drunk," boisterous, obnoxious and not very fun to be around. The character must then roll a CON vs. CON 15 Stat Check (see p. 58) to avoid expelling the contents of his stomach in a violent and disgusting manner.

INEBRIATION VALUE OF COMMON VINYAN DRINKS

Beverage	Value per Drink (rolls against PR)
Beer/Ale	1
Wine	1
Nord Beer, Whiskey	2
Dragon Draughts	
Crag	3
Radbif	4
Fangwhistle	5
Bruff Whiskey	5

Poison Resistance Example
Back in the bar, Lirg and Barf the Bartender have decided to settle their differences in a civilized manner, a drinking contest. Each pours a jigger of Bruff Whiskey and quaffs it.

Lirg's Poison Resistance is 46
 $2 \times \text{SIZ } 14 = 28$,
 $28 + \text{CON } 18 = 46$

Barf's Poison Resistance is 36
 $(2 \times \text{SIZ } 12 = 24$,
 $24 + \text{CON } 12 = 36)$

Since Bruff Whiskey is a level 5 toxin, each glass imbibed requires the drinker to make 5 Poison Resistance rolls. After the first glass, SUSAN rolls 97, 04, 08, 28, and 82 for Lirg. The 97 and 82 are above Lirg's Poison Resistance, so Lirg is moved down two levels on the Intoxicant Effects Table, making him Dizzy (-1/4 to Skill rolls, -2 to DEX).

MICHELLE the GM rolls 95, 37, 96, 36, and 81 for Barf. Of these rolls, only the 36 is a success, so Barf is moved down four levels on the Intoxicant Effects Table, making Barf Numb (-3/4 to Skill rolls, -4 to DEX).

Barf is having trouble picking up the bottle, so Lirg is nice enough to pour the next glass for him. After quaffing the second shot of Bruff whiskey, SUSAN rolls 46, 29, 80, 89, and 36. The 80 and 89 are failed rolls, moving Lirg down two more levels on the Intoxicant Effects Table, making him Numb (-3/4 to Skill rolls, -4 to DEX).

Barf rolls 33, 96, 80, 32, and 53. Only the 33 and 32 are successful rolls, so Barf is moved down three more levels on the Intoxicant Effects Table, making him Dead (alcohol poisoned).

Lirg nods with satisfaction and applies for the bartender's job, pleased with his day of job-hunting.

PARALYTIC/DEATH POISON EFFECTS

Level	Duration	Modifications to All Skill %	Other Effects
Not Well	1d4 Min.	none	Dry mouth, hot flashes, or sweats.
Weakness	1d4 Hours	-1/4	Fever and boiling blood, numbness, tingling limbs, or blurred vision.
Fits	1d4 Hours	-1/2	Location of poison introduction swollen and useless (abdomen for ingested poisons).
Nausea	1d4 Hours	-3/4	Vomiting, heart palpitations, shortness of breath.
Paralyzed	1d4 Hours		Character is physically paralyzed, though he is awake and can perform Mental actions at -3/4.
Unconscious	1d4 Hours		Character is both physically and mentally incapacitated (asleep).
Comatose/Delirious	1d4 Days		Character in death-like slumber, punctuated every 1d6 hours with a short delirious state, often screaming out as if in pain.
Death	Indefinite		Body begins to decay and smell.

Impaling and Slashing weapons may be coated with poison. This requires the character to devote two Physical actions (one to coat the weapon, one to put the poison away safely). The character must then make a DEX vs. DEX 10 Stat Check to succeed. A fumble roll indicates that the character has poisoned himself. If the character does not take the time (Physical action) to secure the poison properly, there is a 50% chance that any remaining doses are lost. Every time an envenomed weapon hits a target and inflicts at least one point of damage past the target's DA, the poison is introduced into the blood stream, requiring Poison Resistance rolls. Once coated on a weapon a poison will evaporate such that it loses one Intensity Level for every 30 minutes.

The time that elapses before a particular poison or intoxicant takes effect varies from seconds to hours or even days. The quickest a poison can move through the body is one Level of Effect per combat round. Most alcohol-based Intoxicants take effect within minutes.

Antidotes

Antidotes are quite rare. Each has an Intensity rating, just like toxins, but which counteracts the effects of a single type of poison. For each point of Antidote Intensity, the subject may attempt a Poison Resistance roll. If successful, the subject is immediately treated as if the duration of that level of Effect has expired. All Vinyan antidotes developed to date take effect instantly, however, none yet exist to counter the effects of alcohol. In some cases, a poison-carrying creature will carry the antidote for a poison it may employ, just in case. An antitoxin is specific to the type of poison it counteracts, and requires some of the poison itself to manufacture. Unless the victim is within city walls, he has little chance of developing an antitoxin on his own. Note: The Purge Poison/Disease spells can also be used to counteract a given poison (see p. 127).

2.16.7 Starvation/Dehydration

Individuals must consume 03% of their body weight in food and water every day. Lacking this, they will begin to die. Consult the following table to determine a creature's required amount of nourishment.

It is assumed that characters will maintain a reasonably well-balanced diet of food and water, especially since quite a bit of moisture can be obtained by eating certain foods and many liquids could easily qualify as a satiating meals. However, if characters start to stretch the word "reasonable" such as surviving for weeks on nothing but pond scum, the GM may wish to implement the following guidelines.

Characters can survive for their CON in days without food. For each day they go without food, they must make a CON vs. CON 12 Stat Check, or all their abilities will be reduced by -1/2. Characters can only survive for their CON/4 in days without water. For each day they go without water, they must make a CON vs. CON 16 Stat Check or all their abilities will be reduced by -1/2.

Note: These modifiers are cumulative.

FOOD REQUIREMENTS

Creature's Weight (lbs.)	Nourishment Required (lbs.)
01-49	1
50-83	2
84-116	3
117-149	4
150-183	5
184-216	6
217-249	7
250-283	8
284-316	9
317-349	10

ENVIRONMENT

3



3.1 THE WORLD OF VINYA

Vinyan society was once a well-planned synthesis of races living in harmony with the continent's natural ecosystem. The opening of the Gateway of the Worlds has thrown this elegant structure into a state of chaos. The intrusion of alien life forms, cultures, and diseases has unbalanced and forever altered the Vinyan food chain. Native creatures must compete with new ones for the same environmental niches or be supplanted by the aliens.

The GM should use the following information to provide a believable environment for the player's adventures. The first section of Environment contains detailed information on the cities, politics, arcane magics, and night life of Free Vinya—the area still controlled by native Vinyans. The second section covers the creatures, both dangerous and mundane, that the characters will encounter as they roam the continent.

3.1.1 Political System of Vinya

The original Vinyan government was designed to oversee a near-Utopian society. Since the opening of the Gateway, structured government has largely broken down, leaving the political landscape little more than a collection of independent city-states. The idealistic government was easily corrupted

once the watchful eye of the Element Masters was removed. The pre-gate hierarchy serves largely as a framework; genuine political power flows from hidden places. See the individual city references for more information.

The following outline shows the official hierarchy of power in Vinya. Generally, the further down the political ladder, the more casual and less structured the system becomes.

Hierarchy of Vinyan Political Power

- 1) The Council
- 2) Governors of major City-States
- 3) Mayors of Towns
- 4) Mayors of Villages
- 5) Elders of Hamlet

The Council

Having an Element Bind was the genetic prerequisite for being a council member. As the Council of Twelve are held responsible for Vinya's current state of crisis, future Element Masters may be barred from claiming political power as a birthright.



City-State Representatives

The Element Masters chose one member of each city's cabinet to represent that city in the Council. Each representative would bear equal vote with the Element Masters in dictating policy and deciding on courses of action. The destruction of the Council of Twelve took the majority of representatives with it. The handful who remained chose a member of their ranks, Edself, to fill the void left by the Element Masters. Lacking the mystical might of his predecessors, the only authority remaining to Edself was the authority to appoint new City-State Representatives. He has used this authority to gather a "think tank" of the finest sages and idealists from each city to repel the invaders and restore Vinya to its former glory.

City Governors

City Governors are elected for life by popular vote. Each governor appoints a cabinet of counselors to aid him in decision-making. A minimum of seven counselors must be appointed, the maximum limited only by the resources and demands of the city. The governor reserves the power to dismiss these representatives as he sees fit, but the only way to remove a governor from office is by impeachment. The city's high judiciary initiates this process by convening a hearing in which all counselors receive a vote. A simple majority decision is required for the governor to be impeached.

Note that City Governors frequently wield more political and financial power than the Council, and therefore rarely recognize its authority over them.

Mayors of Towns and Villages

Ideally, Mayors are elected every six years by popular vote, but the increasing fragmentation of the Vinyan political climate has caused wide variations on terms. Like Governors, Mayors appoint three to twelve advisors to help make decisions. Local taxation in towns and villages is usually light and Mayors must keep a day job.

Elder of Hamlet

Hamlets generally defer to the elders of the community to make political decisions. This position is determined not so much from a formal election as consensus. Length of term and degree of authority varies widely from place to place.

Non-Wellan Governments

Because the Wellans outnumber other Vinyans, non-Wellan communities are considered to be separate City-States existing within the standard Vinyan political system. Each has a

different system for choosing a leader, who commands the authority of a City-State Governor and appoints a cabinet of advisors from which Representatives to the Council are chosen.

Bruff

The Bruff elect a Chief after the old Chief dies. A tournament of wrestling matches, battles of wit, and drinking contests continues until all but two candidates are eliminated. A popular vote then decides who shall lead. Like Wellan governors, Bruff Chieftains appoint and dismiss their advisors as they see fit.

Geffren

The philosophy of Geffren politics is, "Age implies experience which equals wisdom, providing harmony and balance with the workings of nature; therefore the eldest is most qualified to lead." So strictly do the Geffren adhere to this policy that even when their leader, called the Old One, displays characteristics of senility, they attribute this to the inscrutability of enlightenment and continue to follow him loyally. The Geffren cabinet is comprised of those closest in age to the Old One.

Kitzu

Confirmed anarchists, the Kitzu do not believe in a system of government and do not participate in the Vinyan political structure. This bothers a lot of people, but not the Kitzu.

Unspeakables

So complex and inexplicable is the Unspeakable political system that it defies understanding to all but the Unspeakables themselves. Apparently, they consider positions of authority to be an unattractive burden... their only wish is to avoid being saddled with this responsibility. Therefore, when each clan nominates a candidate for leadership, it generally degenerates into an anti-popularity contest.

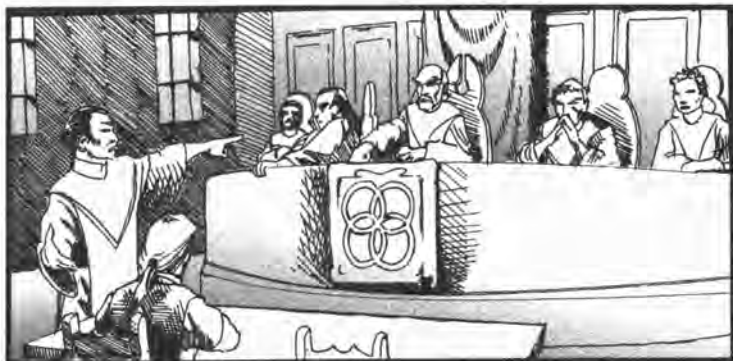
Those unfortunate enough to be deigned rulers by their family peers are installed as members of the Cabinet. They must then gather in the Unspeakable Activity Center to engage in a week-long raucous debate. The loser of this debate is dubbed Governor of all Unspeakables and the remaining Cabinet members (the winners) immediately Transport to Faine for a richly deserved vacation, leaving the newly installed Governor to deal with the problems of disgruntled Unspeakables everywhere.

3.1.2 Judicial System of Vinya

In cases of judicial dispute, all Vinyan Villages are required to have a judge to hear trials. In many small villages the Mayor presides. In important cases, the judge may convene the council of advisors to hear the case. The judge runs the court, but a majority of those present dictates the ruling. If no judge is present, or if the judge is for any reason improper for a particular case, then another judge will be elected, pro tem, to act as arbiter. Cases can be appealed to a higher court wherein said court decides whether to hear the case. Justice is usually swift. Legal council is unavailable except for the extremely rich. However, a sage of some sort is usually appointed by the court to provide information on precedent, legal definitions, and so forth. Generally prosecution and defense present their own cases.

Hierarchy of Vinyan Judicial Power

- 1) The Council
- 2) High Judiciary of City-States
- 3) Judiciary of Town/City
- 4) High Constable
- 5) Constabulary



As the judiciary authority of the Council (the Element Masters) no longer exists, supreme legal power has fallen to the High Judiciary of each City-State. Otherwise, the Vinyan Judicial System has remained largely unchanged.

3.1.3 Prevailing Attitudes of Vinya

Unlike the Utopian environment of Vinya's past, these turbulent times have intensified hatreds and rivalries from what were once minor contrasts in point of view. Conversely, the desperation of a war-torn environment has contributed to unlikely alliances and deepened friendships. In short, it is a passionate time where beliefs are held with fierce conviction.

Enemies and Friends

Unspeakables and Nequitar Warriors

Find that they have a great deal in common, not the least of which being that they both despise Aqualoids, since the creatures keep them from enjoying their beaches to the fullest. In fact, the Unspeakables consider this transgression unforgivable because it has diminished their reason for living (big surf and tanned blondes).

Geffren

Think that the Trons are insane and believe they must be eradicated at all costs, because the aliens destroy what the Geffren hold most dear (trees and nature) in a completely wasteful way.

Bruff

Loathe and secretly fear the Lenex, a creature that is in every way their greatest nightmare.

Wellans

Being the most accepting of the native Vinyan races, have made great friends with the Birdmen, Nequitars, and Zod Bowman. They loathe Dragonkind and the giant insectoid species because they're so creepy and foreign to them.

Drazzi and Magic Instructors

Are at odds because the Magic Instructors believe the Drazzi are hoarding valuable information to increase their own power instead of sharing that knowledge to improve the Vinyans' chances for survival. The items under most

contention are the Drazzi improved versions of Vinyan Common Magic and their process for regrowing lost limbs. The Drazzi claim that the enhanced spells are unusable by 'common Vinyans' because of genetic deficiencies and the limb regeneration cannot be revealed because of its religious significance.

Political Controversies

In addition to these racial conflicts, the following controversies rage throughout Vinyan society causing increased political division.

Is Avatar good or evil?

Should the aliens be accepted as part of the Vinyan Experiment?

Should the Gateway be destroyed or just re-aligned?

Should Element Masters ever again be allowed to rule?

Should a new form of government be adopted such as free elections via the three people principles as outlined by the last speeches of Traikor (see the Vinyan Survival Guide)?

3.1.4 Military System Of Vinya

Vinya is a war-torn society. Sixty years of horrible, bloody conflict have forever changed the once peace-loving inhabitants into hardened, battle-weary soldiers struggling for their very survival.

Obligated Vinyan Military Service

All able-bodied males and females who do not already practice a profession necessary for military or city survival are expected to serve as members of the militia, either full or part time. This constitutes roughly 50% of the population. During a military crisis where the defense of the region is in question, the part-timers are called up. Pacifists or conscientious objectors will be given non-combat duty, and are often shunned. Children and elderly people can also be given non-combat duties. All part-time militia personnel gather for training and drill once a week. This practice usually begins responsibly, but degenerates into socializing and drinking.

Vinyan Militia Breakdown

The Vinyan infantry is broken down into three types of troops, all of which support one another. This system is called a Tryad.

- 1) Pikemen- Principle weapon: pole arm
- 2) Archers- Principle weapon: missile launcher
- 3) Swordsmen- Principle weapon: any melee weapon type

The infantry is further supported by mounted troops. There are two types of mounted troops in the Vinyan Militia.

- 1) Light Cavalry
- 2) Heavy Cavalry

In addition, there are specialized troops.

- 1) Elite Commando Units
- 2) Engineers
- 3) Support
- 4) Airborne Troops - Birdmen
- 5) Spearmen

There are two types of soldiers: professionals and conscripts (those who don't do it for a living). The outline on the following page provides a theoretical breakdown of the military hierarchy on Vinya, as envisioned by the Golden Heroes.

GOLDEN HERO OUTLINE FOR VINYAN CITY MILITIA HIERARCHY

I. Infantry

A. Pikemen

1. 10 militiamen per professional soldier (Corporal commanding). This is the average lance.
2. 4 lances per platoon (Sergeant).
3. 2 platoons per company (Lieutenant).
4. 2 companies per regiment (Captain).
5. Actual numbers vary; ideally one regiment has 160 conscripts and 9 professional soldiers (Officers and Enlisted men).
6. Pikemen make up the bulk of any militia, in that they are the easiest to train and equip.
7. Ideally one man per lance will be cross-trained as a Blacksmith, one as a Textiler, and one as a Craftsman. They are given minimal training by the militia (40% proficiency).
8. Armor for pikemen is mostly padded or leather, although elite units usually have scale mail.

B. Archers

1. Longbowmen and Crossbowmen.
 - a. 5 militiamen per lance (Corporal).
 - b. 4 lances per platoon (Sergeant).
 - c. 2 platoons per company (Lieutenant).
 - d. 2 companies per regiment (Captain).
 - e. This equals 9 professional soldiers for each 80 men.
 - f. Archers generally meet more often to practice than other lances. Often they will gather in social groups for hunting, carousing, etc.
 - g. All militia archers have minimal training (40%) in Craftsman skill, specifically dealing with the bowyer and fletcher abilities.
 - h. Armor for bowmen is usually leather, but ranges to scale and chain for elite units.

C. Swordsmen

1. 5 militiamen per lance (corporal).
2. 6 lances per platoon (sergeant).
3. 2 platoons per company (lieutenant).
4. 2 companies per regiment (Captain).
5. This equals 24 lances per regiment, with 31 professional soldiers and 120 militia.
6. Ideally one man per lance has skill as a Blacksmith and one as a Textiler (at least 40% proficiency).
7. Leather or scale armor; chain or partial plate in elite units.

II. Cavalry

Due to the shortage of Dremles, Cavalry units make up 5% of the Vinyan armed forces at best, and militias jealously guard ownership of the Dremles used.

A. Light or Reconnaissance Cavalry

1. 8 riders to a lance (Lance Commander – so that no one mistakes him for an infantry man. Cavalrymen consider themselves elite and are rather snotty about it.)
2. 2 lances per company (there are no sergeants or platoons in the cavalry).
3. 2 companies per regiment (Captain).
4. Captain commands 7 professional soldiers and 32 riders.
5. All major cities, even those on the west coast, rotate a recon patrol unit through the Borderlands.
6. Armor is mostly leather or chain.

7. The professional soldiers, and are used as scouts and reconnaissance troops. They are also used to carry messages from place to place.
8. These are usually independent and free spirited units, used to operating alone for long periods of time in the wilderness, both mounted and dismounted.

B. Heavy Cavalry

- 1–4. Troop breakdown is exactly the same as light cavalry.
5. Armor is mostly chain or plate.
6. Approximately 50% of heavy cavalry are professional soldiers; the rest are usually wealthy enough not to need to work full time. Wealthy individuals who are called to service often buy their way into heavy cavalry unit for the safety and prestige.
7. Heavy cavalry units are rare, with only larger cities having any number of them.
8. They operate in lance sizes, using Dragon Lizard couriers and reflective signaling devices to communicate with other units.
9. Weaponry consists mostly of a missile weapon (crossbow or Tron Killer), a lance type weapon, and a melee weapon.

III. Specialized Troops

A. Elite Commando Units

1. Commando units are merely highly trained professional soldiers.
2. They operate behind enemy lines, perform raiding, sabotage, and reconnaissance.
3. Their equipment is all very high quality, but varies from unit to unit depending on personal whim.
4. These units only operate in lance sizes or smaller.

B. Engineers

1. Are troops specially trained in the building and destruction of fortifications and structures. They are also trained in siegecraft.
2. They usually operate as part of other units, e.g., as a platoon of engineers attached to a regiment.

C. Support

1. These are various noncombatant units attached to combat units. Examples include Administration, Medical, Transportation and Supply. Generally every 10 combat soldiers requires 1 support soldier.

D. Airborne– Birdmen

1. Birdmen operate in units of various sizes, depending on their whim. They will usually be attached to other Vinyan units.
2. They provide aerial cover and recon, in addition to other useful skills (Bombing, rescue, mapmaking, sabotage, etc.).

E. Spearmen

1. Spearmen units exist because of their versatility. They are set up the same way as archer units.
2. They can operate as any other type of infantry unit: melee troops, pike troops, or ranged attack.
3. Emphasis is on big, strong troops with superior training.
4. The average spearmen is armed with one spear and several javelins.
5. A regiment or larger group of Vinyans will have at least one or two lances of spearmen.

3.1.5 Cities and Sites of Vinya

The following indicates the population and the number of buildings in most of the cities, towns, and settlements shown on the Map of Vinya (p. 104), as well as brief descriptions of their political, social and economic relationships. The building number refers only to non-residential buildings, although many shops double as the proprietors' homes. The number of residential/farm buildings outside the city will be 2d4 times the number of commercial buildings within the city.

Birchwood

Population	Buildings	Location
3000	100	A 2

Birchwood is a small Wellan fishing village that has recently branched into logging and trade. Susceptible to some of the worst storms imaginable, its location is convenient to most major sea trade. Wood from Birchwood makes its way by sea to the Bruff mountains as well as the seaports of Faine. Birchwood also makes use of the Old Capitol-Trebor caravan routes. Most of the Birdmen currently on Vinya live in Birchwood.

The Governor of Birchwood, a personable old Wellan by the name of Asphar Blogetine, discovered some years ago that he was going senile. Not willing to relinquish his position to younger, amoral hopefuls, he assembled a group of competent and loyal advisors and secretly empowered them to make his decisions. These advisors, along with an eloquent and imaginative speech-writer, have made Asphar one of the most wildly popular Governors in post-Gate history, although he isn't currently aware of it. He's often quoted as saying, "That's an interesting question; I'll have my advisors look into it right away."

Faine

Population	Buildings	Location
1200	75	G, H 4

Faine is one of the oldest cities on Vinya. It grew from some shanties along the bay to a honeycomb of caves in the cliffs overlooking the current city proper to the bustling seaport of today. Known primarily for the huge boardwalk and piers that service hundreds of craft, Faine is home to the largest fishing fleet of Vinya, though many vessels fly the pennants of Birchwood or the Unspeakable clans.

Not wishing to maintain a militia of its own, Faine has negotiated for military protection from Twin-City East in exchange for commercial considerations. A lucrative triangle of trade exists between Faine, Twin-City West, and Twin-City East. Fishing vessels, loaded with cargo, negotiate the shallows along the Bay of Swells and up Adventure Creek to Twin-City West. They then cast their nets and fish their way home. Transporters complete the circuit.

The Governor of Faine, an outspoken individual named Blasfo Danis, lost a leg during a deep-sea fishing expedition and was shortly thereafter elected Governor under suspicious circumstances. He maintains a large, ever-changing cabinet of advisors whom he blames for every mistake he makes. The word-of-mouth is that the only way to maintain a long-term position with Blasfo is to sleep with him (his secretary has worked with him for nine years). Blasfo considers the Governor of Tennek to be an overbearing dictator and fears his military power.

Nequitar Basin

Population	Buildings	Location
500	40	D 5

The Nequitar Basin is an enormous hollow plateau within which the Nequitar Warriors have established a reputedly idyllic, but highly mysterious settlement.

As Nequitar are notoriously tight-lipped about such things, and as few non-Nequitar's are allowed within the basin, the only source of such rumors seems to be from love-sick Vinyan men spinning tales over mugs of ale.

Few Nequitar actually live in the Basin year-round, most live among the Unspeakables and travel to the Basin only for ceremonies. In any event, the only major Vinyan city with which the Nequitar maintain any official relations is Tennek, due to their proximity and the vital considerations of mutual defense. Nequitar frequent the fortress city routinely and provide a great deal of unofficial support to its militia, not the least of which being to morale.

Old Capitol

Population	Buildings	Location
700	50	C 2

The Old Capitol is technically the seat of united government on Vinya, though all but a few local hamlets oversee their own affairs and create their own militias. A great deal of trade passes through the Old Capitol on its way from Birchwood or Ostland to the trade capitol of Vinya, Trebor. Many of the former municipal buildings now stand abandoned, although the White Tower remains a hub of activity largely through the presence of Edself and the accumulation of knowledge stored there.

Syncro the Aged, long time friend to Edself's father Traikor, has been the Governor of the Old Capitol for as long as the inhabitants can remember. Many claim he pre-dates the capitol building. Maintaining not so much a staff as a cleaning force, most of his cabinet has died and Syncro has not yet bothered to replace them. Syncro has accepted, as have most of the residents, that the Old Capitol has little or no use for government. It will live or die regardless of legislature. His principal political role, at least in recent years, has been to support Edself unconditionally and to absorb some of the political flak that heads his way.

Ostland

Population	Buildings	Location
8000	400	F 1

Ostland has grown since the opening of the Gate to rival Trebor as center of trade on Vinya. Were it not that the only Transporter capable of reaching Tennek lies in Trebor, Ostland would almost certainly dominate the trade routes. Wood and fish from Birchwood, and leather and Tugger from the Unspeakables all pass through Ostland to points east. Its own fishing trade abandoned long ago as the shifting shoals off the coast made it impossible to provide deep-water anchorage for a fleet, Ostland became an entertainment and recreation center, known for sunsets and beaches and ready games of chance. Perhaps as a result of this heritage, or perhaps because its governance is left to the leaders of the trade guilds that dominate all business there, Ostland is the center of vice, crime, and corruption on Vinya.

Principally a figurehead for the trade guilds, Governor Birpen Tangier keeps the cleanest books in Vinyan politics (because he pays the most talented accountants in Vinya handsomely to make it look that way). Ever aware of the amount of money passing through Ostland, his office has raised graft to an art form. His personal power extends to anything money can buy, and although he's not yet one of the richest men in Vinya, he is on a first-name basis with all of them. Birpen is constantly beset by debate and immigration disputes with his southern neighbors concerning what he calls "the Unspeakable infestation plaguing this fair city."

Sandy

Population	Buildings	Location
750	50	E, F 3

Sandy is a tiny burg that would be totally forgotten if not for the therapeutic properties of the local water and the annual archery contest. Many buildings are seasonal or boarded up except for the two weeks of the contest.

Tennek

Population	Buildings	Location
15,000	200	D 5

Tennek could arguably be the current capitol of Vinya—it is certainly the military headquarters. The construction of Tennek was supervised by the Golden Heroes. Completed in just over one year, the city is devoted to defense, and was originally laid out with strict military organization. The rush of refugees from the east and the buildup of mercantilism preying on the refugees and Vinyan militia garrisoned there has left Tennek somewhat crowded and frumpy. The few husbandmen brave enough to work the Borderlands keep as near to Tennek as financially feasible, thus a ramshackle city of tents, lean-tos, and shanties is splayed about the base of its plateau.

Tennek is governed by a remarkable man named Alexander Talismere, who is both City Governor and Commander of Tennek's militia forces. This gives him control over the most potent military force the Vinyans have. He is as well liked as any military commander could expect to be, that is, by his troops who receive preferential treatment over civilians. Because of this, he has numerous political opponents, including Edself who considers his attitude to be... single-minded. His distrust of alien races has been hard to hide, and it may not be coincidence that there are no non-Vinyans currently occupying a high-ranking position in his force. He grudgingly accepts Trebor's rich trade and maintains a cooperative relationship with the Governor of Twin-City East out of necessity, but his personal distaste for the Governor of Faine as a "spineless simp" cannot be concealed.

Trebor

Population	Buildings	Location
30,000	2000	D 3

Trebor is the mercantile capitol of Vinya. Though Ostland is growing in both trade and size, Trebor has long been the hub and home of trade guild activity for the western portion of the continent. Most of the foodstuffs, building materials, adventurers, and tourists originate in the fertile fields and forests of the great western plains. Trebor lies in the center of free Vinya like a giant spider astride its web of trade. It is a well-established, reasonably well governed, and efficiently policed administration which does its best to keep in check the greed of the trade guilds and the desperation of the masses of refugees. Trebor's place in the psyche of Vinya is illustrated by the panic that recently swept the continent when ranchers displaced by refugee families began spreading the false rumor that "they're even starving in Trebor!"

While primarily Wellan, Trebor is way station to members of all races. Home to a massive bureaucracy, Trebor is gifted with perhaps the most honest Governor on Vinya. Dirk Tremens, once an Engineer, makes for a strange entry to the world of politics as he, "wants all the pieces to fit." Dirk is genuinely interested in maintaining a proper balance between the different factions of the city and insuring a decent quality of life for its inhabitants. Through his easy-going manner and conciliatory nature, he maintains successful relationships with the other Vinyan governors, with the glaring exception of Birpen Tangier, Governor of Ostland, whom he feels has sold out his people in the interest of personal gain.

Twin-City East

Population	Buildings	Location
10,000	600	E, F 4, 5

The plans for Twin-City East were based on an award-winning design submitted by a mysteriously anonymous architect. As construction was nearly completed, enormous deposits of magic mineral were discovered on the opposite side of the Speaking Mountains. Construction was halted as activity boomed in this new region, where another city was made from the same design out of necessity of time. This city was to become Twin-City West, and Twin-City East was all but forgotten until the opening of the Gateway, when the Golden Heroes immediately recognized its strategic location. The old foundations were modified to serve as a second fortified city in support of Tennek. Although its terrain is not as tactically advantageous and there are not as many men stationed there, the garrison is more heavily armored and equipped than that of Tennek, due to its proximity to the Tron Woods.

Twin-City East has the singular distinction of being governed by a woman. Rumored to have survived Tron slavery, Simone Atagon finds little on Vinya to smile about. Tough as nails, impatient, short-tempered, and demanding, Simone takes the responsibility of being Governor of one of the most dangerous sections of Vinya very seriously. Her Bruff military commander, Akbar Stonemasher, shares this attitude. The only fault military observers find in Akbar is that he is overly conservative in risking his troops when engaging the enemy.

Twin-City West

Population	Buildings	Location
4000	100	F 4

While the dwindling magic mineral deposits have slowed Twin-City West's growth, its role in the effort against the invaders has remained unchanged. Transporter traffic to its sister city and recuperation for militiamen from Tennek and Twin-City East are its major functions. The city is home to some of the best Healers on Vinya, and many soldiers would rather go to TCW when injured than to Trebor. Talismere, the commander of the Tennek militia, often sends troops to the relative safety of Twin-City West for rest and recuperation, after which they transport to Twin-City East and patrol the borderlands back to Tennek, or even the Merchant's Ruins.

Twin-City West is governed more by committee than by a single figure. Raviks Thorne is the official Governor, but he has formally stated that he considers his voice to be equal with those of his cabinet members. Consequently he has changed his title to Speaker for the Cabinet. As an interesting personal note, Raviks is an accomplished animal handler, and keeps dozens of highly trained Dragon Lizards as pets. This has earned him the nickname, "Lizard King" from some of his more disgruntled constituents.

Zod Groves

Population	Buildings	Location
100	10	B 3

Upon their arrival on Vinya, the Zod Bowman immediately began searching for a likely location in which to establish a grove of Bow trees. The forest between Birchwood and Geffland struck them as ideal, as they could gain partial support from the Geffren, who would help defend it for no better reason than that it is filled with trees, but the proximity to the Wellan city would prohibit the Geffren from claiming any form of authority over it. Now any Bowman who has aged beyond the appropriate years for mercenary work, or who has made enough money to retire, travels to the grove to live out his remaining years in Zody comfort.

The Zod Grove is more of a village than a city, with no real form of centralized government. However, the Bowman appear to be such a like-minded race that no serious controversy ever seems to arise. Their goals are simple and absolute: they must maintain and defend the trees at all costs. While on speaking terms with the neighboring Wellan and Geffren settlements, the self-serving philosophy of the Bowman make the alliance an uneasy one.

Small town

Population	Buildings	Location
1d6 × 100	6d10	Anywhere

Located primarily along land trade routes, these little conglomerations of buildings serve to house, feed, and outfit transient guests. There are usually several Villages nearby that supply necessary raw materials.

Village

Population	Buildings	Location
1d4 × 100	2d4	Anywhere

These little communities crop up around towns and cities, and serve as a base for husbandmen, fishermen, etc. There is little in the way of amenities, as items not found at the local general store are available in town.

Hamlet

Population	Buildings	Location
2d100	1d4	Anywhere

This is no more than a small collection of homes of fishermen, farmers, or woodsmen, depending upon the location. Most necessities are provided locally, the rest come from rare trips to town or are done without. Hospitality is rare, as strangers in a hamlet are dangerous more often than not.

Sites

Abreja Rocks (rock) A 8

Off the NE coast of Vinya, became infamous after causing the sinking of the Unspeakable settlement ship *Bondish* in 15 AG with all hands on board. Abreja in Unspoken means "open the eye" or "eye opener."

Adventure Creek (stream) F 4

Heads in the Speaking Mountains and flows West to the Bay of Swells. So named in 142 PG due to the mis-adventures of Raldo Fitz, whose renowned antics of how his party went astray on this particular creek provided entertainment for all those hearing the tale.

Anchor-Eater Point (spit) H 3

So named by the Unspeakable Captain Steel-Eyed Squint because he lost an anchor off the point when exploring the area in 808 PG.

Anfog (village) G 8

Abandoned series of Kitzu settlements lining the long beach on the southern most island of the Great Cliffs.

Another River (river) D 5, C 6

Named by the Wellan explorer T. R. Katt, because of the many new rivers and streams discovered in the area.

Anvil Head Mountain (mountain) B 6

Local descriptive Bruff name for this anvil-shaped rock formation on the mountain's peak.

Acharon Channel (water passage) H 5, 6

Unspeakable name for the largest channel of the Great River delta.

Arena Cove (cove) G 3

Unspeakable name given in 627 PG because it is shaped like an arena, and fringed by beaches of sand.

Ash Creek (stream) F, G 8

Descriptive Wellan name, "for the volcanic ash all about."

Arknar Mountain Peak (distinctive landmark) D 4, 5

Named by the Bruff meaning "Happy Male."

Atlasta Creek (stream) F 2, 3

Wellan name derived from a road house named from the chance remark of the owner's spouse upon completion of the first building, "At last a house."

Avatar's Domain (locality) F 7

The Wellan name given to the area and small town near the mist-enshrouded fortress Kamimbus (Avatar's castle).

Ba-Atha-Bac-Dezu-Ni (creek) B 3, 4

Geffren name meaning "good for making bows."

Bay of Swells (bay) F, G 3, 4

Wellan name for the body of water that surrounds the Dragon Lizard island off the coast of Faine and the Unspeakable homeland.

Beach, The (beach) H 8

Wellan name given to the an area near the home of the Vinyan Dragon Radbif. The shore itself is known for very fine white sand and a lovely right wave break.

Birchwood Forest (wooded area) A, B, C 2, 3

A vast area of (you guessed it) Birch trees near the coastal city of Birchwood, inhabited mostly by Wellans.

Bokatet Marsh (marsh) F 7

Kitzu name meaning "the soil that swallows."

Borderlands, The (locality) E, F, G 5

The area between the Great River and the Speaking Mountains. Incursions into this region by dangerous alien beasts is not uncommon.

Bruff Creek (stream) A 4, 5

A creek with steep, sharp-crested walls, broad floor, and U-shaped lakes that was named by the Bruff for its similarity to those found in their homeland.

Bruna's Dunes (hills) H 6, 7

An area of low hills west of the Great River Delta. The Trons are known to keep coast watchers here.

Clear Creek (stream) F 5

Descriptive Wellan name, refers to water that isn't roily.

Cleft, The (bay) E 1, 2

Legends state that this shallow bay was formed when the Unspeakable hero Miro Thanor, a trickster semi-deity, crashed his ship into Vinya, losing his race with Blenatho the Ever-vigilant.

Chaotic Forest (wooded area) C 5, 6, D 6

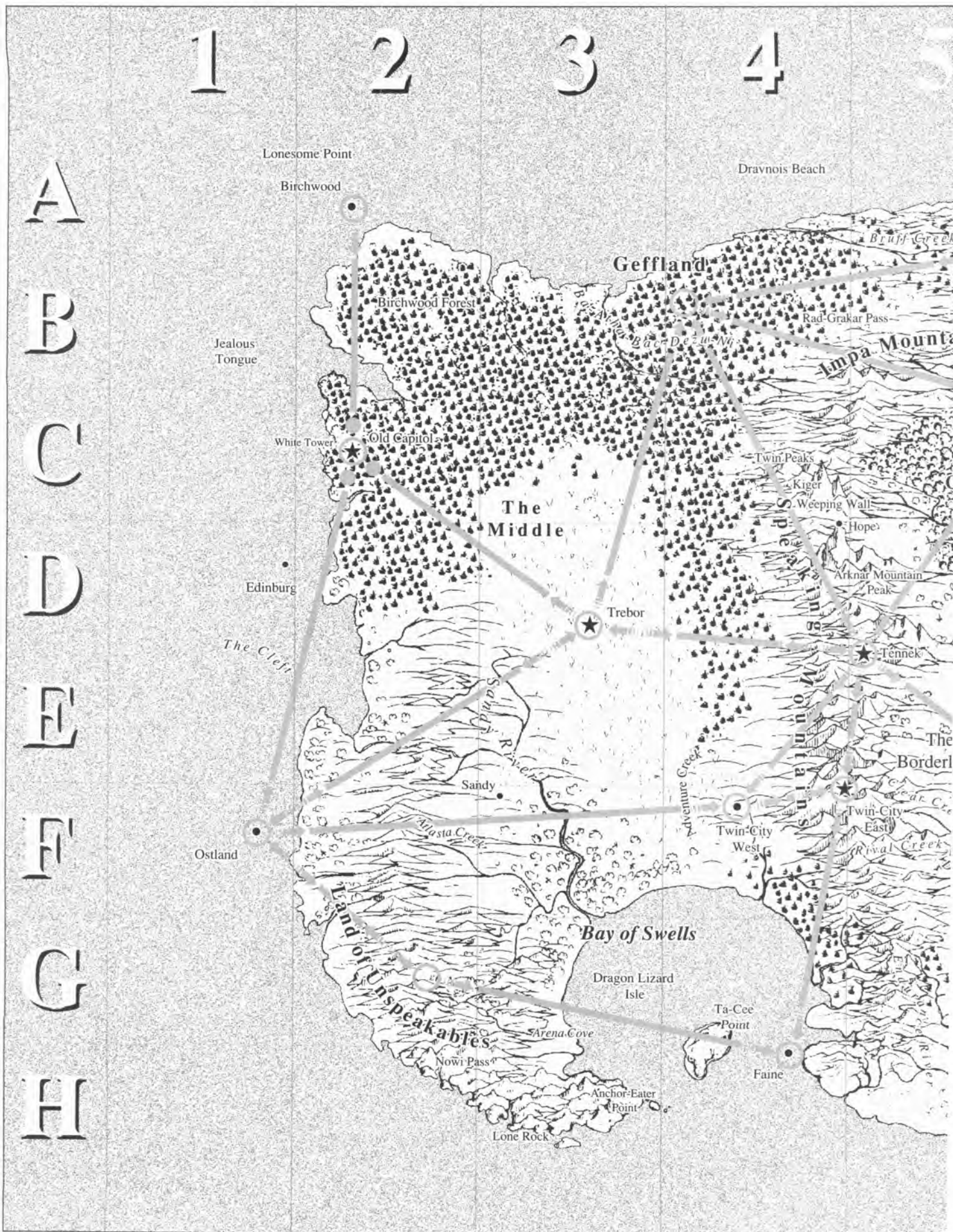
The Wellan name given to the dangerous forest area south of the Impa Mountains, currently infested with some of the most hideous and strange creatures yet to invade Vinya.

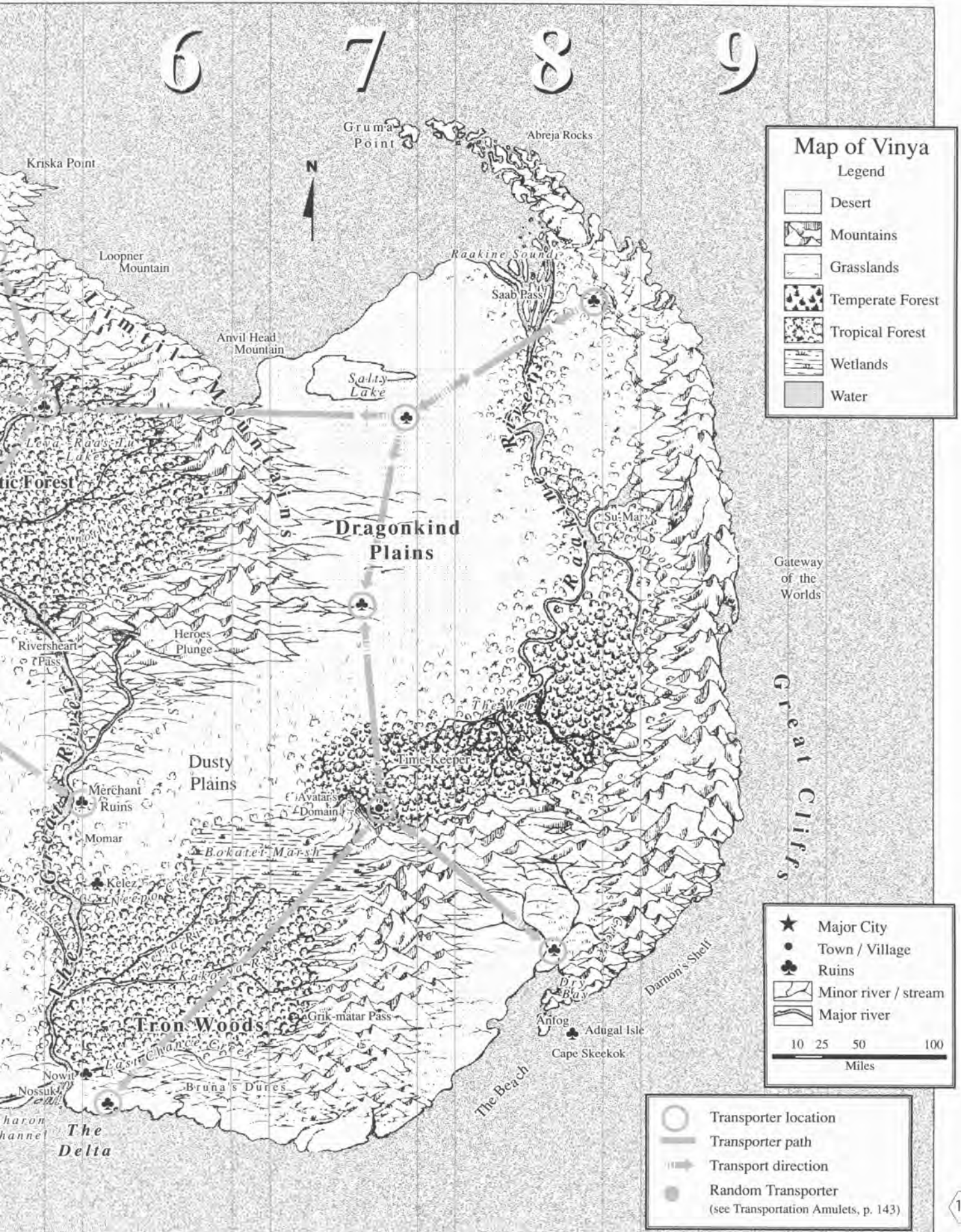
Darnon's Shelf (bluff) G 9

A Kitzu by that name is said to have gathered eggs there and by local custom had the right to the place.

Delta, The (delta) H 6

Though geographically smaller than Raakine Sound, "The Delta" always refers to the Great River delta, famous as a source of fish, water plants, and great silty deposits of magic mineral. The many settlements which once lined the banks and rose on stilts from the mud flats of the delta have been abandoned in fear of Trons.





Dragon Lizard Isle (island) G 3, 4

Also known as Hissing Mountain, this habitat of the Dragon Lizards is the largest island in the Bay of Swells.

Dragonkind Plains (locality) C, D 7, 8

The northern-most region of the Dusty Plains area, believed to contain the major portion of Dragonkind on Vinya.

Dravnois Beach (cove) A 4

From the Geffren word meaning "wooded," for the large amount of driftwood found there.

Drop Creek (stream) D 9

Named for its steep slope and torrential flow.

Dovers' Bucket (river) F 5, 6, G 6

This tributary of the Great River is valued for watering animals. It is deep, clear, and less likely than the Great River to wash away a herd.

Dry Bay (delta) G 8

This shallow lagoon fed by a silt laden stream is extremely salty.

Dusty Plains (flat) E 7, F 6

The Wellans are credited with the riveting depiction and naming of this desolate and forsaken region, which is regularly patrolled by the hostile Dragonkind.

Edinburg (town) D 2

A small town northwest of Sandy whose entire economy is based on the tending and caring of the largest herd of Tugger on Vinya.

Endurance River (stream) G, H 5

Descriptive Wellan name, given because of the time required to row through this sinuous stream.

Gateway of the Worlds (distinctive landmark) D 9

The name given by the Council of Twelve for Vinya's inter-galactic transporter built at the base of the Great Cliffs of Eastern Vinya.

Geffland (wooded area) A, B 3, 4

The common Wellan name for forest area between the Impa mountains and the Birchwood forest which the Geffren call home.

Great Cliffs (cliff) B – F 9

Wellan name for the highest mountain range on Vinya, its rocks and minerals are rumored to contain the highest concentrations of magic mineral discovered to date.

Great River, The (river) C, D 5, D – H 6

A Wellan name given to Vinya's largest River, the Kitzu call it, "Tu-Lem-So-bu (the river with no end)." This massive river is currently the dividing line separating free-Vinya from the invading hordes.

Grik-matar Pass (pass) G 7

Kitzu name originally applied to a hill at the head of a nearby creek, but now applied to the pass just west of the hill. This name was reported to mean "place where the enemy is," but it may also mean "hunting place."

Gruma Point (point of land) A 8

Name given by Rano Blitz, Captain of the Unspeakable settlement ship "Sure Speed," meaning "point of bitterness" because he was obliged to remain in the bay west of the point for much longer than he wished.

Heroes Plunge (distinctive landmark) D 6

A Wellan name given to a natural bridge that once stretched over the Great River, in memory of the many Golden Heroes who died there in defense of free-Vinya.

Hope (town) C 4

Established in 427 PG, this Wellan village received its name from a nearby mine.

Impa Mountains (mountain range) B 4, 5, C 4

The Bruff name for the vast expanse of mountains surrounding their Vinyan homeland.

Jealous Tongue (spit) B 1

Surprisingly colorful Wellan name for this geographic feature.

Kako-ya River (creek) G 6, 7

Kitzu name alluding to a big valley hidden by a narrow mouth.

Kelez (locality) F 6

Small settlement and trading post, now abandoned.

Kiger (pass) C 4

This high pass through the Twin Peaks was given the Kitzu name meaning the "the one between."

Kriska Point (distinctive landmark) A 6

This Bruff name literally means "pointed place."

Land of Unspeakables (peninsula) F – H 2, G, H 3

The common Wellan name given to the area found at the southwest tip of Vinya. It is the home of the Unspeakables. This area is also known as "The Great Land" as named by the Unspeakables themselves.

Last Chance Creek (creek) H 6

Named in 74 PG by a group of magic mineral prospectors.

Lerta River (stream) G 6

Kitzu name meaning "ashes," which refers to the "ashes of a burnt village at the mouth of the south fork."

Leva-Raas-Tu (lake) C 5

A Kitzu name meaning "well studded with beautiful trees."

Limtil Mountains (mountains) B – D 6, C, D 7

A Kitzu name loosely translated to mean "the hand of God." The region is regularly patrolled by the Dragonkind.

Lone Rock (rock) H 3

Yet another descriptive Wellan name.

Lonesome Point (point) A 2

Local name found on early Wellan maps.

Loopner Mountain (mountain) B 6

Named by the Bruff, meaning "Lusty Female."

Merchant Ruins (distinctive landmark) F 6

Once the center of trade for all of Vinya. It has the dubious distinction of being the only town west of the Great River to fall prey to the advancing aliens.

Middle, The (locality) C – E 3

The bread basket of Vinya, this vast grassy plain is rapidly filling with homesteaders displaced from the East. Tensions grow daily as family farmers desperate for land encroach on established farms and ranches.

Momar (locality) F 6

Kitzu meaning "good hunting."

Neepo Creek (stream) F 6

Kitzu name meaning "excrement" and generally referring to animal dung as a sign for hunting purposes.

Nossuk (islands) H 6

Kitzu name meaning "islands of robbers" referring to a early Kitzu tribe that once flourished there.

Nowi Pass (dead-end pass) H 2

Unspeakable name meaning "I made a mistake."

Nowit (village) H 6

Founded in 222 PG when a trading store was located here to supply the magic mineral mining operations.

Raakine River (river) B – E 8, D 9

Unspeakable name given to the second largest river on Vinya.

Raakine Sound (delta) B 8

A vast area of silt and mud flats where the Raakine River meets the sea. It is also the location of a semi-operational Transporter currently threatened by tidal action.

Rad-Grakar Pass (pass) B 5
Bruff name meaning "stone scraper."

Rival Creek (stream) F 5
A Wellan name chosen because of a pair of interlocked Dremle horns found near this stream.

River Swift (river) E, F 6
This major tributary to the Great River falls rapidly through the heel of the Limtil Mountains. It was into this current that the Natural Bridge collapsed, taking with it the Golden Heroes.

Riversheart Pass (distinctive landmark) D, E 6
Unspeakable explorers are said to have discovered this efficient route across the Great River.

Saab Pass (creek) B 8
According to early explorers, the native Kitzu compared the delta of a nearby river with its mouths to a humanoid hand and have given the name Saab (thumb) to its northernmost channel.

Salty Lake (lake) B, C 7
Wellan name given to the remaining part of an inland sea. This shrinking lake is the source of the majority of salt on Vinya.

Sandy River (stream) E, F 3
A descriptive Wellan name, for which the nearby town was also named.

Sea of Swells (sea)
Wellan name for the large body of water that surrounds the continent of Vinya.

Speaking Mountains (mountain) C—G 4
Named so by Unspeakable explorers who claimed to hear the voices of nature rejoicing at their arrival.

Su-Mar (lake) C 9
Kitzu name meaning "water spirit" as this lake was believed to be inhabited by spirits who made the water boil in winter or break up the ice. Vinyan sages have since proven that coal gas escaping from the bottom of the lake, accumulates under the ice, increasing tension until the ice gives way and is at times shot into the air.

Ta-Cee Point (distinctive landmark) G 4
Kitzu origin, meaning "animal resting place."

Time-Keeper (geyser) E 8
A timely natural phenomena discovered by Unspeakable explorers, currently the home of the Drazzi.

Tron Woods (locality) G 6, 7
This forest area is currently under the control of the hostile alien race called "The Trons."

Twin Peaks (mountain) C 4
Wellan name given to a tall pair of mountains that form Kiger pass. This pass was the easiest east-west route across central Vinya before the advent of the Transporters.

Web, The (watershed) E 8
The lush jungle surrounding the Time-Keeper is criss-crossed with literally thousands of streams of varying size, collectively known as the Web, as their number and constantly changing courses defy individual names.

Weeping Wall (distinctive landmark) C 4
A cliff located at the base of the Northern "Twin Peak" of the Impa mountain range constantly has droplets of water running down its face. The source of the water is melting snow from above.

White Tower (distinctive landmark) C 2
The main depository of accumulated Vinyan knowledge located in the old capitol of Vinya, base of operations for the Wellan sage Edself.

3.1.6 Life in the Big City

The following tables represent skeletal possibilities for events and situations the characters may experience in the big city. It is up to the GM to expand the examples with details and variations to make each event unique and interesting.

While the characters are in any major city or town, roll on the City Encounter table (located on the following pages) every four hours.

Food and Lodging

As the characters spend time in the cities, learning new skills or improving old ones, they will need to find board and lodging. The characters must choose between comfort and expense. Expense tends to be the major consideration. The following tables should be used whenever the characters enter a tavern, inn, or hotel looking for food and lodging.

LODGING ESTABLISHMENTS

(d100)	Level	Cost	Disease Chance	Description
01-17	I	free	75%	Sleeping in street/alley; eating trash.
18-34	II	5 CR	45%	Flop house, straw bed, vermin. No food.
35-50	III	15 CR	35%	Semi-private rooms, view of dirty alley. Bread and water at meals, mystery-meat dinners.
51-66	IV	40 CR	20%	Private rooms with pest-control. Public facilities, greasy but decent meals twice a day.
67-82	V	80 CR	10%	Private rooms, bath, entertainment in common room. Good meals, soup-of-the-day.
83-00	VI	150 CR	15%	Private suites, attended bath, room service, escort service; gourmet meals, soup that eats like a meal, excellent wine cellar, 45% Licking Wonder on staff.

If a Disease is present the character should make a regular Disease check (p. 93). The sad truth is that people spread disease more readily than the great outdoors. If the characters wish to eat in a place other than where they sleep, the following table should be used to determine costs of each meal.

FOOD COSTS

Description	Establishment Level (from above)			
	#III	#IV	#V	#VI
Breakfast, plain	5	7	10	15
Breakfast, continental	2	4	7	10
Supper, plain	10	15	20	30
Supper, good	—	20	25	37
Supper, 7 courses	—	—	—	60
Soup du jour	1	3	5	7
Grapes, bunch	—	1	3	5
Raisins, bowl	.8	—	—	—

CITY ENCOUNTER TABLE**(1d6) Result**

- | | |
|-----|-------------------------------------|
| 1-4 | Nothing out of the ordinary happens |
| 5 | Roll once on City Witness table |
| 6 | Roll once on City Adventure table. |

CITY WITNESS TABLE

The City Witness Table gives a listing of encounters that the characters see happening but do not immediately involve them.

(1d100) Encounter

- | | |
|-------|---------------------------------------------------------|
| 01-03 | Birdmen delivering re-captured Vinyan treasure) |
| 04-06 | Lost Scout Robot approaching (p.213) |
| 07-09 | Traffic jam (1d4) |
| | 1. People |
| | 2. Accident |
| | 3. Animals (Horners, Dremles, random Alien) |
| | 4. Spectacle |
| 10-12 | Transporter is transporting randomly |
| 13-15 | Seer preaches (1d4) |
| | 1. Salvation |
| | 2. Nonsense |
| | 3. Damnation |
| | 4. Prophecy |
| 16-18 | Adventurers return spinning tall tales |
| 19-21 | Madman running down the street |
| 22-24 | Curfew tonight because of Shadow Wolf attack last night |
| 25-26 | City's Protector is ill |
| 27-30 | Tax: 5 CR per person |
| 31-34 | Extra pay for militia volunteers |
| 35-38 | Crazed Horner in street |
| 39-42 | Stray arrow strikes near party |
| 43-48 | Bar fight in progress (see barfight, see p. 116) |
| 49-52 | Crime against others (1d4) |
| | 1. Assassination |
| | 2. Kidnapping |
| | 3. Mugging |
| | 4. Pickpocket |
| 53-55 | Chase (1d4) |
| | 1. Rooftop |
| | 2. Street |
| | 3. Alley |
| | 4. Building |
| 56-58 | Stable fire |
| 59-63 | Town crier (1d4) |
| | 1-2. All's well |
| | 3. Soapbox |
| | 4. Call to arms |
| 64-66 | Drunk (1d4) |
| | 1. Militiaman |
| | 2. Loud bums |
| | 3. Wench |
| | 4. Hypnotist |

(1d100) Encounter

- | | |
|-------|-------------------------------------------------------------|
| 67-69 | Small explosion and smoke in nearby building, general panic |
| 70-72 | Militiamen accosting women |
| 73-75 | Militia putting down civil disturbance |
| 76-78 | Militia cornering escaped alien (1d4) |
| | 1. Death Disk |
| | 2. Dragonkind Pack Beast |
| | 3. Rock Beast |
| | 4. Lenex |
| 79-81 | Double militia patrol: Pit Worm loose in the sewage system |
| 83-85 | Personal duel (1d4) |
| | 1. Cell Blasting |
| | 2. Wrestling |
| | 3. Weapons |
| | 4. Humor/Stories |
| 86-88 | Maniac trying to incite riot |
| 89-90 | Public trial/execution |
| 91-92 | Toddler in impending doom (1d6) |
| | 1. Falling |
| | 2. Under Horner |
| | 3. Object falling |
| | 4. Playing with Dart Plant |
| | 5. Under wagon wheel |
| | 6. Wandering into transporter |
| 93-94 | Argument between (1d6) |
| | 1. Housewives in window |
| | 2. Horners and trainer |
| | 3. Merchants |
| | 4. Half-Tron and Bartender |
| | 5. Customer and street vendor |
| | 6. Man and wife |
| 95-96 | Limping midget being harassed by wayward youths |
| 97-98 | Vigilantes searching for (1d6) |
| | 1. Zod bowman |
| | 2. Old people |
| | 3. Flashy swordsmen |
| | 4. Half-trons |
| | 5. Strangers |
| | 6. Scantly clad females |
| 99 | "Bring out your dead!" 10% chance for mistake |
| 00 | Observer in town square |

CITY ADVENTURE TABLE

The City Adventure Table lists of encounters that directly involve the characters.

(1d100) Encounter

- 01-05 Find an item (1d6)
 1. Random coin
 2. Key
 3. Book
 4. Transporter Protector
 5. Fish
 6. Odd clothing (hat, towel, underwear)
- 06-09 Business proposition (1d4)
 1-2. Legal: Transport crate, protection, etc.
 3-4. illegal: Extortion, smuggling, etc.
- 10-14 Crimes against character (1d4)
 1. Assassination
 2. Mugging
 3. Kidnapping
 4. Pickpocket
- 15-19 Accused of crime (1d6)
 1. Shoplifting
 2. Smuggling
 3. Murder
 4. Creating a disturbance
 5. Soliciting
 6. Loitering
- 20-23 Healer exclaims that party member looks deathly ill
- 24-26 Party member receives stares and seems to be recognized as (1d8)
 1. Supposedly dead person
 2. An old lover
 3. Friend
 4. Himself
 5. Hated enemy
 6. Wanted criminal
 7. Hero
 8. Celebrity
- 27-32 Find body
- 33-36 Drunk bumps character and (1d8)
 1. Insults character
 2. Starts a fight
 3. Ignores character (make Disease Check, p.93)
 4. Passes out
 5. Accuses character of theft
 6. Asks to be taken home
 7. Apologizes
 8. Asks for a drink
- 37-40 Offered candy
- 41-45 Slandered/attacked by (1d8)
 1. Street urchins
 2. Collection agent
 3. Old crone
 4. Horner
 5. Beggars
 6. Militia
 7. Pack of deranged editors
 8. Ex-lover

(1d100) Encounter

- 46-49 Nequitar warrior propositions male party member
- 50-53 Service offered (1d4)
 1. Socialator
 2. Transporter Guide
 3. Horner Taxi
 4. Artist
- 54-57 Characters searched or questioned by militia
- 58-62 Party being followed by (1d8)
 1. Dark, hooded figure
 2. Old men betting on actions of characters, 2 to 1 odds on violence.
 3. Beggars
 4. Interested spectators
 5. Religious sect
 6. Determined merchant
 7. Mob
 8. Friendly Horner
- 63-66 Greeted by unknown person with a (1d6)
 1. Warning
 2. Invitation
 3. Signal, then leaves
 4. Request for money
 5. Coded message
 6. Request for protection
- 67-70 Someone asks (1d4)
 1. For directions
 2. Personal questions
 3. Time or date
 4. About item carried
- 71-75 Spy or assassin (1d4)
 1. Recognizes character
 2. Is seen pacing off distances
 3. Tries to join party
 4. Tries to recruit character
- 76-78 Lost child looking for mother
- 79 Frantic mother looking for child
- 80-84 Random character hit with (1d8)
 1. Bird dropping
 2. Leftovers
 3. Chamber-pot contents
 4. Dead Licking Wonder
 5. Dishwater
 6. Coin
 7. Rock
 8. Stray arrow
- 85-89 Accident victim lands at feet
- 90-94 Prostitute (1d4)
 1. Claims to be held prisoner
 2. Gives character note
 3. Propositions character
 4. Heckles character
- 95-99 Hear favorite song
- 00 Lose valuable item or have one stolen

Horner Taxis

For faster transportation, Horner taxis are available to the general public in most of the major towns and cities for a small fee. It is customary to tip the driver; there have been instances when Horners have been more than rude to ungrateful

passengers. Standard fare runs from 2–5 CR per person depending on the length and comfort of the ride. Occasionally a Horner will have signs on its side, advertising for local merchants and the like. Use the following table to determine the ride experience.

HORNER RIDE ADVENTURE

(1d100) Horner Action

01–55	Horner is agreeable and makes good time.
56–60	Horner tries to tell passengers jokes or humorous stories (10% chance for success); "A funny thing happened to me on my way to the square . . ."
61–65	Horner pleads with passengers to free him from his cruel master. 15% chance to be true. "He beats me and locks me up in a cold, damp, smelly place!" or "He treats me like a stupid beast!"
66–70	Refuses to go directly to destination, makes several detours; sees a friend or "This way is so much prettier!" or "You don't want to go that way; it's sooo boring!"
71–75	Stops before destination is reached to brag to or insult another horner: "My stall is the biggest in the city!" or "My master can beat up your master!" or "My load is heavier than your load, because your master knows you're a wimp!"

(1d100) Horner Action

76–80	Unwilling to move or traveling even slower than walking: "I don't want to take him, he's too fat!" or "He's poking me with something!"
81–85	Won't move with this load of passengers unless bribed or beaten. "I've got this terrible pain all down my left side" or "Why not walk? You could use the exercise!" or "Time for my nap!"
86–90	Takes the passengers for a swim whether they like it or not.
91–95	Gets involved in a high-speed chase. Passengers must make Ride % or fall to the street.
96–99	Horner goes out of his way to try to horn a pedestrian. "He was trying to Cell-blast me!" or "He didn't tip us last time and he insulted my intelligence!"
00	Horner stalks characters and tries to horn them when they least expect it.

Note of interest: There is a 10% chance that a Horner will be nearby and ready for more passengers.

Urban Tolerance

Half-Trons, Zod Bowman, Nequitar, those with Mind Masters attached, or any other semi-alien individuals are often treated with disdain, revulsion, or outright hostility in many Vinyan towns. Even Element Masters may be greeted with mistrust in some cities. The degree of intolerance is influenced by the location and size of the city, proximity to the Borderlands, recent history, character actions, or even bad luck.

To determine acceptance simply add or subtract the appropriate modifier for city, apply the result to a 1d100 roll, and refer to the Acceptance Results table.

Half-Trons are sometimes mistaken for their purebred relatives. Even if they may only slightly resemble their killer kin, they may be accepted but rarely trusted. Humanoids with Mind Master stalks sticking out of their helmets may unnerve townspeople ("It's an evil creature perverting him to the ways of chaos!"). For this reason, Mind Master hosts must also roll on the acceptance table to gain admittance to a city or town.

Depending on the GM's campaign, Zod Bowman, Nequitar, or other semi-alien may have to roll on the Acceptance table as well.

ACCEPTANCE MODIFIERS BY CITY

City	Half-Tron	Mind Master	Zod Bowman	Nequitar Warrior	Element Master	Part Drazzi	Part Golden Hero
Twinn-City East	-05	0	0	+20	+20	0	+30
Faine	-10	-05	-05	+15	+15	0	+20
Tennek	0	0	0	+20	+25	0	+40
Bruff	-10	-10	-10	-10	-10	-10	0
Geffren	-05	-15	0	+10	+25	0	0
Twinn-City West	-05	0	0	+30	+15	0	+25
Trebor	0	-15	0	0	-15	-10	+10
Ostland	-10	-25	-05	+10	-15	-05	+10
Birchwood	-20	-25	+05	-05	0	-05	+05
Unspeakables	0	-10	0	+50	+10	0	+15
Old Capitol	-15	-20	+05	-05	0	-05	+15
Town	-15	-25	0	-05	+05	0	+20
Village	-20	-30	-05	-10	+10	-05	+15
Hamlet	-25	-40	-10	-15	+05	-10	+10

ACCEPTANCE RESULTS

(1d100)	Result
00+	Talk of the town; treated as celebrity.
76–99	Treated like any normal person.
51–75	Hush at entrance, followed by nervous glances and whispers.
36–50	Carefully watched; people will not resume normal activity.
11–35	Allowed only minimal acceptance, (i.e., food and lodging). Will be followed by militia at all times.
06–10	Will not be allowed to enter city under any circumstances.
00–05	Chased away, by threats and/or force.

Mad Money

This is the amount of money a character flagrantly wastes in his exuberance following a life-threatening adventure. The funds may not be spent constructively—just on a good time. An exception can be made by the GM if the situation warrants it (restoring a limb with an expensive Heal would be an example).

A percentage of the total adventuring spoils or pay equal to the sum of the character's Materialism score and INT is the amount of money that the character will not waste—the rest is considered Mad Money.

The characters may spend their money on anything they want, as long as they follow their interests and personality.

Remember, this allows the character to have a some fun—so use your imagination and live a little. If the opportunity presents itself the character will purchase items he collects; furs, armor parts, books. The GM should make sure that the character adds the weight of such items to his equipment list.

The GM should supervise how Mad Money is spent from the following tables. If the characters do not wish to spend their money on such items they can give it away to less fortunate persons—alms for the poor. This has the advantage of making the character appear generous and virtuous, possibly increasing his Fame (+1d4–1 for every 100 CR donated).

EXOTIC FOODS		
Type	Cost (CR)	Remarks
Poke Bird Nuggets	3	Deep-fried miscellaneous parts
Mip-on-a-stick	5	Sweet glaze
	10	Legs
Land Whale sausage	10	Plump and juicy, properly aged
River Throttler soup	15	Salty but filling
Tugger Steak	20	In Pit Worm glaze
Steamed Land Leach	20	Served with drawn butter
Grommet	25	Your choices of dips
Lenex glands flambé	30	Burned at your table
Roasted Night Beast	30	Grilled to perfection
Night Hawk breast	40	With Red Globes on bed of Elt Lace
Bolsch pudding	50	Slightly sweetened, deliciously thick
Pit Worm pie	65	Topped with diced Golden Squishies
Spinner Legs	75	Steamed in silk
Thornwrapper hearts	100	Diced in Lenex sauce
Tron heart	100	Well tenderized, stuffed with Sweet Fruit
Longevity noodles	150	Exotic broth from animal parts, serves one. Makes one feel good, but little else.
Smoked Trask	175	Served in decorative bony head plate
Spring Serpent	200	Bite-sized medallions
Deviled Rock Beast	300	Carefully prepared
Bubble Burgers	350	Illegal, not listed on menu
Grilled Protector	500	Illegal, not listed on menu
Vintage wine	50–200	Grope fruit smashed by Bruff virgins, bottle
	10–40	Glass

PERSONAL SERVICES

Type	Cost (CR)	Remarks
Manicure	60	includes: buffing, shaping, polishing
Hairstylist	50	includes: cutting, washing, setting
Music lessons	10/hour	Any instrument
Armor/weapons cleaned	5/lb.	Any type
Mole removal	10	APP+1 if removed from face
Horner taxis	1–2/person	(See Horner Taxis)
Perfume/Cologne	Varies due to quality	Can temporarily affect APP for picking up the opposite sex
	50/oz	Throbbing Desire: APP +3
	20/oz	Kiss Me–U–Fool: APP +1
	10/gal	Grope: APP –2
Tattoo/body paints	100/hr.	Simple names to intricate designs
Bath	5	–1 from APP per week unbathed, –5 max
Musician	1d6	ditties sung
	40	ballad written
Psychiatrist	125	One hour session + medication.
Massage/oil	50/hr	By trained professionals
Tailor	best haggle	Hats, capes, gloves, and repair
Message service	1/word	By courier dragon lizard
Dremle wash	10	Insect removal
Political donation	1d100	Any of several parties or groups
Escort service	10	Per point of APP
Engraving	1	Per letter
Artist commission	3d100	Portraits, concept pieces

ENTERTAINMENT

Type	Cost (CR)	Remarks
Female serpent wrestlers	40	Cover charge per person
Puppet show	4/half hour	Admission per person
Rent-a-minstrel	50/half hour	Assorted: wind, string and percussion
Peep show	5/5 minutes	Receive a bonus minute for every point of APP under 10; penalty minute per point of APP over 17.
Street shows	1–4	Jugglers, street dancers, fire eater, sword eater, animal acts, bad acrobats, etc. Work for tips.
Side shows	2–5	Bearded lady, missing link (Half–Tron APP 3), Two-headed Dragon Lizard, serpents from around the world, the Amazing Gumbula.
Comedian	1d10	May even use own material
Fretch Fight	1d100	This barbaric sport is illegal.
Voice talents	1d6	Breaking glass, Echo man, everything backwards, speed speech

Bars

There are many activities in the drinking establishments of the major cities; one can find companionship, job opportunities, gambling, contests, entertainment, and of course one's favorite beverages. The GM should roll, pick, or invent the name of any Inn or Tavern the characters happen to see or enter.



HOTTEST NIGHT SPOTS ON VINYA

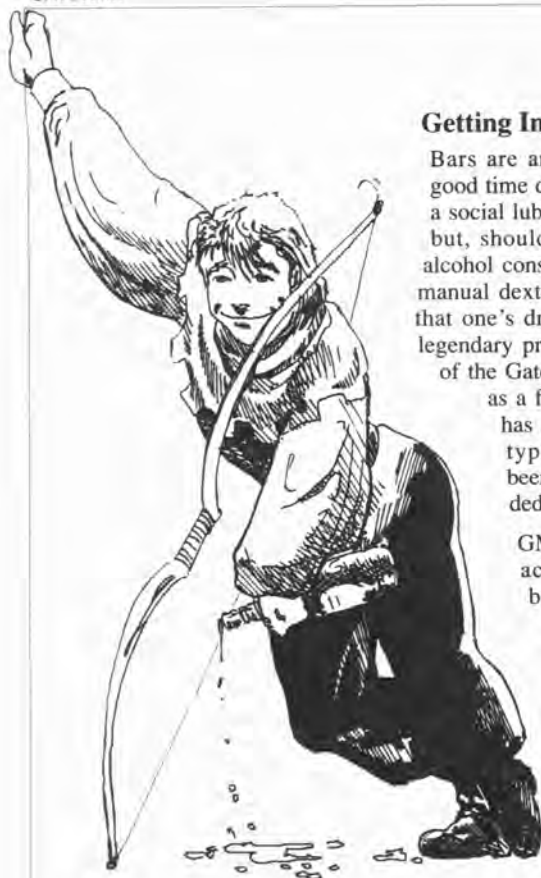
(1d100) Bar Name	(1d100) Bar Name	(1d100) Bar Name
01 House of Three Rings	35 The Lucky Star	69 The Black Serpent
02 Radbif's Revenge	36 The Trampled Tron	70 Pole Axes & Medium Shields
03 Pokies	37 The Cave	71 The Sweaty Palm
04 Amazing Idiosyncrasies	38 The Void	72 The Red Moustache
05 Bob's Runway and Grill	39 Come-On-Inn	73 The Bash-Way Inn
06 Delectable Deborah's	40 Goldbrick Inn	74 The Class Room
07 Excitable Kim's	41 Protector's Palace	75 The Trap
08 The Dragon's Scale	42 The -censored- Inn	76 Sad Wings of Destiny
09 A Warm Place	43 The Shaven Dremle	77 Stunning Sushan's Deli
10 Fanny's Finger Palace	44 The Common Room	78 The Bald Wench
11 Satisfactions	45 Double Image	79 Leaping Worm
12 Tea Time Tavern	46 The Yawning Walker	80 Rugged Rojah's
13 The Golden Hero Inn	47 The Snarling Mip	81 Sweet Sap
14 The Brass Lamp	48 The Place	82 The Mellow Inn
15 Hot-N-Juicy	49 The Transporter	83 Fisherman's Paradise
16 Dieter's Den	50 Tax Haven	84 The Broken Bow
17 U-Do Inn	51 Dew Drop Inn	85 Mip on the Nape
18 The Smoking Ember	52 Escape Ventures	86 The Tempest
19 The Stiff Staff	53 The Wooden Mug	87 Illusionary Inn
20 The Morgue	54 House of Dreams	88 Traveler's Rest
21 The Magic Ball	55 The Queen's Chamber	89 Know Questions Asked
22 After Sundown	56 Farewell to Strangers	90 Kirch's Last Inn
23 The Lizard's Nest	57 Zanny's Abode	91 First City Tavern
24 Pink Sand Cafe	58 This Time	92 The Enchantment
25 The Corner Market	59 U-Must-B-Kidding	93 A Days Rest
26 The Big Horn	60 Four Sticks & Three Stones	94 One More Vice
27 The Great Sword	61 The Fun House	95 Rejuvenation
28 The Happy Horner	62 The Giggling Wench	96 #95
29 Katner's Kafe	63 Big Blue Beastie	97 The Spell's Fears
30 The Observer's Roost	64 The New Way	98 Come Hither & Go Forth
31 The Tiki Room	65 Condemned	99 For Sale
32 Death's Door	66 The Five Fountains	00 Growing Older But Not Up
33 Girls, Girls, Girls	67 The Landing	
34 The Squinting Scout	68 The Spinning Tavern	

Unique Tavern Characteristics

Each tavern or inn has at least one unique characteristic, selling point or distinctive attribute that makes it just a little different.

UNIQUE TAVERN CHARACTERISTICS

(1d100) Bar Characteristic	(1d100) Bar Characteristic	(1d100) Bar Characteristic
01 Open every other day	30 Daily luncheon specials	67 Stage plays
02 Relaxing atmosphere	31 Banquet ability	68 Slight-of-hand artists
03 Serves exquisite breads and pastries	32 One of the newest fun-and-dance places	69 Gap-toothed singer
04 Smells like stale ale	33 Known for a rare reptile blood drink	70 Home-away-from-home for a practical joker
05 Serves fresh yo-pa "dead baby Mips"	34 Winner of the Golden Knife award	71 20-piece band
06 Dirt 1/4 in. thick on tables	35 4-star restaurant	72 Prize (10 CR) for drinking 3 Fangwhistles
07 Serves own brand of candy	36 Across from the stables	73 Converted stable
08 Grand opening (half-price)	37 Home of the biggest mystery-meat burger	74 No alcohol on premises
09 Smells like a gym	38 Has bizarre religious rituals	75 Wet tunic contests
10 Known for high-stake Tryad games	39 Captive beasts in every corner	76 Mirrored walls and ceilings
11 Serving wenches all have APP of 15+	40 Comedy club	77 Militia personnel get 1/2 priced drinks
12 Largest wine cellar in the city	41 Reservations necessary	78 Unescorted ladies get free drinks
13 Serves live fish	42 Near the Dremle track	79 Credit available
14 Headquarters of Mot, the famous Outdoorsman	43 Fried Mip ala vegees	80 Mounts allowed
15 Famous for seafood buffets	44 Semi-nude dancers	81 Stained-glass tables
16 Overlooks historic landmark	45 Nightly ugliest bartender contest	82 Zombie auctions
17 Bandor's den (famous ol' story teller)	46 Gut-bucket quartet	83 Exotic dancers
18 Specialties include smoked meats	47 Zombie waiters	84 U-killed-it, u-cook-it !
19 Never closed	48 Home of Zonti (hypnotist)	85 Huge fire in center of common room
20 Serves fine Bruff Ale	49 Blade limbo contest	86 Serves hot, spiced wine
21 Bartering accepted for meals	50 All you can eat specials	87 Multi-colored beverages
22 Chef famous for throwing knives	51 Happy hour open to close	88 Tavern of Strange Things (01% to identify displays)
23 Takeout orders available	52 Rude waitresses but excellent food	89 Serves raisins by the bowl
24 Authentic Geffren cuisine	53 Seashell trio	90 Free bulbous roots with entree
25 Permanent Sign: "Free Drinks Tomorrow"	54 1-copper ale	91 Indoor waterfall/fountain
26 Stuffed animals hanging from rafters	55 Spiral staircase	92 Wet and/or raw bar
27 Cloud-light frying	56 Mud wrestlers	93 Front for an employment agency
28 Sophisticated musical entertainment	57 Natural motif	94 Door prizes
29 Drinks served from hollow Dremle foot	58 Cape and cane required	95 Famous for special sauces
	59 5-Crown cover charge	96 Fresh fruits at bar
	60 Doesn't close 'til dawn	97 101 Cheese Hors d'Oeuvres
	61 Fire-eaters	98 Nothing or closed
	62 Nightly look-alike contests	99 Roll twice
	63 Chug-a-lug contests	00 Roll thrice
	64 Lizard races	
	65 Costume required	
	66 Fun house atmosphere	



Getting Inebriated

Bars are an excellent place to have a good time drinking. A few drinks can be a social lubricant to open up shy people, but, should there be a fight, previous alcohol consumption could hamper one's manual dexterity. There is also a chance that one's drinking capacity could reach legendary proportions. Since the opening of the Gateway of the Worlds, drinking as a form of relaxation and escape has gained popularity. Many new types of distilled spirits have been invented. Here is an expanded list.

GM Note: Do not tell the characters the drinking value of beverages. See Poison Resistance (p. 95) for the effects of inebriation.

VINYAN BEVERAGES

Beverage	Inebriation Value	Cost (CR)
Beer/Ale	1	3
Mead	1	4
Wine	1	5-20
Wine bottle	5	25-100
Nord Beer	2	5
whiskey shots	2	6
Whiskey bottle	14	35
Dragon Draught		
Crag	3	10
Radbif	4	15
Fangwhistle	5	20
Bruff whisky shot	5	12

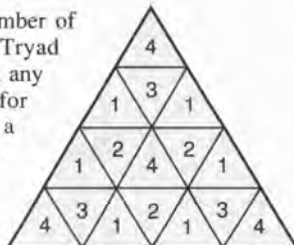
Dragon Draughts

These flaming rum-based drinks are the "Adventurer's Drink." They are drunk through the tail of a specially-made decanter sized according to the named Vinyan dragon. A person should drink a dragon draught quickly as soon as the barkeep lights it—then expel a puff of smoke in some exultant fashion. If one is unable to do this he is considered a wimp. The drink is actually quite smooth, but a few can start to tax the throat.

Note: There is a 25% chance that a happy hour will be in progress (all drinks will be half price and complimentary munchies will be served). If a character is able to drink three Fangwhistles in succession and not be drunk he will gain a +1 to his Fame Rating, 4 Fangwhistles +2 Fame, 5 Fangwhistles +5 Fame.

Tryad Games

The GM may determine the number of players and the stakes of any Tryad games currently being played in any bar or tavern, rolling a 1d100 for each of the different stakes. If a game is currently being played, roll the appropriate dice to find out how many people are playing each game.



CURRENT TRYAD ACTION

Stakes	Chance of game being played	# of players wanting to play
Coppers	90%	3d4
Crowns	50%	2d4
Royal Crowns	25%	1d4
Gemstones	15%	1d3



Arm Wrestling

Arm wrestling is a popular form of entertainment and gambling; normally, the contestants wrestle for drinks, but there are often side bets for much higher stakes. Each contestant makes a Stat vs. Stat check using the average of his STR and SIZ vs. the average of his opponent's STR and SIZ.

If only one contestant makes his percentage, his arm moves 30 degrees towards victory (90° from starting point). If both contestants make or miss their percentage they stay in the same place. For well matched adversaries, Fatigue (p. 93) often becomes a factor.

Picking Up the Opposite Sex

The Character may use one of the many colorful Vinyan expressions when trying to obtain companionship; roll or choose to see what "Pick up line" might occur to the character.



Use the following formula to determine success:

$$\text{Pick Up Percentage} = \frac{(\text{APP} + \text{INT} + \text{LUK})}{2}$$

Consult the following tables to determine what happens if the character is successful. Use the first two tables to determine the Appearance and Fun Factor of the potential partner. Combine the scores from both tables and apply the result to the third table to discover the degree of success.

The character may gain fame through exposure to new people and friends of friends, etc., those known by the new found flame.

Romance Enhancement:

The GM should keep in mind that relationships usually create as many problems as they solve. If a character finds himself involved in a serious romance, the GM shouldn't hesitate to flesh out the partner's character by devising a past, personality, and statistics for her. A woman's problems have a way of becoming her man's problems, and vice-versa.

FAMOUS VINYAN LINES (USE AT YOUR OWN RISK)

(1d100)	Line Description	(1d100)	Line Description
01-04	Hey . . . ya know that I could buy this town?	53-56	I bet you're something without those clothes.
05-08	You don't sweat much.	57-60	I bet you couldn't guess that I make codpieces?
09-12	Is this your money?	61-64	Do you think I'm ugly?
13-16	Does your Mip bite?	65-68	You wouldn't by chance know a Heal spell?
17-20	You look clean.	69-72	Somehow I have two drinks and I'm not a two-fisted drinker.
21-24	Your Eyes - Your Eyes . . .	73-76	Let me guess... you have three sisters... right?
25-28	I think I love you.	77-80	What do you think of the price of long-handled gernels?
29-32	Excuse me, but there is a thing on your neck.	81-84	My you smell <i>good</i> !
33-36	You look just like my mother did before she died.	85-88	Umm . . . Well I guess you can tell I'm shy.
37-40	I know where I've seen you before - it was in a dream!	89-92	Quick -put that fire out!
41-44	Looks like you have a good head on your shoulders.	93-96	I know a guy with a tattoo that looks just like you.
45-48	I'd sure like to roll grapes into your navel!	97-00	Do you feel all right?
49-52	Where did you get that lovely cummerbund?		

PARTNER ATTRIBUTES

(1d100)	Appearance	(1d100)	Fun Factor
00	Stunning	00	More fun than a barrel of Mips
91-99	Beautiful	91-99	Intriguingly delightful
81-90	Attractive	81-90	Stimulating
71-80	Fair	71-80	Nice personality
31-70	Average	31-70	Sister/brother like
16-30	Homely	16-30	Gossiping windbag
02-15	Hideous	02-15	Complains about everything/bore
01	Double-bagger	01	About as much fun as being drawn and quartered by two humorous Horners

SUCCESS TABLE (ADD SCORES FROM BOTH ATTRIBUTE ROLLS)

Score	Degree	Time From Adventuring	Fame Increase
175-200	Serious romance, possible engagement	2d10 days	+3
155-174	Semi-serious romance	1d10 days	+2
135-154	Fling	1d4 days	+1
114-134	Quickie	1d10 hours	None
75-113	Casual acquaintance	1d4 hours	None
50-74	Call ya' later	1d4 minutes	None
02-49	No one's that drunk	1d4 seconds	None



Bar Fight

This is the proverbial barroom brawl as seen in many cinema features. It is common practice on Vinya to check all weapons at the door when entering any public establishment. The only exceptions are for the hometown militia, since they are expected to keep the peace. Note that this policy is less enforced as one nears the Dangerous Borderlands. Fights may be precipitated before or after the party enters, and may not directly involve the characters at first. The hometown militia will arrive in 5d4 rounds to stop the fray. Bartending jobs usually require a Daze spell for just such an occurrence. The average fight will involve 2d10 people. Personal combats will only last 1d4 rounds before that person disappears into the moving, brawling crowd.

By rolling on the Barroom Brawlers table, the GM can determine who is currently in position for attack. All Non-Offensive spells have already been applied.

Generally speaking, barroom brawls don't get too serious. This is partially because the incidents which cause them are usually trivial, partially because Vinyans hate the invaders so much there is rarely any anger left over for their native brethren, but mainly because the participants are usually too inebriated to cause any major damage to one another. A few lumps are exchanged, some property is damaged, another round of drinks is ordered and a few, unfortunate losers are carried off to a bed somewhere.

BARROOM BRAWLERS

(1d100)	Race	DA	SIZ	HP Cat.	ATT DRK*	%	Damage	Remarks	Weapons
96-00	Bruff	(5)	11	[1]	II	40	1d4+1	Food in facial hair	mug
91-95	Wellan	(1)	15	[3]	II	35	1d6+1d4	3 drinks too many	chair
86-90	Wellan	(1)	14	[3]	IV	20	bash	Bash Factor: 35	his body
81-85	Nequitar	(6)	17	[3]	I	50	1d3+1d4	Low-cut tunic	fists
76-80	Geffren	(1)	18	[4]	I	45	1d4+2+1d4	Stays behind bar	thrown bottles
71-75	Wellan	(3)	15	[3]	III	30	1d6+1d4	Hasn't bathed	chair leg
66-70	Geffren	(4)	18	[3]	II	35	1d8+1d4	Tries to stop fight	chair
61-65	Wellan	(2)	16	[3]	II	40	1d3+1d4	Hairless, muscular	fists
56-60	Unspeak	(3)	10	[1]	II	35	1d4+2-1d2	Great Hider (75%)	bottle
51-55	Wellan	(1)	15	[3]	IV	25	1d3+1d4	Ring on each finger	fists
46-50	Wellan	(1)	17	[3]	IV	25	2d4	Really stupid	fists
41-45	Wellan	(1)	13	[2]	III	30	1d4	Little old lady	cane
36-40	Wellan	(1)	16	[3]	II	55	1d3+1d4	Used to box	fists
31-35	Bruff	(3)	12	[2]	III	30	1d4+2	Happy food critic	steak knife
26-30	Wellan	(5)	14	[3]	II	45	1d4	Wheezing	fists
21-25	Wellan	(7)	17	[3]	I	55	1d10+1d6	Mean adventurer	statue
16-20	Geffren	(6)	17	[3]	III	30	1d3	Startled to be here	fists
11-15	Kitzu	(1)	12	[3]	IV	25	1d4+2	False eye-patch	bottle
06-10	Wellan	(8)	18	[4]	I	60	bash	Bash Factor: 44	table
01-05	Wellan	(1)	15	[3]	IV	20	1d6	Female - started it all	feet

* State of Inebriation (DRK): I = Feeling good, II = Tipsy, III = Drunk, IV = Numb

If one of the brawlers receives damage from a weapon, the GM can determine the extent of damage by referring to the Brawler Hit Points Table.

BRAWLER HIT POINTS

Hit Point Category	Head	Chest	Abdomen	Arm	Leg
[1]	2	4	3	2	3
[2]	3	6	5	4	5
[3]	4	8	7	5	6
[4]	5	9	8	6	7

Guide to Merchants

As the characters acquire wealth from the spoils of battle and throw a bit away in fits of exuberance (Mad Money), they will probably wish to sell some of the more cumbersome items and buy more useful ones or services. Since it would be rather tedious to have stats and descriptions for every merchant in every town, the following tables provide a basic framework which allows the GM to let the characters know what they can buy or sell, where, and for how much.

VENDORS	
(1d100)	Vendor Type
01–20	Street vendor, traveling salesman
21–85	Bazaar, flea market, mobile shop
86–00	Permanent building/shop

MERCHANDISE/SERVICE QUALITY		
(1d100)	Vendor Quality	Price Modifier
01–25	Poor quality, shoddy materials	–1/4 normal
26–90	Good quality, average service	—
91–00	Superb quality, craftsmanship	+1/4 normal

PRICES		
(1d100)	Price Range	Price Modifier
01–35	Outrageously over-priced,	2x normal
36–90	Reasonably priced	normal
91–00	Bargain!!! sale-of-the-century! (5d10% chance item is stolen!)	1/2 standard

Note: All Modifiers to price are cumulative.

Shops

The following chart lists and describes most of the types of goods and services available in the shops of Vinyan towns and cities. They are listed with the number of shops present for every one hundred buildings in the town/city. If the town is not yet large enough to support a particular shop type, it is not present. In the case of necessary goods or services, a city that does not have that kind of establishment will usually have a general store or the like to provide that particular service for the community, albeit with a limited selection.

Each building will be run by a proprietor of at least Journeyman skill level in the appropriate Professional skill (and a Merchant Professional skill at 1d100 for the purpose of haggling), though he might not always be there. To determine the work staff of a shop, the GM should roll on the Proficiency table (p. 36) until a Journeyman or Master is rolled. All the rolls up to that point produce apprentices and other helpers, each at the skill level rolled. If a Journeyman or better is not reached after a reasonable number of rolls for the size of the shop, the GM should just assume, and tell the characters, that the proprietor is out.

Apothecary (2/100)

The Apothecary will usually be run by a Healer. They carry medicinal herbs and salves for almost every type of ailment, and are constantly researching others.

The Apothecary is almost always in need of supplies of the various healing herbs. These can be obtained from distributors or traveling caravans. Healers seldom hire someone to seek necessary ingredients for them (1/2 character's LUK as a percentage), but they often pay well for rare items, such as an Isk Plant, that are brought into their shop. For an extremely rare item, the Healer might hire men-at-arms to accompany an assistant seeking it.

Armorer/Weaponsmith (2/100)

This shop makes, repairs, and often buys and sells armor or weapons of almost every type. If the city, and therefore usually the shop, is big enough, the shop may contain several Journeyman or Master Blacksmiths, each specializing in specific armor or weapon types, scale mail or arrow-heads for example.

Bath House (4/100)

Vinyans are a clean-loving people; personal appearance means a lot to them. Every town with more than 25 buildings has one of these bath houses, containing a large communal pool and several private baths. The use of a bath house is free, but it is common practice to tip the towel boys, generally a Crown or so, and leave a coin or two in the bath for the cleaning crews and water-changers.

Blacksmith (3/100 but always at least 1)

The Blacksmith produces and repairs all common metal items. In towns without an Armorer/Weaponsmith, the Blacksmith will repair, but not produce, any such item.

Bookseller, Sage (2/100)

Lesser-known Vinyan sages often run a small library/bookstore, usually to finance or assist in their research. Most of the books in a shop will have been written by that sage or one of his senior apprentices, and might be on any of the following subjects.

Many sages Identify and catalog alien creatures, as it might be important for historical purposes. A Sage may Identify or Know Legends on a subject or particular item for a fee. The amount of Legends a particular sage knows about a creature in one of his books will also be equal to his Skill level.

To facilitate their research, sages often need specimens of alien creatures to study, and may commission adventurers to procure dangerous specimens. The payment for such specimens depends on whether alive or dead, condition, rarity, and lethality.

BOOK SUBJECT LIST

Animal Training	Fishing
Art	Flood Studies
Alien	Games
Bruff	Bruff
Drazzi	Geffren
Geffren	Unspeakable
Golden Hero	Wellan
Kitzu	Gems
Nequitar	Geology
Wellan	History
Unspeakable	Vinyan, General
Anatomy	Aliens
Bruff	Bruff
Dragonkind	Geffren
Geffren	Unspeakable
Half-Tron	Wellan
Kitzu	Hunting
Tron	Jewelry
Wellan	Magic
Unspeakable	Mathematics
Basket Weaving	Medicine
Distilled Spirits	Mundane Animals
Essays (critical evaluations)	Nature
Exotic Foods	Political Theory
Experimentation	Problem Solving
Fashion	Religion
Bruff	Sailing
Geffren	Self-Help
Unspeakable	Selling
Wellan	Surfing
Fiction	Transporters
	Wines

Caravaner (# of buildings in town as % chance)

A Journeyman Teamster (Caravaner) makes his living transporting goods to areas not serviced by Transporters. Most caravans are rather small, composed of a number of (2d10) wagons with usually one man-at-arms per wagon as an escort. Most Caravaners will carry almost anything anywhere, if paid enough. Of course, more dangerous routes require a greater charge due to the increased risk and need for extra escorts. Most caravans will hire an able-bodied weaponsman (90% chance), and the pay is generally a Crown per mile plus a negotiated amount per kill against attackers. This pay varies, of course, depending on the finances or greediness of the Merchant and the hazards of the route.

Carpenter (2/100)

Should the characters wish to purchase a wood product, a carpenter's shop is the place to go. The Journeyman Craftsmen (Carpenter) is easy to find because of the great amount of hammering and sawing going on. Carpenters will usually charge a base fee for the materials required to make the object, and a labor fee for the craftsman. This fee will be 1 CR per foot of wood (6 inches wide) and 10 CR per hour of labor. Large or complex objects must usually be built from plans furnished by an Engineer.

Dremle Stables (2/100)

If a Dremle is brought into a town or city overnight it must be stabled. The care given to the mount varies, from mere pasturing to grooms and security. The following chart should be used to determine the quality (and chance of the mount's catching disease or being stolen) for any encountered stable. Remember, there are only a certain number of stables per town, if they are all bad, they're all bad. The cost of stabling a mount includes feed for the creature, whether it is grass from their pasture or a dole-net bush.

STABLE QUALITY				
(1d100)	Cost (CR) per Day	Chance for Disease	Theft	Description
01-10	free	15%	35%	Tied to tree/hobbled outside of town.
11-25	5	25%	15%	Fenced-in pasture.
26-75	10	15%	05%	Sheltered stable area, straw changed periodically, minimal security.
76-95	20	05%	03%	Individual stalled stables, dip, straw changed daily, constant security.
96-00	50	01%	01%	Daily grooming, security insured to 500 CR.

Dremle Training (4/100)

A Dremle must be trained by a Professional Level Husbandman to increase in Mount Training Level after reaching 40% Mount Training. Most Dremle trainers charge a base fee plus an hourly charge to train the beast to its full Mount Training Factor.

Dremles can also be trained in their attacks. This is separate from the Mount Training Level, and each Attack mode must be trained for separately. The Learning Ability check obtained through Attack training and future experience bonuses are the same as for characters (Training p. 70). Dremle Trainers charge 25 CR per hour.

Engraver (2/100)

Engraving is a popular art form on Vinya, especially among Wellans and Bruff, who like to have a weapon personalized. The engraving will not affect the performance of the weapon in any way, though some attribute magical powers to the engravings on their personal death-dealer.

The cost of engraving is 5 Crowns per letter on a metal surface, 3 Crowns per letter on a wooden surface, stylings extra. A weapon engraved well, by a Master Engraver, will gain the wielder +1 to Fame Rating, and the character can be recognized by his weapon alone once reaching 100% Fame Rating.

General Store (2/100 but always at least 1)

In every town, no matter how small, there is a small shop where the necessities of daily life can be bought. The General Store will also provide almost (50%) every service not provided by a commercial building. It also sells the products of Market Vendors, at a 50% markup, when the vendors have left the market for the day (at the setting of the yellow sun).

In the smaller towns some services are provided by members of the community without a store or office. To locate these merchants, the character must either make a successful Know Legends within the town for the merchant's name and directions to his home, or go from house to house, asking.

Glassblower (1/100)

Obviously, in this shop one can get their glass blown. Most Glassblowers maintain shops with extensive inventories, where all manner of glass products are available.

Magic Dealer (2/100)

A Magic Dealer will operate a small shop adjacent to his research laboratory, buying items or selling those he has no use for. Many shops are run by Magic Instructors, using the shop for a place to work and to gain a little money on the side.

One service provided by the Magic Dealer is Spell Sphere identification. Using color and intensity classification charts, the Magic Dealer can name almost any Spell Sphere, for a fee.

Fee = Base 25 CR + 10 CR/level of Intensity

The Sphere is placed in a Devan Device, a low bath filled with clear oil and special powders, the manufacture of which is known only to Magic Instructors. When the Spell Sphere is placed within the bath, the latent magical energy in the sphere causes the powder to glow. The intensity of the powder's glow (and thus the magical intensity of the sphere) is measured against a series of pre-calibrated rings.

The Magic Dealer will also offer to buy the sphere at half the normal retail price.

Spell Sphere identification is more dependent on the completeness of the dealer's classification charts than on the dealer himself (generally 75%). If the Magic Dealer is unable to determine the exact type of a Spell Sphere, he will not charge the additional 'intensity' fee; however, Magic Dealers have been known to fake identifications in order to save this fee.

Magic Dealers also act as clearing houses for Spells-for-hire. They will generally know any spells the characters might want cast, or keep a list of local people who know others (for a commission, of course).

The cost of Spells-for-hire is generally 10 CR for the spell, plus 5 CR per point of MPT required. This can even include Magic Interlock spells (p. 125), if the characters know the spell they need cast, but lack the MPT to cast it at the appropriate level (such as 32 MPT for a Heal VI to reattach a severed 6 point limb).

Undertaker (2/100, but always at least 1)

This particular type of shop has become increasingly prolific since the opening of the Gateway of the Worlds. Undertakers bury the bodies of the dead in areas where the spent life will be useful in revitalizing the soil.

The graves of Vinyans are usually left unmarked. Undertakers also have the responsibility of identifying the body, if possible, and having word sent to the deceased's home town, where the date of his death will be recorded on the Wall of Life and Death. These walls, found in every populated district, have inscribed on them the name and date of birth of everyone born in that district. Since new sections of wall are added as needed for space to inscribe additional names, the walls may be read from one end to the other, providing a chronological record of life in that district.

The average cost for an undertaker's services is 100 CR, although funeral services and receptions increase the cost considerably.

Wainwright (1/100)

The Wainwright builds, sells, and repairs carts and their harnesses. There is a 50% chance that a particular Wainwright will have a particular sized cart in stock. If it is not there, it can be knocked together in one day for each 50 pounds of capacity.

Cart Prices

2 wheeled = 7 CR per 50 lb capacity
4 wheeled = 10 CR per 50 lb capacity

The weight of everything carried in the cart is reduced to 1/4 of normal for figuring Encumbrance of the creature pulling it.

Weapons Dealer (1/100)

The Weapons Dealer buys and sells weapons and armor of any type, even those they have no name for. The dealer cannot repair damaged weapons, and will pay less for damaged items. He will have contact with a Weaponsmith, however, and, for a fee, will act as a go-between for the characters.

Weapons dealers will usually be adept (roll proficiency for Attack Bonus, Journeyman at least) with at least one of the weapons they sell, and will have that one close at hand.

Market Vendors

Foodstuffs (30/100)

This is the marketplace common to every city. Here are sold all the raw goods produced in the areas outlying the city, generally farm goods or fish, cloth or lumber, depending on location. If the town is big enough, it may support several Markets, generally located at the center of town or at the main gates. Each Vendor is independent, but prices will not vary too much from vendor to vendor, as they must compete for customers.

Dremle Trader

Dremles are the standard riding beast of Vinya. Because of constant demand, a given Dremle Trader will rarely have more than 2d4 specimens from which to choose. The GM should roll on the following table for the type of mount and its current training level. Once the characters have settled on a mount for purchase, the GM should roll for its personality (see Dremles, p. 179).

(1d100) Dremle Type

01-60	Valley Dremle
61-90	Mountain Dremle
91-99	Great Dremle
00	Special Mount
01-05	Dragonkind Flying Mount
06-15	Dragonkind Pack Beast
16-25	Dragonkind Riding Beast
26-65	Horner
66-00	Tugger

CURRENT TRAINING LEVEL

1d100 Training Level Price Factor

01-25	Wild	x 1/2
25-40	Unruly	x 3/4
41-80	Average	x 1
81-90	Battle	x 2
91-98	Superb	x 3
99-00	Classic	x 4

The basic price for a mount is 1 CR per pound. This is increased for Trained mounts by the Price Factor determined above.

Part-Time Employment

The characters may find part-time work with a shop dealing with their interest or professional skill. The pay depends upon the character's experience level as stated in the Creation Section under the appropriate Professional skill.

3.1.7 Special Weapons and Armor

The following table is an expanded list of weapons that the characters can purchase but that are not taught to new recruits in the militia.

Tron-Killer

The Tron-Killer is an extra-heavy crossbow, similar to a siege arbalest, designed by the Bruff for the specific purpose of killing Trons. It is extremely rare, and requires special bolts resembling small spears that cost triple the market rate for standard bolts.



Nonstandard Weapons and Armor

Design flukes, unusual craftsmanship, or other circumstances may cause some Weapons and Armor to fall outside the described norm. Though not really magic, they can be treated as such as they are lighter, better balanced, sharper, or simply better constructed than the ordinary. The GM may treat such rare artifacts as being enhanced by a Sharpness I, Lightness I, modified DA, modified weight or whatever is appropriate. The GM may wish to assign a 05% chance for a found weapon to be above or below the standard.

Characters may commission a weapons smith or armorer to construct an enhanced version of a given equipment type; the cost would increase by +25% for each of the above improvements. Note that each type of improvement may only be incorporated into a weapon once (a naturally Sharpened II weapon is not possible).

EXPANDED WEAPONS LIST

AC	Weapon Group	Weapon	Actions to reload	BC	Dam.	GSS	WA	Wt. (lbs.)	Cost (CR)	DA	Pull (lbs.)	Range S-M-L
I	Thrown	⊕ Lasso *		15%	none	25	40	4	25	3		1-2-3
I		⊕ Whip *		10%	1d4		35	2	45	2		1-2-NA
I		← Tron Killer	10	15%	5d4		66	18	500	18	1250	26-73-120
II	Swords	♥ Tron Mauler, 1H		15%	3d6		135	12	750	35		
		♥ Tron Mauler, 2H		15%	3d6		115	12	750	35		
III	Pole Arms	⊕ Man-Catcher, 1H		10%	1d8	15	100	8	225	16		
III		⊕ Man-Catcher, 2H		10%	1d8	15	80	8	225	16		
III		← Trident, 1H		10%	3d4		93	6	175	16		
III		← Trident, 2H		10%	3d4		71	6	175	16		
IV	Axes	← or ! Pick, 1H		25%	1d10		59	4	100	16		
IV		← or ! Pick, 2H		25%	1d10		44	4	100	16		
V		! Cudgel, 1H		25%	1d4		15	1	15	3		

* These weapons function as range weapons; however, they are not released when used.

Geffren Reed Mail

The Geffren construct an excellent mail woven from the still-living shoots of Liana, a climbing plant that strangles and kills the tree on which it climbs. To avoid killing either the tree or the vine, Geffren tenders often weave the plants into various baskets, walls or hammocks, or even armor. Since the Liana is an epiphyte, or air-plant, it does not actually need roots in the ground; it gets nutrients from dead cells washed off its host by rain. Woven into armor, this Geffren Reed Mail is lighter than metal armor, almost as strong, and even repairs itself when damaged. It does have the disadvantage, particularly in moist climates, of constantly sending out leaves and runners that must be pruned.

Geffren reed armor is becoming increasingly popular and available as times become more dangerous for the Vinyan people. There is no additional charge for customized armor; however, due to the exacting craftsmanship of the Geffren, orders usually require several years to fill.

Bruff Mails

The Bruff believe in being protected during combat. They construct excessively heavy mails with multiple layers of protection to ward off enemy blows. They specialize in "double-chain," a chain mail with thicker, tighter rings; however, they also produce a heavy plate mail touted as proof against any beast on Vinya. Naturally, a higher quality product brings a higher price. Bruff-size mails (SIZ 11-14) are common, and found in most reputable armories. Larger sizes are difficult to find and sometimes must be custom made. Bruff Mail costs twice as much and takes twice as long to manufacture as Wellan mail.

Siege Engineers and Equipment

The Vinyans have had very little experience in the use or manufacture of siege equipment. However, after the fall of the first Vinyan cities, the Vinyans recognized their effectiveness. They hastily assembled a group of architects and engineers to study and duplicate alien siege equipment in hopes of retaking the lost cities. The Trons remain by far the most adept at siegecraft and tactics.

3.2 MAGIC

Magic is the art of utilizing mana, a basic form of energy that pervades the universe in varying amounts. The energy is released continuously by magic mineral, a crystalline compound the larger specimens of which are considered gemstones, greatly valued for their magical properties, but it occurs much more frequently as a fine dust. Magic mineral is constantly released from the bedrock of Vinya by erosion, earthquakes, and volcanoes, and the inhabitants of the planet have learned over time to manipulate the energy emitted.

The first spells were likely simple energy blasts or alternate light sources. As the spell-casters grew more proficient at the art they were able to create, learn, and perform more intricate manipulations. They managed to encase raw Magic Mineral along with material components in glass spheres, allowing the spell to be released when the glass was broken. Later, they even learned to embed spells into the matrix of the crystal itself, so that the spell effects could be released, as often as desired, by someone who had not even learned how to cast it themselves. Today, Magic exists in the form of Spell Spheres, Power Gems, and Element and Common Magic spells.

3.2.1 Common Magic

Spell Spheres are rare and often unwieldy, Power Gems are very rare and very expensive, Element Magic is genetically exclusive, but Common Magic is, well, common. It is relatively easy to learn; almost all Vinyans are taught at least some spells at an early age. Even in the difficult times brought about by the alien invasion, learning new spells is limited by the price of the instruction rather than availability. Starting characters will likely have learned some spells already (Previous Magical Experience, p. 20); a life of adventure will probably be rather short without at least an adequate magical arsenal at one's disposal.

Spell Terms and Definitions

Name	All Spell names are listed in Vinyan Common. If a spell is also known by a different name it is listed.
Duration	As stated.
Area	As stated.
MP Cost:	Player's choice if "Variable," as listed if "Fixed" (see p. 66).
Range	NOT LISTED: All spells have a range of the caster's Current MPT score in hexes (each hex represents a 10 ft. diameter area).

Any reference to a "special" Duration, Area, etc., will be explained within the body of the description.

Agility/Clumsiness

Duration	Current MPT score in rounds
Area	One creature
MP cost	Variable

This spell temporarily changes the affected creature's DEX by one point for each spell level invested. The change may affect a target's Weapon skills and Miscellaneous Abilities.

Note that this spell can be used either to increase or to decrease DEX. Every point change will either increase or decrease all the character's Attack and Parry percentages by +01%, Balance by 4 pts., Surprise Reaction by 1 pt., and may also affect Attack Category Modifier (see p. 25).

Armor

Duration	Current MPT score in rounds
Area	One creature
MP Cost	Variable

Originally used as a replacement for heavy work gloves and as a form of birth control, this spell creates an armor-like force that completely surrounds a creature, protecting it from damage, even critical blows, by absorbing kinetic energy.

Each level of the spell increases DA by one point over the entire body. An Armor spell may run concurrently with an Energy Shield spell, but the defense they provide is not cumulative (see Energy Shield, p. 123).



Berserk

Duration	Current MPT score in rounds
Area	One creature
MP Cost	Fixed (2)

This spell causes the subject to go into a fighting rage; he will close to melee immediately and Attack with both physical actions each combat round at his normal attack percentage. The enchanted creature will not use missile weapons or Parry under any circumstances and will not stop Attacking until the enemy force is destroyed or the spell expires.

The subject will ignore pain until the spell wears off. Any injury of Serious level (see Damage and Healing, p. 88) incurred during a combat round does not affect the use of that location until the beginning of the next round.

GM Note: The Berserk spell is the only way for an individual to attack with both Physical actions in a single combat round.

Bravado/Cowardice

Duration	Current MPT score in rounds
Area	One creature
MP Cost	Variable

This temporarily increases or decreases the recipient's Bravery score by 10% per spell level and may cause him to have a change of heart concerning his involvement in an encounter. This spell can bolster the caster's troops or cast fear into the hearts of his enemies. The Bravery Table (see p. 31) should be consulted to determine a recipient's reaction.

Cell Blast

Duration	One combat round
Area	One or more hit locations
MP Cost	Variable

Many moons ago, it was thought that the damage from the Cell Blast spell was caused by the snapping back of the magic barrier as it fills the gap created by the force of the spell. Modern Vinyan science has shown that the damage is caused instead by the disruption of thousands of cells in a random location on the target's body. For every Spell Level invested, the Cell Blast will inflict 1d4 pts. of damage to a random location on the target. The cellular disruption spreads randomly across the target's body, and therefore the Location of each 1d4 of damage is rolled separately. Because of the

nature of this attack, the DA provided by physical armor or even magical spells **cannot** absorb the damage.

The spell causes cellular disruption, which is devastating to a living creature that needs its cells to be in a certain order. However, cell blasts aimed at inanimate objects cause little more than cosmetic damage. It can change the color and texture, leaving blast patterns, but causes no structural damage.

This spell is frequently used by inept or frustrated fishermen to tip the scales against their slippery prey.

Cornea Cloud or Vision Blur

Duration	Current MPT score in rounds
Area	One creature
MP Cost	Fixed (2)

This spell irritates the target's eyes, causing them to water and blink constantly, and making everything appear to be blurred and constantly shifting positions. If the spell is successful the affected creature's vision-based skills, including Attack and Parry percentages, are reduced by $-1/4$.

Cover Magic

Duration	Current MPT score in rounds
Area	One object or creature
MP Cost	Fixed (1)

This spell enables the caster to conceal the glow that is normally made when a spell is cast. The light energy usually created by a spell is instead converted into heat energy, which immediately dissipates into the surroundings.

Note that the Cover Magic spell will not conceal magic spells from a Detect Magic spell (p. 121).

Daze

Duration	Current MPT score in rounds
Area	One creature
MP Cost	Fixed (3)

The Daze spell causes a minor concussion through the expansion of an energy force between the skull and brain tissue. When successful, this will cause the target to function as if just regaining consciousness from a knock-out blow, with a severe headache and all Mental Skill and Magic success percentages reduced by $-1/2$.

Daze Example

Midon catches Lirg cheating in a high-stakes Tryad game. Furious that Lirg was cheating (despite the fact that Midon was cheating, as well), Midon casts a Daze spell at Lirg. Midon's MPT is 10, while Lirg's MPT is 19. Since Lirg's MPT is higher, this reduces Midon's chance of effectively casting the spell by 5% per point Lirg's MPT is higher (from the standard base of 50%). $19 - 10 = 9$, $9 \times 5\% = 45\%$, and $50\% - 45\% = 5\%$. CRAIG must roll 05 or below on 1d100 for Midon to successfully cast the Daze at Lirg—not likely. CRAIG rolls a 03, surprising everyone, most of all Lirg. Lirg's Mental Skills and magic success percentages are modified by $-1/2$ for the duration of the Daze. The Daze will last for 10 rounds, since that was Midon's MPT prior to casting the spell.

Death Tell/Forever Silence

Duration	Current MPT score in rounds
Area	One corpse
MP Cost	Fixed (1)

This spell allows the caster to see through a dead creature's eyes at the moment of its death, which can be very useful when one has come across a carcass that shows damage from strange claws, weird fangs, etc. The spell transfers the images last imprinted on the rods and cones of the victim's eyes to the optic



nerve of the caster, so the two must have similar eye structures for the spell to work. Vinyan Marshals routinely preserve the eyes of murder victims for use in investigations and court. Vengeful Vinyans find that learning this spell is a must.

The Reverse of Death Tell, Forever Silence, will eradicate the image from a deceased person's eyes, rendering it inaccessible for all time.

Successful murderers find that learning this spell is essential.

Detect/Conceal Spells

Duration	Current MPT in rounds
Area	360 degrees up to MPT in hexes
MP Cost	Variable

A Detect spell provides the caster with the ability to sense the presence of some specific material or energy in his environment. The spell allows the caster to make a Perception roll for every round of its duration. If successful, he will know the exact location of any examples of the appropriate subject present within his Sphere of Influence. The Detect spell essentially provides the caster with a sixth sense which operates as effectively as Vision. The caster may aim attacks at the subject at full percentages (although intervening physical barriers may hinder this) and may attempt to use their Identify and even Know Legends skills to discover more about it. (For more information see *Attacking Unperceived Targets*, p. 75.)

Detect/Conceal Invisible Object – Affects objects or creatures under the influence of an Invisibility spell, not just unseen.

Detect/Conceal Creature – Note that the caster must succeed in an Identify skill check to discern the type of creature detected.

Detect/Conceal Magic Spell – Note that the caster must succeed in an Identify skill check to discern the type of spell detected.

Detect/Conceal Magic Item – Note that the caster must succeed in an Identify skill check to discern the type of item detected.

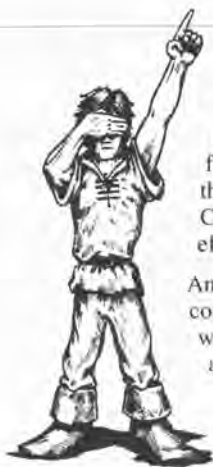
Detect/Conceal Metal – Note that the caster must succeed in an Identify skill check to discern the type of metal detected.

Detect/Conceal Magnetic North

Detect/Conceal Density – This spell is often used to seek out hidden portals or doors, false walls, or compartments by informing the caster of the varying densities of his surroundings.

Detect/Conceal Element Bind – This spell will inform the caster as to both the presence of a bind and the type of element that the target may be bound to.

The Detect spell may also be used to Conceal the appropriate object or energy from the Detect spells of others. For the duration that an object has a Conceal spell cast upon it, any attempt to Detect it magically must be overcome in a Spell Level vs. Spell Level contest (treat as Skill vs Skill, p. 59) for the object



to remain concealed. In fact, the only reason for casting a Detect spell at a higher Spell Level than Level 1 would be to overcome a lingering Conceal spell. Conceal spells are especially effective when implanted in power gems.

Any Conceal spell is inherently considered to be concealing itself (from a Detect Magic spell) as well as the object or energy it is cast upon. Also, a Conceal Magic Spell will conceal that spell from a Detect Magic spell, but in no way will it disguise the spell's glow from normal vision—only a Cover Magic spell can do that.

Dispel Magic

Duration	Permanent
Area	One item or creature
MP Cost	Variable

This spell neutralizes any magic spell already in effect by releasing the remaining energy of the currently activated spell in a spectacular flash of prismatic light. There is a base 50% chance for success modified by 05% per spell level of Dispel Magic above or below that of the previously cast spell. Fixed spells are considered to have Spell Levels equal to the amount of MP required to cast them.

Dispel Magic can be used to cancel a spell as it is being cast, though there is no way for the caster to know what he is dispelling.

Dispel Magic Example

SUSAN decides that Lirg will try to Dispel the Daze Midon cast on him. Since Daze is a fixed spell, its level of effect is the same as its cost, which is 3. Since Dispel Magic is variable, Lirg may put as much power into it as he has MPT. The first level costs one point, every additional level doubles the MPT cost. Lirg spends 16 MPT to cast a Dispel Magic V on the Daze. Lirg's chance would normally be 50%, modified by 5% for each level of difference between the Dispel and the Daze. Since the Dispel Magic Lirg casts is level 5, and the Daze level 3, $5 - 3 = 2$, $2 \times 5\% = 10\%$, $50\% + 10\% = 60\%$. Lirg's normal chance would be 60%. Unfortunately, the Daze halves both Lirg's Mental Skills and his magic percentages, so he only has a 30% chance. SUSAN rolls a 1d100, and gets a 53. Lirg spends 16 MPT, and wanders around Dazed for a while longer.

Energy Light

Duration	Current MPT in rounds
Area	3 hex radius
MP Cost	Fixed (1)

This spell creates a stationary, spherical, bluish-white light source as powerful as a lantern that can be created as far away as the caster's MPT score in hexes. This spell is very useful during Night Fighting (p. 76). Once cast, the light will remain in a fixed position relative to the caster, following him for the duration of the spell.

Energy Shield

Duration	Special
Area	One creature
MP Cost	Fixed (2)

Energy Shield is a relatively new, unperfected alternative to an Armor spell. It provides additional DA to the caster's entire body, but absorbs a variable amount of damage, determined by rolling 1d6 points of DA when the spell is cast. However, the spell only absorbs damage once, up to the pre-determined amount in each location. Thus a 5 DA Energy Shield will absorb the first five points of damage inflicted to the arm, head, etc., but then flickers away and provides no more defense in that location.

If an Energy Shield is running concurrently with an Armor Spell or additional Energy Shields, the spell that provides the most DA is the predominant one. Because each separate Energy Shield spell dissipates by Hit Location as it is struck, it is possible for one to be dominant in some locations and not in others (see Concurrent Spells, p. 68).

Energy Weapon

Duration	One combat round
Area	One location
MP Cost	Fixed (1)

If the target's MPT or MPR is overcome, this spell creates an energy force that will strike as a weapon would. The damage is 1d6 rolled in a random location. The defender may not Parry, but physical armor will absorb damage. Historical note: this spell is an earlier version of the Cell Blast.

Note that unlike its more complex cousin, Cell Blast, Energy Weapon affects inanimate objects just as readily as animate ones.



Flame Arrow, Flaming Death, or Arrow-On-Fire

Duration	Current MPT in Rounds
Area	One missile
MP Cost	Fixed (1)
Range	Special

This spell encases a missile in a burning plasma, surprisingly harmless to the touch, but which delivers a small explosion and searing flames at high impact, causing an additional +1d6 points of damage. This spell can be used with any physical missile weapon, thrown or shot, but has proven ineffective for use with hand to hand combat. Most melee weapons cannot generate the velocity necessary to detonate the plasma and may not be used with this spell (notable exceptions being the whip and the flail).



Because the spell is cast upon an object and then launched at its target, its range is limited only by the weapon being used. The caster's current MPT (his Sphere of Influence) is irrelevant for range.

Fumble

Duration	One action
Area	One creature
MP Cost	Fixed (3)

A successful Fumble spell relaxes several muscles throughout the recipient's body. This lapse of muscular control causes the target's next attempted action to automatically Fumble, the results of which depend on the type of action. The caster may even wait until the target attempts a particular action and then cast the spell, thereby ensuring the type of fumble incurred. In most cases, this results only in the attempted skill failing miserably (often embarrassingly), and the forfeiture of any remaining actions that round. (For the results of Fumbled Attacks, see p. 62) Victims have a chance (1 in 1000) of heart tremors. Of those affected, 25% die within 1d4 rounds. The other 75% are incapacitated and usually require several weeks of rest for recovery, during which time all skills will be at a -1/4 penalty.

Ghost Missile

Duration	Special
Area	One missile weapon
MP Cost	Variable
Range	Special

The Ghost Missile spell creates an energy force that duplicates the form of any flying object and accompanies the original in flight. The Ghost Missile will remain around the actual weapon for the caster's current MPT in combat rounds or until the weapon is launched. Each spell level creates an additional Ghost Missile, each following the original. The Ghost Missiles can only be aimed at the same target as the original projectile, and each is rolled separately to hit. The target may try to Parry or Dodge all of the missiles fired at him from a single individual, again, rolling separately for each.

While the energy force is the same size and shape as the original missile, whether a flung pebble or a falling house, the energy contained in that shape is constant; it is densely packed in small forms, diffuse in large ones. The damage done by Ghost Missiles is 1d6 each, and each missile is considered a separate Attack. Because the Ghost Missile spell creates missiles that have some physical properties, it is possible for other spells (such as Flame Arrow) to be cast on them. For this purpose, each Ghost Missile is considered to be an inanimate object with a weight, MPR, and DA of 0.

Because the spell is cast upon an object and then launched at its target, its range is limited only by the weapon being used. The caster's current MPT (his Sphere of Influence) is practically irrelevant.

Heal/Mend

Duration	Permanent
Area	One Hit Location
MP Cost	Variable

The Heal/Mend spell joins things that were once whole but have in some way been broken or separated. If the spell is successful, it will restore one lost hit point per spell level to a Hit Location or inanimate object. A single Heal spell of a strength equal to a creature's original hit points in that location is required to repair maimed limbs or re-attach missing limbs, assuming they can be found and the spell is cast within an hour of their separation. A Heal spell also stops all bleeding in that Hit Location.

The Mend spell can restore a broken magical item to its original physical shape, but the magical energy is permanently lost. In cases where Power Gems have been implanted in weapons, the Gem itself would have to be broken for the magic to vanish, not just the weapon.

Health/Sickness

Duration	Current MPT in rounds
Area	One creature
MP Cost	Variable

This spell temporarily alters the affected creature's CON by one point for each level of spell used. It is reversible, allowing the caster to add or subtract from the target's Constitution.

Each point of Constitution will change the character's Poison Resistance by 1 pt., Tote Capacity by 05% of Strength Capacity, Combat Fatigue by one combat round (Fatigue, p. 93), and will affect CON stat checks.

Impact

Duration	Special
Area	One weapon
MP Cost	Fixed (1)

An Impact spell increases the damage of any weapon by creating a fierce, resonating force that is transferred to the target upon contact. When the spell is activated, the enchanted weapon begins to vibrate and hum with increasing pitch and volume as it is encompassed in a field of energy. This energy will remain for the caster's Current MPT before casting the spell in combat rounds, or until the weapon strikes or is struck, when the stored energy is released with a thunderous crash, causing an additional +1d6 damage. The spell also inflicts 1d6 points of damage to the host weapon every round that it's activated, but most weapons have sufficient Damage Absorption to handle this.

The Impact spell is less effective when used with missile weapons. Many missile weapons, especially arrows and cross-bow bolts, do not have the DA to withstand the 1d6 of damage they take before striking. For those missile weapons that can withstand the damage, the vibrations affect the accuracy and range. Any Attack attempted with an Impact spell on a missile weapon suffers a -1/2 penalty to the Attack percentage and halves the weapon's effective ranges.



The force of the spell is usually dissipated upon impact; however, there is a 05% chance each time the spell is cast it will "run-away." When this happens, the spell increases in power regardless of the number of times the host weapon strikes. The weapon will inflict an additional +1d6 each combat round (+2d6, +3d6, etc.), on itself and its targets, until its duration is spent. Unfortunately, the additional stress on the weapon may quickly cause it to shatter. If it does, there is a 25% chance that the weapon will splinter into pieces so small that the character will have to make a LUK stat check vs. LUK 18 to recover enough for a Mend spell to restore it. It is often wise to cast a Dispel Magic on a runaway Impact spell.

Insomnia

Duration	Current MPT in days
Area	One creature
MP Cost	Variable

The affected creature will have great difficulty going to sleep for one day for every spell level at which it is cast. After this spell has overcome the target's magic barrier, only one hour of MPT-regaining sleep will be gained for every two attempted because of the time-released magic arcing over the victim's magical barrier as the MPT of the spell decays. This effect is extremely uncomfortable, similar to a myriad of tiny static electric shocks over one's body. This spell may be used to keep a sentry sharp during the long night hours.

Invisibility

Duration	Current MPT score in rounds
Area	One creature or object
MP Cost	Fixed (3)

This spell bends light around the subject, essentially leaving him in a bubble between light rays with the background superimposed over him. The light rays bending around the subject leave him blind (Vision reduced to 01%), since none reach his eyes. While under the effects of this spell, the creature's Hide percentage is considered to be 99% in any environment, unless he's crawling through fresh snow or floating underwater leaving tell-tale bubbles—then the percentage may be reduced. If the caster makes any sudden movements, such as Attacking, or engaging in movement faster than a crawl (1"), then a distortion pattern appears, partially negating the effects of the spell until he stops. While moving, the Hide percentage drops to only twice normal in almost any environment; however, because the light-bending field is less perfect, the caster also regains partial vision (Vision reduced by -1/2).

Invisibility is highly effective for sneaking around or evading aggressors; however, it doesn't yield great offensive advantages in combat. See Attacking Unperceived Opponents (p. 75) for more detailed information.



Light/Darkness

Duration	Current MPT score in rounds
Area	One light source
MPT	Variable

The Light/Darkness spell provides the caster with the powerful ability to influence light, which could improve his chances when fighting in the dark (see Night Fighting, p. 76). If the spell can overcome the MPR of a light source (torch, campfire, etc.), then the light will double in intensity and effective area. Conversely, each spell level of Darkness will halve a light source's effectiveness. The table below shows the results of Light I and Darkness I spells.

HEXES OF USABLE LIGHT (RADIUS)

Device Type	Darkness	Normal	Light
Torch	1	2	4
Lantern	2	4	8
Campfire	3	6	12

Note: Outside this range Perception rolls are required.

Like most other spells, Light/Darkness must be targeted at something (i.e., a light source such as a lantern, candle, or campfire) and must overcome the MPR of the wick, wax, wood, etc. in order to work. However, since the MPR of inanimate objects is the object's weight in lbs./4, there is rarely a serious contest.

Lightness/Heaviness

Duration	Current MPT score in rounds
Area	One weapon
MPT	Variable

This spell causes the targeted object to become either lighter or heavier, at the caster's option. If cast upon a hand-to-hand weapon, the change in weight affects the Attack and Parry values of the wielder: +05% per Spell Level for lightened weapons, -05% per Spell Level for weapons made heavier. This does not change the damage potential of the weapon, or its actual mass.



Local Message

Duration	Until activated
Area	One object
MP Cost	Variable

This is a variation of the Mind Message spell (p. 126), which may be delayed in its delivery by casting it on an object. The range at which the Message becomes activated depends upon the MPT used to cast the spell. It will deliver its message to the first creature with MPT to come within one hex of it for each Spell Level. Thus a Level II Local Message would activate when a passerby strolled within 20 feet of it. Other than the delay in delivery, the spell is the same as a Mind Message, and once delivered, the spell is expired... the object shall speak no more.

The Local Message spell can be cast repeatedly on the same object, but all the messages blurt out at the same time. A common technique is to cast the first message at a high Spell Level, say Level III, which will activate when a creature comes within 3 hexes. The next message is cast at a lower Spell Level, say Level II, so one hex later the creature will trigger the next message, and so on.

Magic Interlock

Duration	Current MPT in rounds
Area	One creature
MP Cost	Fixed (1 + Special)

This spell allows creatures to combine their magic energy to cast a single spell, usually to break through a Magic Shield spell or to cast a Heal spell powerful enough to re-attach severed limbs. A successful Magic Interlock spell costing one MP creates a link between the caster and the target, through which MPs may be passed during subsequent rounds. Each round for the duration of the spell, the caster may, with his Mental Action, deliver any remaining amount of MPs to the target up to his current MPT. When a large number of people cast Magic Interlocks on one person, a tremendous amount of energy can be generated. This type of spell was used by the Council of Twelve to build the Gateway and the Transporters. The MPs passed through a Magic Interlock may only be used to fuel a given spell, it can not be retained by the recipient for later rounds.

The duration, range, and current level of MPT for purposes of determining a Magic Interlock's spell success are all equal to the caster's current MPT score plus any MPT passed.

Magic Leech or Spell Tap

Duration	Special
Area	One creature
MP Cost	Variable

This spell drains the target of MPT. When successful, it will dissipate into the environment 1d4 points of the target's MPT (or MPR) per Spell Level at which it was cast. It is not known how this spell works, but the two most popular theories are that the successful attacking MPT fatigues the brain and thus reduces the target's ability to resist spells, or that the spell creates a mana link from the target to the surrounding environment where the creature's stored energy is harmlessly released.

Last points are regained normally. This is the only known method for reducing a creature's MPR.

Magic Shield or Anti-magic Magic

Duration	Current MPT score in rounds
Area	One creature
MP Cost	Variable

A Magic Shield gives extra protection to the caster from spells targeted at him. The spell level of the incoming spell is compared to the spell level of the Magic Shield in the same manner as the MPT of spell casters is compared. There is a base 50% chance for the spell to overcome the magic shield, modified by 05% for every spell level the incoming spell has more or less than the Magic Shield.

Variable Spell Levels are set by the caster, Fixed spells are considered to have Spell Levels equal to the amount of MP required to cast them (see Fixed and Variable Spells, p. 66). If the incoming spell gets through the Magic Shield it must then overcome the target's Magical Barrier in the normal manner.

Magic Shield Example

Lirg and Midon encounter representatives from the Trebor Botanical Society. It appears that Midon accepted advance payment to obtain specimens, but spent the money on Bruff Ale and completely forgot about the specimens. Quickly remembering yesterday's success, Midon tries to cast a Daze at one of the representatives. Unfortunately, the Society member is ready for him, and has cast on himself a Magic Shield 2 (a variable spell, thus costing 2 MPT). Since the Daze, a fixed spell costing 3 MPT, is one level of effect higher than the Magic Shield 2, the spell has a 55% chance of getting through the Magic Shield ($3 - 2 = 1$, $1 \times 5\% = 5\%$, $50\% + 5\% = 55\%$). CRAIG rolls a 1d100, resulting in a 22. The Daze gets through the Magic Shield. Midon's current MPT (before casting the Daze) is 10, and the Society representative has 12 MPT, a 40% chance. CRAIG rolls 1d100 and gets a 78, which means that the Daze spell fizzles harmlessly.

Mana Search

Duration	One combat round
Area	One creature
MP Cost	Fixed (1)

Mana Search gives the caster the ability to perceive variations in magical intensity. It may be used in one of three modes.

- 1) The caster may detect the creature with the highest MPT or MPR score in the area, out to his maximum range.
- 2) The caster may determine the actual MPT or MPR of a specific individual.
- 3) The caster may determine the actual spell level at which a spell was cast.

None of these modes will have any effect on creatures protected by a Cover Magic spell. If the spell is directed towards a creature with a Magic Shield spell in effect, only the strength of the Shield will be revealed. This spell is cast on one's self and need not overcome the magical barriers of its targets.

Mind Message

Duration	Special
Area	One creature
MP Cost	Fixed (1)

Mind Message allows the caster to send a message directly from his mind to that of the target creature. The length of the message is the longest that can be said in a single breath. Communication is only one way and the message must be in a language that the receiver can understand; otherwise, he will hear only unintelligible gibberish.

Note that unless a Cover Magic spell is also used, the magical connection between caster and target will be visible.



Muscle Spasm

Duration	Current MPT score in rounds
Area	One creature
MP Cost	Fixed (3)

This spell causes muscles in a random hit location to knot, cramp, and become partially incapacitated. The caster rolls for the location of the effect based on the target's hit location table and consults the following table:

Location	Effect
Head	Head immobilized; all Physical Skills decreased by -1/4
Chest/Thorax	Contraction of thoracic cavity so that Movement, Attack, and Parry are all decreased by -1/4
Abdomen	Stomach cramps; Movement reduced by -1/4; Attack and Parry reduced -1/4
Legs	Leg cramps; Movement reduced by -1/2
Arms/Claws	Cramps cause all skills using affected arm, including Attack and Parry percentages to be reduced by -1/2

If multiple Muscle Spasms are cast upon a single target, that target will suffer the worst effects from each cramping location; however, repetitive negative modifiers are not cumulative.

Muscle Spasm Example

The two members of the Trebor Botanical Society, having lost patience with Midon, decide to incapacitate him with Muscle Spasm spells and take him back to Trebor. One member has a current MPT of 14, and the other has a current MPT of 11, so they have a 85% and 70% chance of affecting Midon with Muscle Spasms, respectively. They roll 25 and 37, meaning that both of the Muscle Spasm spells affect Midon. Consulting the Hit Location table, MICHELLE the GM rolls randomly and determines that one spell hits Midon in the chest and the other affects his left leg. Midon's attack and parry percentages are adjusted by -1/4, and his movement is cut in half. The multiple negative modifiers to Midon's movement (1/4 and 1/2) are not cumulative.

Nerve Block

Duration	Current MPT score in rounds
Area	One Creature
MP Cost	Fixed (1)

The Nerve Block spell allows the caster to ignore pain and temporarily negates the negative effects of Starvation/ Dehydration (p. 96). The effects of any injury of Serious level (see Damage Conditions, p. 88) can be ignored for the duration of the spell. Obviously, a limb that is crippled or nonexistent cannot be used.

The Nerve Block spell can be very useful during torture.

Night Sight

Duration	Current MPT score in rounds
Area	One creature
MP Cost	Fixed (1)

The Night Sight spell enables the affected creature to see during the darkest night as if it were only dusk by making better use of all available light. The subject may fight in darkness without being required to make Perception Rolls (see Night Fighting, p. 76). The vision provided will be of normal range with only a slight loss of clarity. However, it does not bestow the ability to see in complete darkness, such as in a cave, without any light source.

The effects of the Minor Fire Element Manipulation Blinding Flash (p. 135) are doubled on any individual with Night Sight in effect.

Purge Poison/Disease Spells

Duration	Permanent
Area	One creature
MP Cost	Fixed (1)

Because of the recent influx of alien toxins and diseases, Vinyans have designed spells that can counteract them. Each Purge Poison/Disease spell can eliminate all traces of one type of foreign body from an individual. A separate Purge Poison/Disease spell must be learned for each poison or disease type the character wishes to be able to remove. Once cast, the symptoms and side effects of the poison or disease will fade at the same rate they surfaced (see Poison Effects, p. 95).

Most Apothecaries require each of its employees to learn at least one type of Purge Poison/Disease so that they can provide magical care for as many types of maladies as possible.

Sharpness/Dullness

Duration	Current MPT score in rounds
Area	One bladed or pointed weapon
MP Cost	Variable

This spell temporarily reduces or increases surface friction, thus changing the penetration characteristics of a bladed or pointed weapon. Each spell level invested will add or subtract one point from the damage rolled on a successful hit.

Simple Illusion

Duration	Current MPT score in rounds
Area	One creature or object
MP Cost	Fixed (2)

With the Simple Illusion spell, the caster can create a stationary, intangible duplicate of some object or person, including himself. If he is casting the spell on an object or another person, he must overcome their magical barrier, but

the image will be perceptually equivalent to the original (i.e., believed) on a failed Perception roll of anyone looking at it.

The Simple Illusion spell is frequently used to create duplicates of the caster to confuse opponents in combat (this is particularly effective vs. ranged weapons). If the image is touched/attacked or those viewing the duplicate successfully roll their Perception score, the image will not disappear; however, creatures are highly unlikely to attempt any further actions involving the duplicate. For non-intelligent creatures the GM may have the caster make a LUK stat check to see if they will continue attacking it. Both the subject of the illusion and the target hex where the illusion will appear must reside within the caster's Sphere of Influence.

This spell is particularly effective when used to create duplicates of inanimate objects; their natural lack of movement contributes to the illusion.

Spell Absorption

Duration	Current MPT score in rounds
Area	One Creature
MP Cost	Fixed (3)

This spell allows the caster to absorb the magic points of spells targeted at him that fail to overcome his Magic Barrier. This spell can only restore the caster's MPT up to his original MPT score, but will remain in effect until the spell runs out. It is not known exactly how the MPT is absorbed, but Vinyans don't look a gift Dremle in the mouth.

Spell Absorption cannot run concurrently with Spell Repel; whichever spell has the higher Spell Level will dominate. If both spells have the same spell level, the dominant one is determined by a Stat vs Stat check.

Spell Bluff

Duration	Current MPT score in rounds
Area	One Creature or Object
MP Cost	Fixed (1)

This spell engulfs a creature or object with a fiercely glowing magical radiance, making it appear that a high level spell is currently in effect. The true power (spell level) of the spell can be determined with the use of a Mana Search Spell.

Spell Repel

Duration	Current MPT score in rounds
Area	One creature
MP Cost	Fixed (3)

When a creature has a Spell Repel activated, any incoming spell that does not overcome his MPT will be reflected back at the caster. The spell, if Repelled, will attack the caster with his current MPT before casting the spell, but the caster will only have his MPT after casting the spell for defense.

Spell Repel cannot run concurrently with Spell Absorption; whichever spell has the higher Spell Level will dominate. If both spells have the same spell level, the dominant one is determined by a Stat vs Stat check.

Spring

Duration	One combat round
Area	One creature
MP Cost	Variable



The Spring spell creates a kinetic force that propels the caster further than normally possible. The Spring spell is an enhancement of the Jump skill and the Jump percentage must be rolled to execute a proper landing. However, the maximum distance covered increases considerably. Every Spell Level invested increases the maximum distance traveled by the original maximum distance. Thus, a Level 1 Spring would double the distance, Level 2 would triple it, Level 3 would quadruple it, and so on. Consult the Physical skill Jump (p. 23) for more details.

As long as the entire leap takes place within one combat round, the spell will compensate for increased landing velocity and allow for a normal Jump roll to avoid falling damage. However, if the jump turns into a fall (say, off a cliff or straight up and then back down), keep in mind that the spell wears off almost immediately and falling damage will be incurred normally (see the Falling Damage Table, p. 94).

It's also important to note that the Spring spell can be used to jump down great distances, provided the caster does, in fact, prepare to jump, cast the spell, and then hop down. A powerful Spring spell cast during a fall will provide no help against falling damage.

Stiff Limb

Duration	MPT in hours
Area	One limb
MP Cost	Fixed (3)

This spell, originally intended for meat preservation, has found a new purpose in the perils of modern Vinyan living by halting decay until a Heal spell of great enough strength can be applied to save the severed limb. Without a Stiff Limb spell or after one has expired, a severed or crippled limb will decay beyond the point of salvation within an hour.

The Duration indicated does not literally represent the lingering energies from the spell; the magical effect of Stiff Limb is instantaneous. Rather it reflects the amount of time the limb will resist decay. Stiff Limb can be cast upon a single limb repeatedly, but, as with repetitive skill use, the chance for success is reduced by cumulative $-1/2$ penalties for each attempt.

Strength/Weakness

Duration	Current MPT score in rounds
Area	One creature
MP Cost	Variable

The Strength spell will temporarily alter a creature's STR by one point for each spell level invested. This spell is reversible and may be used to either bolster the target's strength or sap it away.

Each point of Strength gained or lost will alter the character's Weapon Ability by 2 pts., will affect their Strength Capacity (p. 27), and may affect their Bonus Damage (p. 26) and Strength Stat Checks (p. 48).

Strong Weapon/Weak Weapon

Duration	Current MPT score in rounds
Area	One object
MP Cost	Variable

When this spell is invoked, it temporarily alters the DA of the target object (often a weapon or shield) by weakening or strengthening its molecular cohesion, and thus its structural integrity. Each spell level will affect the weapon's DA by 1d4, affecting the likelihood of the weapon breaking in combat. This spell is reversible and can be used either to strengthen or weaken the object on which it is cast.

Note: If a weapon's DA is reduced to 0, it will break if used for any successful Attack or Parry.

Supra-Sight

Duration	Current MPT score in rounds
Area	One creature
MP Cost	Fixed (2)

With this spell the range and clarity of normal vision is vastly increased, providing a $+1/2$ bonus to Vision and a $+1/4$ bonus to Identify. If an object can be seen (within Combat Visual Range) it can be seen more clearly and may be Identified for what it is. The spell can be used in conjunction with a Night Sight Spell, but does not in itself provide for night vision.

Note that Characters under the influence of a Supra-Sight spell will also have an enhanced Perception Ability (see p. 27).

3.2.2 Element Magic

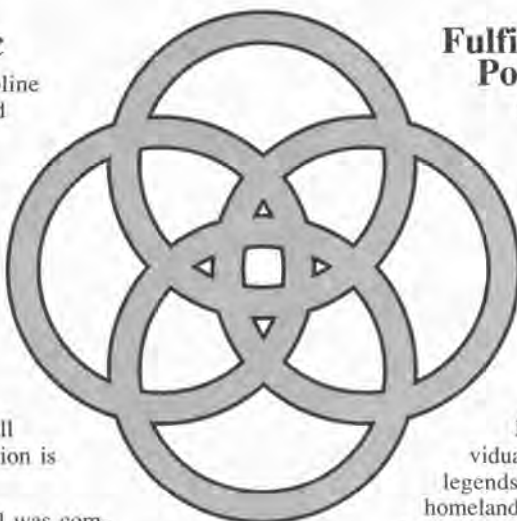
Element Magic is a special discipline of magic. The potential to wield Element Magic, possessed by only a handful of individuals throughout history, is believed to be a gift of the gods and does not seem to be hereditary. Element Magic is based on the same principles as Common Magic, but it requires channeling the magical energy through entirely different brain centers. This awesome power was used mostly as a constructive power for the good of all Vinya, but its potential for destruction is staggering.

The last and largest Vinyan Council was composed of a dozen individuals. Their reign was the most prosperous and productive in Vinyan history, a time of great artistic, intellectual, and magical accomplishment. It was at this time that the Transporter network was completed. Unfortunately, this Vinyan Renaissance was abruptly ended by the Gateway of the Worlds fiasco.

Before the opening of the Gateway, Vinyan scholars and Element Magic Instructors discovered and explored many element binds outside of the basic elements of the world; earth, air, fire, and water. Unfortunately, the majority of research journals and element tomes were lost during the dark, chaotic times after the Gateway's opening. Subsequently, the materials available to instruct Element Magic have been reduced to encompass only the four basic binds. In the remaining libraries of the White Tower, as well as in his sizable memory, Edself believes he has enough information on these binds to help teach Element Magic to the characters.

The character's Element Bind is at first only a potential. To learn control, they must study the Element Tomes. In the past, the Council maintained an agency to screen classes of children during their first year of schooling for Element Potential, using a Detect Element Magic spell. When a child was discovered to have Element Potential, his parents would bring him before the Council, and he would be raised and trained in the tradition of the Element Masters. With the breakdown of society and the complete loss of a Council, this agency lacked proper support and was disbanded. Children who possess Element Potential must now discover it on their own. This occurs when they summon their first Element Focus, usually during an intensely emotional or traumatic episode in early adulthood. Sages theorize that this is because the necessary neural pathways for Element Magic are not usable until this stage of the individual's growth. Females tend to summon their first focus earlier than their male counterparts. The determination of Element Magic Potential and Element Binds takes place during Character Creation.

In the Vinyan Campaign Series of modules, Edself believes that through personal trial and the rigors of combating the Gateway invaders the characters may be forged into individuals powerful and responsible enough to restore Vinyan culture, and bear the heavy mantle of awesome magical powers and world leadership. Hopefully the characters will have gained enough leadership abilities that they may gather followers, and later armies, to rid their world, and perhaps others, of the scourge of Chaos.



Fulfilling Element Magic Potential

In the past, the easiest way to learn Element Magic was from a living Element Master. However, since the disaster at the Gateway, there is only one option left... the Element Tomes. At one time, all the Element Tomes were stored in the White Tower in the Old Capital; unfortunately, many have been lost, stolen, hidden, or are currently in the possession of Fangwhistle, the Drazzi, and a host of assorted individuals, including Avatar. There are even legends that many were taken back to the homelands of the ancient races for safekeeping. Most Tomes themselves were not written on parchment or carved into stone, but rather were inscribed on long wooden dowels or staves.

Individuals with an Element Bind will discover their ability to use Element Magic during early adulthood (generally before they become adventurers). This ability manifests itself as three Mental skills, or Major Manipulations; Activate Focus, Move Focus, and Pull Element. Because the individuals have no prior experience with Focus manipulation, and are even surprised by this discovery, the Base Chance for these skills is only 01%. Therefore, since a character must both Succeed and Fail at the use of a skill before a Learning Ability check is warranted; increasing these skills through experience is very difficult. However, there is a legitimate possibility for improvement if they are given the opportunity to train by one of the rare patrons of Element Magic. These patrons possess Element Tomes that contain instructional literature written by Element Masters long dead which function as Instruction Tomes.

Tomes also exist to teach the Minor Manipulations of Element Magic. When these are read by an individual with Element Magic potential (by rotating the staff) they learn important mental devices to help retain the Manipulation. However, unlike Tomes for Major Manipulations, the reader must then activate the Element Magic Instruction Gem (p. 142) imbedded in each Tome. Naturally, a tome will only respond to a special individual of the proper bind. For instance, an Earth Bound character would find an Earth Tome extremely useful, but wouldn't be able to use an Air Tome for anything other than a kimbi tooth yanker. When used properly, the Tome itself takes the place of the Element Magic Instructor. The Element Magic Tomes are true relics, each made from specially treated Snod hardwood and bedecked with several protective power gems, Armor being the most common.

The nature of each individual Element Tome has been left open to the GM's discretion. Tomes can be quite fragile or nigh-indestructible. Each Element Magic Instruction Gem usually contains only one Minor Manipulation. Of course, the intended function of the Element Tome is to teach Element Magic, and although they would be quite effective in battle, they are considered too valuable to risk. The Element Tomes are vital items to the survival of Vinyan culture.

Major Manipulations

Element Magic differs from Common Magic in that success percentages are based on the skill of the Element Master to use it properly rather than MPT level. Although Major Manipulations are common to all Element Masters, they vary in appearance and MP cost according to the element. There are three skills governing Major Manipulations, Activate Focus, Pull Element, and Move Focus. Once a character has activated a focus, they may Pull Element and Move Focus in any order. Foci, and any Element Pulled into them, may be moved about at will and, with sufficient control, used as weapons of incredible power.

All Major Manipulations have an MP cost that is deducted from the character's Current MPT, whether the skill attempt is successful or not (see specific costs under Major Manipulations for each Element, p. 133-136).

Activate Focus

When the element is activated, a small glowing sphere of magical energy (the focus) appears within one hex of the caster; it will not appear in a space occupied by any object. Further Manipulations of the element will be centered within this Focus. Note: It is important to keep track of the hex location of a Focus, because it will dissolve if it leaves the caster's current Sphere of Influence, depositing any Pulled element in that hex. As soon as the Focus is activated, it begins probing pan-dimensionally for a source of the appropriate element, and will automatically form a link with it. The link will remain until the duration of the caster's current MPT in rounds expires, the transfer of the element is completed, or until the focus strikes an animate object, which causes a small explosion.



Pull Element

Once the Focus is formed, the caster may begin to pull the element through the link. To gain the desired portion, he draws the element into the focus at a rate of one level of Element Content per Mental Action. The pulled element normally takes the form of a sphere, but it can be shaped into any of Euclid's perfect solids (any shape in which all sides are identical; cube, tetrahedron, dodecahedron, etc.) This has no effect on volume or combat, but can add spice.

Move Focus

Moving allows the caster to hurl his focus including any element he may have Pulled, in any desired direction straight at a target, to the limit of his range (Current MPT before the Move). The caster must expend the required MPT to move the focus (see the appropriate Major Manipulation tables for the caster's Element Bind). He must then successfully roll the Move percentage to hit their target. If a hit is successful, the target takes 1d6 damage from the Focus, as the magical energy of the link snaps back, and additional damage according to the amount of Element Pulled. These damages are applied separately to randomly determined locations.

Empty Foci will pass through inanimate objects harmlessly and unharmed, detonating only on impact with a living thing because of the disruptive effect life energies have on them. Nothing provides defense against the Focus damage, except certain types of living armor such as Geffren Reed mail. Also, the damage from a Focus can be parried only by living objects, such as Zed Bows. Once the focus strikes, it is dissipated and must be reactivated; for the rest of the round the area struck will be bathed in an eerie light through which bones can be seen clearly. A missed Focus continues in a straight line beyond the target until it either strikes another living thing or leaves the caster's Sphere of Influence and dissipates, leaving any pulled Element scattered about the exit hex.



The Pulled Element of a focus acts purely as a physical force. It affects both living and inanimate objects and because of its terrific velocity, it is affected by magical DA only and may not be Parried. Focus and element damage may be Healed normally, and it is possible for successful Focus attacks to inflict Automatic Bashes (p. 80)

Element Masters may also use their foci to parry incoming weapon attacks, both hand to hand and ranged. This is accomplished by devoting the MPT for a normal move and rolling the character's Move percentage. The focus must contain an element to affect physical weapons, and, if the parry is successful, the attack is automatically deflected.

Major Manipulation Special Abilities

As an Element Master improves his skills he will develop increasingly flamboyant and useful abilities. Characters should cross reference their Percentage levels of ability with each of the Major Manipulation skills to determine which Special Abilities they can perform. Characters may attempt to perform a Special Major Manipulation Ability at a higher degree of expertise than they possess; however, for every level they are deficient, their percentage is penalized by -1/2.

MAJOR MANIPULATION SPECIAL ABILITIES

Skill Level	Activate Focus	Pull Element	Move Focus
01+	Normal	Normal	Normal
20+	Ranged Activation	Unlimited Pull	Focus Parry
40+	Quick Activate	Quick Pull	Attack to Cover
60+	Focus Interlock	Reverse Pull	Focus Control
80+	Focus Delay	Pressurize Focus	Aimed Blow
100+	Split Focus	Split Pull	Split Move
200+	Split Focus again	Split Pull again	Split Move again
300+	Split Focus again	Split Pull again	Split Move again, etc.

Important Notes: Characters may not attempt Abilities that are greater than 100 percentage points beyond their skill level. Also, no Level of Special Ability can be used to affect itself (e.g. it is not possible to split a Split Focus).

Ranged Activation (20–39)

At this level of ability the Element Master can make the Focus appear at any hex location within their current Sphere of Influence.

Example: Hoping to impress a luscious Nequitar who is seated on a nearby park bench, Dwackin the Overconfident decides to Activate a focus in her general vicinity. His Activation skill percentage is 74%, so it comes easily to him. on a roll of 64 Her eyes sparkle with delight. If Dwackin's skill was below 20% he could only Activate a focus in his hex.

Quick Activate (40–59)

This Special Ability allows the Element Master to activate a single Focus per round without the expenditure of a Mental Action. Only one Focus can be activated in a combat round at this level of ability.

Example: Erever the Cool wants to Heal the wound in his abdomen and focus attack his Dragonkind opponent. His skill percentage is higher than the base needed to Quick Activate, so it does not use a Mental Action. Rolling a 24, he Heals himself and Activates a focus. The Dragonkind has second thoughts about remaining in the area.

Focus Interlock (60–79)

The Element Master is able to create a Focus usable by other Element Masters during Combined Focus Spells (p. 136). This requires a Activate Focus skill roll at –1/2 normal percent.

Example: A focus needs to be created for Element Transport, and Kilbut Troncrusher has volunteered. His Focus Activation skill is 72%, but the Special Ability incurs a –1/2 penalty, so he is effectively at 36%. He rolls an 11, and is pleased.

Focus Delay (80–99)

With this Ability, an Element Master may activate additional Foci while maintaining existing ones. The Element Master is at a –1/2 penalty to each subsequent Activate Focus skill roll. Delaying is different from creating Split Foci in that only one can be activated per round.

Example: Realizing that he can't escape a approaching Tron Death Squad, Lenry Fitzbob decides to have something waiting for them. He activates a focus, and in the next round decides to activate another. His second attempt incurs the –1/2 penalty for Delaying.

Split Focus (100+)

The Element Master may create two Foci simultaneously at a –1/2 penalty to his skill percentage. The Foci are completely independent of each other. The MP cost for each individual

Focus is paid separately, and the appropriate skill rolls for each are made separately as well.

The truly awe-inspiring, who have attained the ability to Split a Split Focus again (200%+, 300%+, etc.) can Activate four foci, eight foci, etc. at cumulative –1/2 penalties.

Example: Tobit Roughsand attempts to Split Foci. His normal Activate Focus skill is 114%. He rolls twice at –1/2, and the results are 41% and 28%. Both Foci appear as planned. Tobit wonders how much a Dragonkind Flying Mount saddle will sell for in Tennek.

Unlimited Pull (20–39)

With this Special Ability, the Element Master may pull any number of Element content levels into the Focus in 1 Mental Action. The total MP cost of the entire Pull is paid at once, regardless of success or failure.

Example: Kilbut Troncrusher desires to Pull 4 Levels of element into his focus. He pays the MPT cost for the Pull, and rolls his Pull Skill. He succeeds. If he had failed the MPT would still be spent, but no element would enter the focus.

Quick Pull (40–59)

The Element Master may pull any number of Element content levels into the Focus without requiring a Mental Action. The total MP cost of the entire Pull is paid at once, regardless of success or failure. Only one Focus can have Element Pulled into it per combat round at this level of ability.

Example: Lenry Fitzbob has a Pull Skill higher than 40%. This allows him to Pull element into his Focus without using a Mental Action. Lenry licks his lips, thinking about the Tron haunches he hopes to cook for dinner.

Reverse Pull (Push) (60–79)

With this Ability, the Element Master can use the Focus to envelop any local source of the appropriate element and permanently remove it from the caster's dimension. This costs the same MPT as Pulling a similarly sized content level of element. The percentage to succeed is reduced by –1/2, which must be rolled for each level being Pushed. Any attempt to envelop animate creatures will result in the focus immediately exploding for normal damage.

Example: Dwackin the Overconfident needs to dig a hole, but doesn't have a shovel handy. He Activates a Focus and attempts to Push 5 Levels of Earth. His Pull Skill will incur a –1/2 penalty.

Pressurize Focus (80–99)

The Element Master can greatly increase the pan-dimensional pressure of the pulled element, causing it to explode on impact. Pressurized Foci may be targeted to hit a creature or a hex. If a creature is struck, it takes the Focus damage normally, in addition to the damage from the exploding element. The exploding element may also hit any creatures within the target hex. Move (attack) rolls are made separately for each. All creatures in immediately adjacent hexes are attacked separately at one level of Element Content lower. This continues until the Element content level is reduced to 0. Pressurizing incurs a $-1/2$ penalty to the Pull Percentage. Note that a Focus may not contain both pressurized and normal element. Any attempt to mix these types will result in a non-pressurized focus. Pressurized Foci are not dissipated by contact with other foci, they detonate at the point of contact.

Example: Erever the Brash is hiding behind a shrub, watching a band of Nords attempt to light a fire. He attempts to Pull 3 Levels of Element into a Pressurized Focus. His normal 112% Pull Skill is penalized by $-1/2$ to 56%. He succeeds, and targets a Nord in the center of the cluster. If he hits, the target Nord will take full damage, all the Nords in the targeted Nord's hex will take 3 Levels, 1 hex away will take 2 Levels, 2 hexes away will take 1 Level.

Split Pull (100+)

The Element Master may Pull Element into two separate Foci at the same time. Naturally, these Foci must already exist through Delay Focus or Split Focus Special Activation Abilities. The percentage to succeed is halved for each, and MP must be expended for each Pull.

Example: Tobit Roughsand wants to Pull element into two Foci at the same time. His Pull Skill is 104%, but incurs the $-1/2$ reduction for Split Pull, and so he needs to roll below 52% for both. He rolls a 30 and a 67. The first Foci receives element but the second does not. However, Tobit must still pay the Pull cost for the two Pulls.

Focus Parry (20–39)

At this level of Ability, the Element Master may Parry other Focus attacks with his own. The MPT to Move the Focus must be expended and the character's Move percentage must be rolled normally. A Focus with element in it can Parry any object, but a Focus without element can only Parry other Foci. In this case, both Foci are instantly dissolved on a successful parry and any held elements spill out in a chaotic display. Pressurized Foci that strike other foci do not explode.

Example: Lenry Fitzbob and Erever the Brash, having had entirely to many Flaming Fangwhistles, have been arguing for over an hour, and have decided to settle it outside. Erever Activates a Focus and fires it at Lenry's head. Lenry Activates a Focus and attempts to Parry. His Move Skill is 81%. He rolls a 29 and succeeds.

Attack to Cover (40–59)

Just like attacking to cover with a normal weapon, this Ability allows the Element Master to scare the Grommet spot out of people without killing them (see Attacking to Cover, p. 64).

Example: Dwackin the Overconfident activates a focus and attacks to cover a lowly Gudd. Dwackin's Move skill is 92, so he may use this special ability without penalty. Dwackin rolls a 12; the Gudd's eyes roll up in his head and he passes out cold.

Focus Control (60–79)

If a Focus misses the intended target, the Element Master has a chance to regain control of it at this level of Ability. The chance to regain control is the Element Master's Move Focus skill at a $-1/2$ penalty. If the roll is successful, the Focus is held 1d6 hexes past the target, and the Element Master may use it in subsequent rounds.

Example: Tobit Roughsand has missed with a focus attack, but attempts to regain control. His Move focus skill is 72, but is reduced to 36 with the $-1/2$ penalty. He rolls a 09, and the focus stops 3 (1d6) hexes behind his target. He decides to try to hit the elusive Korter tree again.

Aimed Blow (80–99)

This Special Ability allows the Element Master to choose the Hit location of their target to be struck by their Focus attacks. For every $-1/2$ penalty the character is willing to take on his Move percentage, he can choose one location struck. Any locations remaining according to the Element Content Level are rolled normally.

Example: Kilbut Troncrusher is in no mood to waste time. He pulls a Level 5 Air Focus, aims (to the head) one of the three locations that a Level 5 Air Focus hits, and Moves the Focus at Gesta-lb. His normal Move percentage is 87%, but is reduced to 44% with the penalty for Aimed Blows. If he hits, Gesta-lb's head and two random locations will receive 5d4.

Split Move (100+)

The character may Move 2 Foci in 1 Mental Action at a $-1/2$ penalty to their Move percentage. Each Focus may be aimed at a separate target, provided both targets are within the Element Master's Sphere of Influence.

The truly awe-inspiring, who have attained the ability to Split a Split Move again (200%+, 300%+, etc.), can Attack with four foci, eight foci, etc. at cumulative $-1/2$ penalties.

Example: Erever the Brash has activated two foci and now wishes to move them. His normal Move skill is 123%. He is reduced to 62% for both attacks.

Minor Manipulations

The Minor Manipulations, or special spells cast with the aid of Element Magic, cannot be affected by Common Magic, or Magical Barriers, because they operate on a frequency that the Common Magic brain centers cannot reach or affect. Unlike Common Magic, Minor Element Magic Manipulations do not give off light when they are cast or are in effect, but rather radiate an appreciably greater amount of heat. When a Minor Manipulation that directly affects another creature is cast, the target creature will be affected unless they succeed in a LUK Stat Check versus LUK 20, or the caster Fumbles.

Many Minor Manipulations can affect an area up to the caster's current MPT (before the Manipulation is cast) in adjacent hexes. This area may be any pattern of touching hexes that fall within the caster's Sphere of Influence. A common tactic is to define an area that affects all the hexes surrounding the caster, but leaves his hex clear.

Note that once cast, it runs on its own power and will remain active regardless of the caster's shifting Sphere of Influence.

Air Manipulations

Major Air Manipulations

Manipulation	MP cost
Activation	1
Pull	1 per Element Content level
Move	Pull total + 1

AIR ELEMENT CONTENT

Element Content Level	Wt. (lbs.)	Cubic Feet	Dam. +1d6 (Focus)	# of Locations
1	.08	1	1d4	1
2	.16	2	2d4	1
3	.24	3	3d4	2
4	.32	4	4d4	2
5	.40	5	5d4	3
6	.48	6	6d4	3
7	.56	7	7d4	4
8	.64	8	8d4	4
9	.72	9	9d4	5
10	.80	10	10d4	5

Minor Air Manipulations

Bad Air

Duration	Current MPT in rounds
Area	Current MPT in adjacent hexes.
MP cost	4

This raises the carbon dioxide level in the affected area, making the air almost unbreathable. All creatures in the area will feel as if they are being smothered, penalizing all skill percentages by $-1/4$ and halving their ability to resist fatigue (CON $-1/2$). Claustrophobic creatures will experience their phobia. Creatures removed from the area of effect will recover after one round. Verbal communication in the affected area will be penalized by $-1/2$ because of the harshness of air flow through the voice box.

Cormack's Pulse Restore

Duration	Permanent
Area	One creature
MP cost	5

This spell will restore a creature that has drowned or died of a chest wound. The spell must be administered within a number of rounds equal to the CON of the drowning victim, or within the second round of becoming killed by a chest wound. The spell will not work on a chest wound unless the area is brought above negative Hit Points by the time the spell is cast. If the spell is successful the recently deceased will be revived, but will feel somewhat woozy (all skills at $-1/2$ penalty) for 1d4 days.

Cormack was a Element Master renowned for his acts of mercy.

Cushion Fall

Duration	Current MPT in rounds
Area	One creature or object
MP cost	2

This spell increases the air density directly beneath the affected creature such that its rate of fall is halved. The Falling Damage incurred upon impact with the ground is equal to a fall from a height of half the actual distance.

Drag

Duration	Current MPT in rounds
Area	One Weapon
MP cost	2

The Drag spell causes air molecules to cling to a weapon, increasing friction and reducing damage for each hit by 1d6.

Extinguish Fire

Duration	One Combat Round
Area	Current MPT in Adjacent hexes.
MP cost	1

An Extinguish Fire spell will trap the air around a fire, smothering the flames almost immediately. The embers of a large blaze will remain hot and may be fanned into flame.

Thin Air

Duration	Current MPT in rounds
Area	One creature
MP cost	2

Thin Air has the same effect as Bad Air, but on one individual rather than an area.

Thunderclap

Duration	One Action
Area	Range of Hearing
MP cost	1

The Thunderclap spell causes a loud, sharp blast of sound as air is forced out of an area and crashes back in place. All unsuspecting creatures will forfeit one action in surprise, time enough to jump out of their skins, as it were. This can make for very interesting role play if done properly (i.e., loudly).

Water Breathing

Duration	Special
Area	One Creature
MP cost	2

This spell extracts air from surrounding water and causes it to adhere to the target, extending a few inches from the skin, contained by reverse surface tension. The trapped air is suitable for breathing, and its close proximity to the skin allows for normal Swimming. The volume of air produced is enough for the caster to breathe normally for a number of rounds equal to his current MPT.

Wind

Duration	Current MPT in rounds
Area	Caster's sphere of influence
MP cost	3

This spell causes a wind to blow in any desired direction by changing air pressure in the local area. The wind created will have a speed of 6 on the Binka Scale and can be used to add to or subtract from current wind speeds, according to the caster's desire. The change in wind speeds will affect flying creatures and Missile fire accordingly.

Wipe Tracks

Duration	Permanent
Area	Current MPT in adjacent hexes
MP cost	1

This spell erases all visible trace of passing with low-level air stirrings. The Tracking of anyone in that area following the casting will be penalized by $-3/4$, in addition to all terrain reductions. Creatures that track by scent will have their chance penalized by only $-1/4$.

Earth Manipulations

Major Earth Manipulations

Manipulation	MP cost
Activation	1
Pull	2 per Element Content level
Move	Pull total + 1

EARTH ELEMENT CONTENT

Element Content Level	Wt. (lbs.)	Cubic Feet	Dam.	# of Locations
1	20	1/5	2d6	1
2	40	2/5	4d6	1
3	60	3/5	6d6	1
4	80	4/5	8d6	1
5	100	1	10d6	1
6	120	6/5	12d6	1
7	140	7/5	14d6	2
8	160	8/5	16d6	2
9	180	9/5	18d6	2
10	200	2	20d6	2

Minor Earth Manipulations

Crumble Stone

Duration	Permanent
Area	Area of stone of SIZ equal to current MPT
MP cost	3

With this spell the caster may break apart any stone equal in SIZ to his MPT at the time the spell is cast. Crumble Stone induces uneven expansion within the stone, causing it to fall apart into dust and pebbles, or weakening it so much that it is easily broken up by hand. The spell will only work on an individual piece of stone; a wall made up of blocks would have to be crumbled block by block.

Earth Armor

Duration	Special
Area	One creature
MP cost	2

This spell creates a layer of earth that is bonded to the affected creature, absorbing an additional 4 points of damage and making the wearer look very silly. Every 2d4 rounds the DA of the Earth

A armor will be reduced by -1 as chunks fall off. The spell expires when the DA is reduced to 0 or after a number of rounds equal to the caster's Current MPT when he cast the spell. It weighs 1/4 of the creature's weight, and holes must be cleared to allow normal vision and breathing, requiring one Physical action.



Encase Object

Duration	Current MPT in rounds
Area	One Object
MP cost	1

This enchantment will completely coat an object, such as a sword or other weapon, with enough earth to increase its weight by five-fold. The affected object will be useless since the size of the earth surrounding the object makes it unwieldy (weapons and shields Attacks and Parries are penalized by -1/2). The spell may only be cast on an object that originally had a weight in pounds equal to or less than the caster's current MPT.

Locate Minerals

Duration	One round
Area	Caster's sphere of influence
MP cost	1

This spell is a special variant of a Detect Spell that allows the caster to locate and determine the amount of any mineral he wishes (if it exists within his range).

Plant Wither

Duration	Permanent
Area	Current MPT in adjacent hexes
MP cost	1

This spell packs the earth around a plant, preventing water or nutrients from entering the roots and killing the plant within one day's time. Plant Wither was originally used as a method of clearing and packing roadways, but became more of a gardening tool with the advent of the Transporters.

Soft Earth

Duration	Current MPT in rounds
Area	Current MPT in adjacent hexes
MP cost	2

This spell makes the ground very soft; all creatures with a Bash Weight over 200 lbs. will sink slightly, slowing their movement by -1/2. The Soft Earth spell is normally used to slow charging opponents, allowing time for escape or an extra volley of missile weapons.

Tracking

Duration	Current MPT in rounds
Area	One creature
MP cost	1

The Tracking spell allows the caster to Track at double his normal percent by perceiving minute compactions on the surface; however, terrain modifications still apply.



Fire Manipulations

Major Fire Manipulations

Manipulation	MP cost
Activation	1
Pull	1 per Element Content Level
Move	Pull total + 1

FIRE ELEMENT CONTENT

Element Content Level	Wt. (lbs.)	Cubic Feet	Dam.	# of Locations
1	N/A	1	1d6	1
2	N/A	2	2d6	1
3	N/A	3	3d6	1
4	N/A	4	4d6	2
5	N/A	5	5d6	2
6	N/A	6	6d6	2
7	N/A	7	7d6	3
8	N/A	8	8d6	3
9	N/A	9	9d6	3
10	N/A	10	10d6	4

Minor Fire Manipulations

Blinding Flash

Duration	One combat round
Area	One hex
MP cost	2

When a Blinding Flash is cast, it causes a huge ball of searing white light to burst in the air anywhere within the caster's sphere of influence. This flash will cause all in the Area of Effect, and all within the adjacent hexes facing within 60 degrees of that direction, to be blinded, seeing only the afterimage of the flash. For 1d4 rounds after the Flash, all affected creatures will have all their Vision-based skills penalized by -1/4.



Body Heat

Duration	Current MPT in rounds
Area	One creature
MP cost	2

The Body Heat spell causes the body of one creature to retain all the heat it produces. This will halve the affected creature's CON with respect to Fatigue.

Cold-blooded creatures will get a pleasurable sensation of warmth from this spell, and, after a number of rounds equal to 1/4 of their CON, will actually gain a +1/4 bonus in all their skills for the duration of the spell.

Flaming Spectacle

Duration	One combat round
Area	Current MPT in adjacent hexes
MP cost	2

This spell causes huge balls of prismatic flame to suddenly appear anywhere within the caster's sphere of influence and scream about at incredible velocity, terrifying all creatures with sight and hearing. Any creature with a Bravery score of 60% (Normal) or less will run away for 1d10 rounds in a random direction. All others receive a Bravery check at -1/4.

If the roaring balls of flame strike a creature (10% chance), they will cause a vicious stinging sensation similar to an electric shock (but no actual damage).

Frigid Fingers

Duration	Current MPT in rounds
Area	One creature or object
MP cost	1

This spell allows the Master of Fire to remove the heat from a limited area, bringing the temperature, in that area down to 0 degrees on the Renoulli scale, just enough to freeze fresh water. At this temperature cold-blooded creatures will function at half their normal skill percentages. Frigid Fingers is also useful for making cool refreshing drinks.

Heat Vision

Duration	Current MPT in rounds
Area	One creature
MP cost	1

Heat Vision allows the caster to see radiated heat, enhancing night vision and enabling him to function normally. Surroundings and cold-blooded creatures will appear only slightly visible, warm-blooded creatures or flames will appear vividly bright. The caster gets a bonus of +1/2 to his Vision skill percent when looking for anything that gives off heat, day or night.

Smoke

Duration	Current MPT in rounds
Area	Current MPT in adjacent hexes
MP cost	3

This spell produces a cloud of thick smoke with the same effects as the Smoke Spell Sphere, causing choking and coughing, which will penalize all percentages by -1/4 and limit vision to 1 hex.

Water Manipulations

Major Water Manipulations

Manipulation	MP cost
Activation	1
Pull	2 per Element Content Level
Move	Pull total + 1

WATER ELEMENT CONTENT

Element Content Level	Wt. (lbs.)	Cubic Feet	Dam.	# of Locations
1	12	1/5	2d4	1
2	24	2/5	4d4	1
3	36	3/5	6d4	1
4	48	4/5	8d4	1
5	60	1	10d4	2
6	72	6/5	12d4	2
7	84	7/5	14d4	2
8	96	8/5	16d4	2
9	108	9/5	18d4	3
10	120	2	20d4	3

Minor Water Manipulations

Drowning

Duration	Current MPT in rounds
Area	Current MPT in Adjacent hexes
MP cost	3

This spell causes the lungs of affected creatures to absorb moisture from the surrounding tissues, forcing them to cough to keep from drowning in their own fluids. The affected creatures will function at $-1/4$ of normal and forfeit one Physical Action each round to coughing.

Flotation

Duration	Current MPT in rounds
Area	Current MPT in Adjacent hexes
MP cost	3

This spell causes the surface tension and density of water to increase to a point that it may be walked upon. Because of the strengthened surface tension, anything up to the caster's current MPT in points of SIZ will not break the surface film, though it will sink slightly. Movement will be at a $-1/2$ penalty, and similar to moving over very slick, but soft, ice. For this spell to work the creatures trying to walk must be dry before getting on the water; if they are even damp they will break through the surface and begin to sink. Swimming will be normal for all creatures in the water.



Fog

Duration	Current MPT in rounds
Area	Current MPT in Adjacent hexes
MP cost	3

Fog reduces Combat Visual Range (p. 81) to 1 hex (see Attacking Unperceived Opponents, p. 75), which can be effective for disengagement or special effects.

Rain Making

Duration	Current MPT in rounds
Area	Current MPT in Adjacent hexes
MP cost	2

This spell will cause a small localized rain shower, which will thoroughly saturate everything in the given area. Many a crop was saved in the past using the Rain Making Spell. The area soaked will become very slippery; creatures remaining in it must roll their Balance every round at a $-1/4$ penalty to remain standing.

Splashing Spectacle

Duration	Current MPT in rounds
Area	Current MPT in Adjacent hexes
MP cost	1

Usually used for entertainment purposes, when this spell is cast huge geysers of water shoot up from the surface, looking quite lovely if silhouetted with a sunset. The size of the spectacle is dependent on the amount of water used.

Strong Current

Duration	Current MPT in rounds
Area	Current MPT in adjacent hexes
MP cost	2

This spell creates a current in any desired direction within the area of the spell. The current will have a speed of 6 on the Binka Scale (p. 91) and can be used to add to or subtract from an already present current, affecting all creatures and craft in the water accordingly.

Combined Element Magic Spells

At one time there were many combined Element Magic Spells, employing the powers of several Element Masters for tremendous effect. Tragically, the only Element Tome for Combined Element Magic remaining in the White Tower is the Element Transport spell. All Combined Element Magic Spells require that each Element Master has acquired the Focus Interlock Special Activation Ability (p. 131).

Element Transport

Duration	MPT total in rounds
Area	Special
MP cost	5 MP (plus 1 to Activate Move Focus)

The Element Transport spell requires one Element Master from four different Binds. They join hands in a circle and each summons interlocked Foci. They then cast the Elemental Transport spell, which causes everything in the circle (including the casters) to be absorbed into a swirling pyrotechnic maelstrom. The Element Masters may encircle any number of animate or inanimate objects provided their combined SIZ does not exceed the combined SIZ of the Element Masters. Each Element Master then expends 1 MP to Move the Combined Focus. The Element Transport moves at a rate of $1/4$ mile per round. The duration of the spell is equal to the total MPT of all four Element Masters in rounds at casting time. The Element Masters remain cognizant of their surroundings, but the direction and distance of travel can not be changed after casting the Move. Element Transported individuals will always land at ground level.



3.2.3 Spell Spheres

As Common Magic was being developed, there was a time when spells required "material" components. Spell Spheres, which are essentially glass-encased spells in stasis, were fairly common in this era. A Spell Sphere was created by putting the material components and some Magic Mineral inside a sealed glass sphere, where the spell could only partially react before running out of atmosphere. As the Magic Mineral reacted with the material components it emitted colored smoke that stained the inside of the glass, which enables classification. By careful examination of the color and intensity of the magic radiated by the sphere (the amount of Magic Mineral inside), the true identity of the spell can be known. This task has become an art in itself and can only be done properly with special devices. Sages have compiled charts recording all known spheres and their distinguishing characteristics, but many remain uncatalogued. Legends and old texts speak of extravagant mistakes in creating Spell Spheres, some having explosive results. Some vague tales speak of creatures imprisoned within.

To activate a Spell Sphere, no MPT is required, since the spells are powered with the more primitive material components laced with the magic mineral. Spell Spheres detonate when shattered, as the only missing component is atmosphere. The spell sphere may be activated by several methods; they may be thrown, shattering on impact, or crushed with the fist or a weapon. If a character is unlucky enough to be carrying a Spell Sphere during a fall, there is a chance that the impact will detonate it. The character must make a successful LUK vs. LUK 17 stat check to avoid the detonation of unprotected spheres (vs. LUK 12 for properly secured spheres).

The area of effect of a Spell Sphere is determined by its intensity. It will spread to this radius, affect all targets within it, and disperse almost instantaneously. The Spell Sphere types that are identical to common magic spells attack the MPT or MPR of all creatures within its area of effect. All duration-type Spell spheres last for the Spell Sphere's MPT level in combat rounds. Use the Spell Sphere Specifics table to determine a Spell Sphere's MPT level.

Spell Sphere manufacture was never an exact science. There is a 05% chance that any Spell Sphere will detonate as a Dud because of faulty construction. The prices quoted are retail; selling prices will be 50% lower.

The following section describes the effects of those Spell Spheres which do not duplicate Common Magic Spells (for those spell effects, see the Common Magic Spell Descriptions section, p. 121).

SPELL SPHERE SPECIFICS

Sphere Intensity	MPT Value	Duration (in rounds)	Effective Radius	Price (in CR)
Low	15	15	6	200
Medium	20	20	9	300
High	25	25	12	500

SPELL SPHERE IDENTIFICATION

Color	Low Intensity	Medium Intensity	High Intensity
Red	Fumble	Cell Blast II	Cell Blast III
Pink	Berserk	<i>Stoning</i>	Magic Shield III
Vermilion	Nerve Block	Weakness III	?
Red-Orange	<i>Explosion</i>	Magic Shield II	Daze
Orange	Magic Shield I	<i>Explosion</i>	<i>Fire</i>
Yellow-Orange	Mind Message	Muscle Spasm	Spell Bluff
Beige	?	Bravado III	?
Brown	<i>Food</i>	Cowardice III	Clumsiness IV
Yellow	Cowardice II	Cornea Cloud	<i>Explosion</i>
Yellow-Green	?	Sickness III	Insomnia IV
Fresh Green	<i>Dud</i>	<i>Dud</i>	<i>Dud</i>
Green	<i>Poison Gas</i>	<i>Deafness</i>	?
Dark Green	Spell Absorption	Strength III	<i>Forget</i>
Blue-Green	<i>Insects</i>	Spell Absorption	Spell Repel
Sky Blue	Lightness II	Lightness III	Lightness IV
Blue	?	<i>Water</i>	Spell Absorption
Blue-Violet	<i>Teleport</i>	<i>Teleport</i>	<i>Teleport</i>
Violet	<i>Restore</i>	<i>Restore</i>	<i>Restore</i>
Red-Violet	?	?	<i>Fireworks</i>
Crimson	?	<i>Dud</i>	?
Gold	Night Sight	Supra-Sight	?
Silver	Armor II	Armor III	Armor IV
Copper	Energy Shield	?	?
Bronze	Health II	Agility II	Energy Weapon
Rust	?	Energy Shield	?
Tan	Dispel Magic I	Dispel Magic II	Dispel Magic III
Sand	Dispel Magic II	Dispel Magic III	Dispel Magic IV
White	<i>Magic Enhancement</i>	<i>Fog</i>	Light IV
Gray	<i>Smoke</i>	<i>Scientific Storage</i>	<i>Wind</i>
Black	<i>Magic Dampening</i>	<i>Translation</i>	Darkness IV
Clear	<i>Color Fusion</i>	Cover Magic	Invisibility
Multi-Colored	<i>Anti-Poison</i>	<i>Anti-Poison</i>	<i>Anti-Poison</i>

Key: A table entry of "?" indicates that no known Spell Sphere has been found to exist with that particular intensity.

Spell Spheres in *Italics* have no Common Magic counterpart.

Anti-Poison

Color Multi-colored
Intensity Low, Medium, or High

Anti-Poison will negate any poison present within the targets' bodies. If the Spell Sphere overcomes the target's MPT or MPR, the poison is removed and its effects fade at the same rate they surfaced. It will not undo any permanent effects that have already manifested (tissue damage, blindness, death, etc.).

Color Fusion

Color Clear
Intensity Low

This spell was used as a form of entertainment and was quite fashionable many years ago. It is believed that this spell temporarily disables the rod cells of the eye, leaving the viewer only indistinguishable blobs of moving color. This effect penalizes all the recipient's vision skills by -1/2.

Deafness

Color Green
Intensity Medium

This Spell Sphere causes an intense ringing in all affected creature's ears, thus drowning out any external noises. Affected creatures will be unable to respond to verbal commands and the Hearing skill is reduced to 01%. All other skills will be penalized by -1/4 because of distraction.

Dud

Color Varies according to type (usually fresh green)
Intensity Low, Medium, or High

In any field of endeavor there are always mistakes. Most Dud Spheres proceed like a normal sphere, billowing colored smoke, etc., but then nothing happens. Some will explode or have the opposite effect expected.

DUD SPELL SPHERE EFFECTS

(1d100)	Description
56-00	Dud (no effect)
46-55	Opposite effect
11-45	1/2 normal effects
01-10	Explosion (see Explosion Spell Sphere)

Explosion

Color Red-Orange Orange Yellow
Intensity Low Medium High

With the rapid influx of horrid beasts following the opening of the gate, many mundane Spell Spheres were converted for use as weapons. A now lost combination of Spell Spheres (Dust, Sterno, and Rid-Worm) were modified to behave as an exploding Dud sphere. All targets within an Explosion Sphere take 1d4 damage to each location, rolled separately. Only DA provided by magical spells (Armor or Energy Shield) apply versus this damage. Explosion Spheres are unique in that the force they create does not have to overcome the Magical Barriers of their targets.



Fire

Color Orange
Intensity High

The Fire sphere causes a huge flame to burst forth, engulfing everything within its radius. The flame will dissipate almost immediately after igniting all flammable targets (1d4 points of damage per round). The Fire sphere is very effective for getting rid of Black Saps or troublesome trees.

Fireworks

Color Red-Violet
Intensity High

Shattering this sphere causes minor hell to break loose with bangs, cracks, whistles, smoke, flames, flares, flashes, tracers, streamers, screamers, and all other manner of pyrotechnics to delight or distract all those within the broken sphere radius. All affected creatures must make a Bravery check at a -1/4 penalty to do anything except cringe or run. Animals will run 90% of the time for at least 2d6 rounds. Any action will be at half normal percentage, and Hearing will be at a -3/4 penalty.

Fog

Color White
Intensity Medium



The fog emitted by this sphere decreases the Combat Visual Range (p. 81) to 1 hex (see Attacking Unperceived Opponents, p. 75). The Fog Sphere is effective for use as a disengagement aid and for special effects.

Food

Color Brown
Intensity Low

This spell sphere has saved the life of many a traveller. The food produced looks rather like thick sludge, and is not particularly tasty, but it is very filling and nutritious. The grayish-brown pudding, when ingested, will bud and grow in the stomach, continuing to provide sustenance for one a day for 30 points of SIZ (1 SIZ 30 creature, or several totalling 30). Creatures of SIZ greater than 30 consume the Food one hour faster per point of SIZ over 30. Unless ingested, it will degenerate into dust and water after one day.

Forget

Color Dark Green
Intensity High

This Spell Sphere causes anything that happened in the previous 2d6 x 10 minutes (rolled separately for each individual) to be completely forgotten. Even under hypnosis the recipient will recall only smoke.

Insects

Color Blue-Green
Intensity Low

The various dried insect parts and dust contained in this sphere will, once released, bloom into a buzzing cloud of angry and confused flying insects. This annoying swarm will penalize all percentages by -1/2 and ruin any picnic. After 2d4 rounds they will disperse.

Magic Dampening

Color Black
Intensity Low

The Magic Dampening sphere doubles the cost of any spell cast within its area of effect for its duration.

Magic Enhancement

Color White
Intensity Low

The Magic Enhancement sphere halves the cost of any spell cast within its area of effect for its duration.

Poison Gas

Color Green
Intensity Low

Holding your breath when the Poison Gas sphere is broken will avail you not, as the gas is also absorbed through the skin. The poison has an Intensity level of 7.

Restore

Color Violet
Intensity Low, Medium, or High

The Restore sphere can cure as many points of damage as its MPT intensity. Upon contact with the skin, the smoke and material components of the Restore Sphere are immediately absorbed into the blood stream, and course directly to the subject's most damaged area, healing it completely. The second most damaged area may be healed the following combat round, and so on until the sphere has run out. The sphere cannot replace lost limbs but will restore or reattach a Crippled/Severed one, provided the wound is fresh (see Stiff Limb spell, p. 128).

Scientific Storage

Color Gray
Intensity Medium

This type of Spell Sphere was developed by sages to preserve their study samples. Researchers would place their work in suspended animation while they sought other specimens or supplies, or even to later study the evolutionary development of a particular species. If the specimen could not fit into the sphere at its adult stage in life, it would be stored at a earlier level of development, even the fetal stage for some of the larger specimens. The stored material was often just an organ or section of body or plant. Unfortunately, this noble effort in scientific research has become nothing more than an expensive and convenient food source (1d4 lbs.).

Smoke

Color Gray
Intensity Low

This sphere produces a cloud of thick smoke with the same effects as the Fog sphere, but causes choking and coughing that penalizes affected creatures' percentages by -1/4. Additionally, creatures within the area will fatigue twice as fast as normal (each Physical action fatigues the creature a full round; see Fatigue p. 93).

Stoning

Color Pink
Intensity Medium

The Stoning sphere is filled with fine granite dust which, when thrown, coalesces into many flying rocks. Any creature in the targeted 10 ft. hex affected will be struck with as many fist sized rocks as its points of SIZ, up to 50. Each rock may be parried individually with a single Parry action and causes 1d4 points of damage. This sphere is very effective against small, unarmored creatures. These spheres were originally used to turn aside voracious Mips during the Great Mip Migration.



Tar Worm Egg

Color Any
Intensity Low

These spheres are actually the eggs of the hideous Tar Worm. The minerals that make up the shell harden in the hot sands to a smooth, glass-like appearance. As the adult travels through sands that contain magic mineral, the eggs often emit an intensity similar to that of a Spell Sphere. When broken open, the embryo will spill out covered with stringy fluids, writhe about for a while, and die. Disreputable Vinyans will often try to sell the eggs they find in a Worm clutch as Spell Spheres.

Teleport

Color Blue-Violet
Intensity Low, Medium, or High

This sphere is generally used as a last resort defensive measure. Once broken, all affected creatures within the Sphere's area are teleported in a random direction (roll 1d6 for hex facing) a number of hexes equal to the attacking MPT of the sphere intensity. There is a good possibility that the creatures Teleported will emerge above the ground at varying heights—a built in safety precaution (it's better to end up above the ground than in it). If the results of a Teleportation cause a subject to materialize within a solid object, that individual is instantly killed, a painless yet messy process. The GM may wish to allow players to make a LUK vs. LUK 15 stat check to reroll such a result once. This sphere is often used to scatter large groups of opponents.

TELEPORT EFFECTS	
(1d100)	height above ground
81-00	30'
61-80	20'
41-60	10'
01-40	level ground

Note: Apply falling damage if appropriate.

Translation

Color Black
Intensity Medium

Breathing in the smoke from a broken Translation sphere will enable the users to understand any spoken language as if it were their most familiar at their normal Interracial Relations percentage. This does not give any speaking ability; an animal will not communicate, but it can understand perfectly to the limit of its INT. Translation spheres were very important for any discussions where clear understanding was crucial, such as when the Golden Heroes and Birdmen first came through the Gateway.

Water

Color Blue
Intensity Medium

The components in this sphere are immediately absorbed by the skin and insulate the body completely against fluid loss for five days. It allows normal activity in the driest climate, and makes the affected creature immune to Blood Loss (see p. 89). The one drawback to this sphere is that any water outside the body is also absorbed. Any volume of liquid touching the body

is continually absorbed until the body becomes oversaturated (after 1 round) and cells begin to burst. Every location immersed in water after the body is saturated takes the equivalent of a Cell Blast 1 each round. Note: Impurities in the absorbed water are not taken into the body but form a filmy layer on the skin. This Sphere is often put to highly effective use as a torture technique.

Wind

Color Gray
Intensity High

Breaking a Wind sphere causes a 10 MPH wind, originating at the center and continuing in force to the limit of the spell's radius. The wind is sufficient to cause dust clouds, jostle hats or hair, extinguish torches or small flames (70%), fan large flames, and push flying creatures 4" outward.

Power Globes

A recent development by Zextra, a sage of the Northern Great River area, has provided the greatest boost to the Vinyan cause since the arrival of the Golden Heroes. A fumbled roll by a Magic Instructor tutoring the comely sage bestowed upon her the ability to cast a unique spell, for which she has yet to find an adequate name. This spell, when cast upon a Spell Absorption Spell Sphere, transforms the artifact into a "magic battery" that can be charged with MPT for later use. At leisure, an adventurer can pass magic energy to the sphere through a Magic Interlock spell, storing it for future need. When required, the bearer simply interlocks with the Spell Sphere, drawing energy rather than supplying it. This can be accomplished many times depending upon the magical intensity (the amount of magic mineral within the spell sphere).

POWER GLOBE SPECIFICS		
Intensity	# of Charges	Max MPT Storage
Low	1d100	10
Medium	2d100	15
High	3d100	20

Once the number of charges for a Power Globe is exceeded, it cracks open, revealing only a chalky white film.



3.2.4 Power Gems

The mineral that radiates the energy on which magic is based appears on Vinya in several forms. The most common and stable form is a grayish-silver dust, often found in large deposits underground. Fierce pressures and heat deep beneath the planet's surface compress dust deposits into crystalline gemstones. Vulcanized crystals are formed through tectonic shifts or volcanic activity, and are often found by miners in igneous rock. Trees that die near areas rich in the mineral will frequently become petrified as the mineral replaces their decomposing material. The Crystal Forest contains the largest trove of specimens ever discovered, but unfortunately lies deep within hostile territory. Because of the nature of the petrification process, these



crystals are generally contaminated with many impurities. Both crystal types may be imbued with magical spell abilities, but each functions somewhat differently.

Vulcanized Power Gems

Power Gems formed by volcanic forces within the planet are rare, but very pure, and are more efficient than their petrified counterparts, radiating their magic energy continuously. Once impregnated with a spell the gems are then used to create magical items. Gems may be implanted into a sword, shield, helmet, or whatever the maker wishes to have enchanted. Several gems may be placed within the same item, thus a sword might have a Lightness, Sharpness, and Cover Magic imbedded in the hilt. Of course, this would be a very expensive and rare weapon. There is only a 25% chance for a found Power Gem to be of the Vulcanized, continuous variety.

Although Vulcanized gems may be programmed to cast spells at range, their continuous nature results in the spell firing haphazardly at random targets, thus limiting its use. In order to isolate the gem's target, spells are implanted such that they only affect the things they touch, and magic items that are intended to affect the wearer/wielder are usually fashioned so that the gem makes physical contact with skin. Vulcanized gems may be used to attack by physically striking an opponent with them; this will activate all spells contained within it, though they must overcome the target's Magical Barrier. Vulcanized gems attack at an MPT level and with a duration equal to their Spell Point Potential.

Petrified Power Gems

Petrified Power Gems function differently in that they can be targeted at range, but they must be activated by expending MPT. Each MP devoted can activate one of the spells contained within the gem, requiring only one Mental action, and all activated spells may be aimed at different targets. Also, the range and duration of the spells are determined by the MPT of the individual activating the gem rather than the gem's Spell Point Potential.

Example: Lirg is the proud new possessor of a Petrified power gem implanted with an Armor II, a Cell Blast I, and an Impact spell. In one Mental action, he may devote 3 MPT and activate all 3 spells, thus providing him with defense, an Impacted weapon, and allowing him to blast an opponent. All these spells function at Lirg's current MPT before activating the gem.

POWER GEM SIZE

(1d100)	Spell Point		Cost (in CR)	
	Potential	Petrified	Vulcanized	
01-25	1	100	200	
26-45	2	200	400	
46-60	3	400	800	
61-75	4	800	1600	
76-85	5	1600	3200	
86-90	6	3200	6400	
91-95	7	6400	12800	
96-99	8	12800	25600	
00	roll twice*	double for each point over 8		

* maximum of 5 rolls total

Implanting Spells

Any Magic Instructor may place a spell into a gemstone, as the process is identical to casting a spell through someone else's mind. Generally, the price for having a spell placed in a gem is the same as for one hour of magic instruction (100 CR). Gems have a spell point potential based on size and purity, which limits the number of spells they can hold. A gem may hold any number of spells provided the combined MP cost does not exceed the gem's spell point potential. Each time a spell is implanted within a gem, the process may shatter it; therefore, larger stones are often cut down to several smaller ones to reduce waste.

The most famous Gemstone was implanted with five spells by the instructor, Bogan the Taciturn. He placed a total of 15 MPT (the most ever recorded) of spells into the largest stone found to date. He died several years after the opening of the Gate, taking his secrets to the grave and the magic relic he created was, tragically, stolen by Avatar.

Efforts to locate larger and larger gems and implant them with greater numbers of spells continue to this day.

For each hour of a Magic Instructor's time retained, the GM rolls on the following table to determine the results of the spell placement attempt. Unless under controlled conditions (fractured along crystal lattices), broken Power Gems lose all Spells stored within them.

POWER GEM SPELL PLACEMENT

(1d100) Result

01-50	Good Success!
51-85	Gem breaks, roll 2d4 for number of pieces (any piece less than 1 point is worthless except for Instructor practice)
86-95	Gem shatters, only dust remains
96-00	Gem explodes, 1d4 points damage per spell point to each Hit Location for all within a number of hexes equal to the gem's spell point potential

Special Types of Power Gems

While the majority of Power Gems are impregnated with common magic spells, magical effects have been created that are unique to Power gems. Special types of Power gems are described in the following section.

Activation Crystals

These Vulcanized stones are used as a trigger between a Petrified Power Gem and a Power Globe (p. 140), acting like a magic detonator. The crystal is triggered when a creature with MPT comes within its Spell Point Potential in hexes. Once triggered, its only function is to transfer a specific number of Magic Points from the globe to the gem, thereby activating the gem. The activating crystal can be set to target the gem's spells at a preset object or at the triggering creature. All spells triggered in this manner function at the Power Globe's current MPT level before triggering the gem.

The Activation Crystal can be set to function like a Detect spell where it is triggered by type, rather than by MPT wielding creatures (specific racial types, magic items, etc., see Detect/Conceal spells, p. 122).

A common tactic is to set up multiple Activation Crystal combinations where each crystal has a different Spell Point Potential and is therefore triggered at a different range. This allows a single target to be attacked multiple times as it closes on the crystals' location.

Channeling Crystals

This particular type of power gem slowly channels magical energy towards the wearer. The amount of energy depends on crystal size and purity. Spent MPT is regained faster than normal. Each level of channeling, which increases the recovery rate of MPT by +05% of the creature's maximum MPT/hour, is determined as if the channeling effect were a Variable Spell. Thus, 2 levels of channeling would require a gem with a Spell Point Potential of 2 pts., 3 levels would require 4 pts., and so on (see Variable Spells, p. 66).

Communication Crystals

Communication gems are usually left in the rough. Each stone is cracked into two or more slices, and anyone speaking into the face of one slice may communicate with someone listening to another slice. Communication is only possible between pieces of single Communication Crystal. The gems themselves will not grant any powers of understanding; the users must speak the same language. The Communication Crystal may only be used at night, when solar radiation does not interfere with transmission. Even at night, atmospheric conditions may affect the crystal, according to the Communication Attempt Results table.

COMMUNICATION ATTEMPT RESULTS

1d100	Results
00	Stray Signal
86-99	Inoperative
81-85	Receive Only
76-80	Transmit Only
01-75	Normal Transmission

The maximum range of a Communication Crystal is approximately 100 miles per Magic Point Potential of the crystal (before splitting). A communication crystal can be cut into a number of pieces equal to its Spell Point Potential (therefore a Potential 1 gem is useless as a Communication Crystal).

Fire-Starter

The Fire-Starter gem will cause any combustible material touching it to burst into flames. Because of the obvious safety hazards, this gem is rarely formed from the continuous radiation type of stone. This requires a gem with only one Spell Point Potential to be implanted.

Healing Crystals

These slim petrified crystals are implanted with a Heal spell that can be released slowly as needed. Unlike other gems, the spell in this stone may be released at whatever spell level the user chooses, up to its maximum. In the hands of a Surgeon, even one level of Heal may be spread out over several rounds. This type of stone may hold a Heal spell only (no additional spells), and rarely holds more than 2 levels.

Jamming Crystals

These stones emit a continuous wailing tone on the same magic frequency as the Telepathy rings, effectively jamming the use of a Mind Message, Speaking Rock, or Telepathy Ring within its MPT level in hexes.

Luck

A Luck Gem will emanate a feeling of invincibility to whom ever bears it. Even though the effect is purely psychological, it will effectively raise the bearer's LUK by 1 and Bravery by 10%, per point, and all the bonuses that this entails. This type of gem will almost always be of the Vulcanized variety.

Magic Enhancement

This gem increases the effects of any Variable spell cast by its bearer by adding one Spell Level. Thus an Armor II becomes an Armor III without the expenditure of any additional MPT. Note that this increase has no effect on duration, range, or spell success percentages. Due to the nature of the gem, it's usually reserved for use with continuous radiation stones. This requires a gem with a Spell Point Potential of 3 to be implanted.

Magic Instruction

A technique has been developed allowing a Magic Instructor to implant within a Power Gem the ability to cast spells through another individual's mind. Not only does the gem require a Spell Point Potential capable of housing the spell which is to be learned, but requires a special and highly rare crystalline matrix that resembles the neural templates of the humanoid brain (only 01% of the gems found have this quality). No vulcanized gem has yet been found to have this structure. When the user activates a Magic Instruction gem, the spell is cast through his mind as if by a Magic Instructor; however, as there is no one to coach the recipient, a Learning Ability check is made as if the Instructor was of a poor quality (see Learning Magic, p. 72). Magic Instruction Gems have also been used successfully with Element Magic Minor Manipulations.

Signaller

When activated this crystal will launch a glowing wave of energy several hundred feet into the air, signalling the user's location to even a casual viewer. Different colors are available. This requires a gem with a Spell Point Potential of 1 to be implanted.

Speaking Rocks

These crystals have a Mind Message permanently imprinted on them, which is triggered by the presence of an MPT sphere of influence. The message can be changed by merely adding a second Mind Message over the first.

Telepathy Rings

These rings all contain a portion of a fairly large continuous power gem that had a slightly modified "Mind Message" spell impregnated within it. These special rings allow silent communications between all those wearing the fragments of the stone. Presently used solely by the Elite Tennek Militia for special scouting and rescue missions, the rings have a maximum range in hexes equal to the number of spell points the original gem contained.

Teleport

These extremely rare and powerful petrified gems contain unique 5 point spells that allow the user to teleport to any hex within his Sphere of Influence and his line of sight. As with all petrified gems, this requires only one Mental action. All known Teleport Gem specimens are believed to be in the possession of Avatar and his Dark Warriors.

Transportation Amulets

Transportation Amulets are unperfected parts of what was to be an improved Transporter Network. The Amulets are made out of the same material as the "Transporter Floorstone" and were to allow the wearer vastly better control over the Transporter, allowing the traveler to stop at any precalculated distance they wanted, rather than just Transporter to Transporter. The complicated coordinate system was never developed; however, the emergency mode of the amulet is fully functional and can be activated anytime (i.e., not just while in a Transporter). Once activated the wearer will instantly teleport into the Transporter Grid, and then just as suddenly find themselves falling towards the ground somewhere over Vinya as determined randomly (roll 1d1000 on the Significant Weather Map, p 150).

Those carrying Transportation Amulets gain +1 Fame. The amulet is activated in a single action by one point of MPT and can be used over and over again, but must be recharged before each use. The amulet can be recharged by transferring a total of 25 MPs into it, which can be accomplished over any period of time with a Magic Interlock spell. It will remain charged until it is activated.

3.2.5 Miscellaneous Magic Items

There are many items which consist of or use neither Spell Spheres nor Power Gems, but which are nonetheless magical in nature. The following are descriptions of some of the relatively common devices which are essentially, but uncommonly magical.

Golden Hero Armaments

A few years after the Gateway of the Worlds was opened, the Golden Heroes came to Vinya, bringing with them tactics and weapon development techniques that surely saved the Vinyans. At the Battle of Heroes Plunge, the last of the Golden Heroes fell in defense of the Vinyan people. Their remains and equipment are believed to have fallen into the Great River and washed away forever; however, a piece of Golden Hero equipment is occasionally discovered.

Golden Hero "Defender" Crossbows

The Defender crossbow is a highly advanced design, the majority of which were lost at the Battle of Heroes Plunge. Some of the greatest military craftsmen are studying available copies in hopes of discovering the secrets of their manufacture. The Defender has the range and hitting power of the standard Vinyan Heavy crossbow but requires a pull of less than half that of the Light Crossbow. The weapon's superior craftsmanship makes it extremely accurate (+20% to Attack percentage) and it radiates the equivalent of a Health II spell as if a power gem were imbedded in its stock, though none is detectable. These features seem standard for Golden Hero weaponry. Golden Hero bolts also have a type of permanent Sharpness spell, which is treated as +4 damage, though they are almost as scarce as the crossbows themselves. Each weapon has a unique word or symbol inscribed on its side, the significance of which remained a mystery for years, until it was discovered that the marks simply denoted ownership.

DEFENDER CROSSBOW - AC I

Weapon	Base	Dam.	WA	Wt. (lbs.)	Cost (CR)	DA	Range S-M-L	Pull
← Defender	25	2d8	37	8	10,000	8	13"-42"-90"	75 lbs

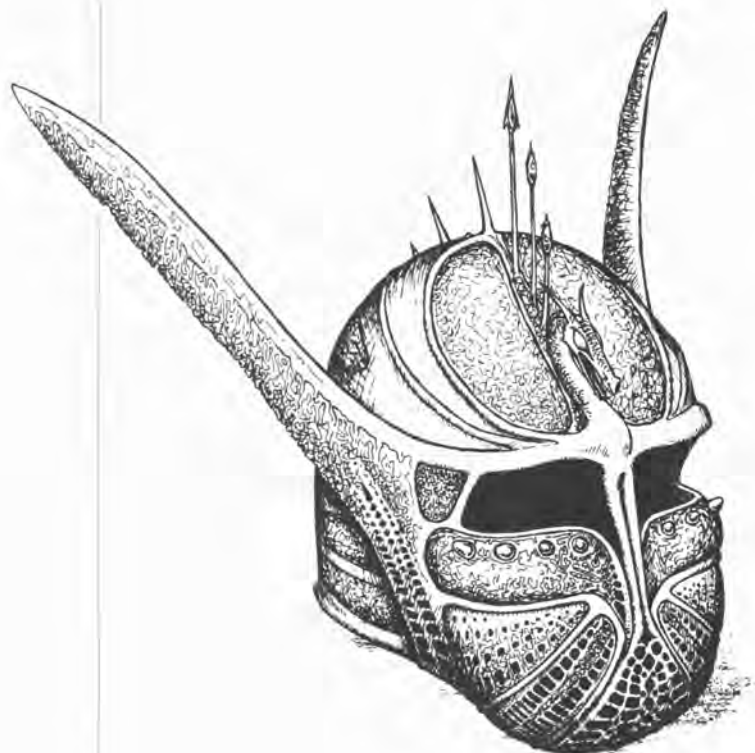
Golden Hero Shields

Along with their weapons and armor, the Golden Heroes left behind shields of unnatural strength. Though akin to those familiar to all Vinyans in size and shape (same weight and WA). The Heroes claimed the metal used to make the shields was an "alloy," a term unfamiliar to the Vinyans, but the advantages of which were obvious. In comparison with Vinyan shields, the Golden Hero versions can be considered to have a permanent Lightness IV and Health II as if a continuous Power Gem had been used in the making of each.

GOLDEN HERO SHIELD TYPES

Shield Type	Cost (CR)	DA	Damage*
Large	500	(30)	1d8
Medium	250	(20)	1d6
Small	175	(15)	1d4

* If used as a weapon (to attack).



Golden Hero Armor

The technological advances brought about by the Golden Heroes were widespread and included even the quality of their armor. Without the use of any apparent magic, Golden Hero armor radiates a continuous two point Armor spell and a two point Health spell (per the spells of the same names). Like the other Golden Hero artifacts, armor is rarely found and usually unavailable on the open market. When found these will cost $(1d4+1) \times 100\%$ more than their Wellan counterparts. Other aspects of the armor are equivalent to the Wellan armor of the same type.

The Devan Device

A simple device comprised of a pool containing a special solution that reacts to the magic mineral within a Spell Sphere. The bottom of the pool is marked with concentric rings which, when compared with the reaction, can determine the intensity classification of the Sphere (High, Medium or Low). The color is cross indexed with the intensity on a master Spell Sphere Identification Table to yield the exact type.

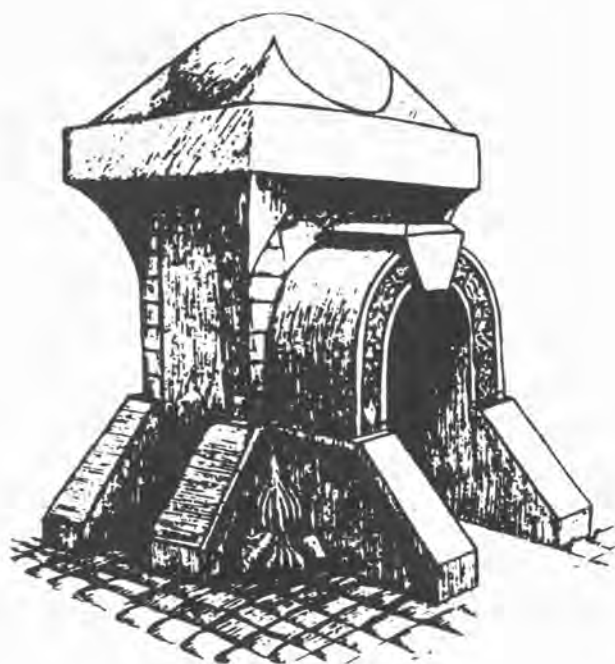
Transporters

During the golden age of Vinya, the Council of Element Masters toyed with various methods of instantaneous transportation. The system developed was the Transporter network, an array of interconnected magical transporters that used the powers of Element Magic to affect molecular transference from one location to another. The Transporter network quickly spread to cover all of Vinya. The effect of this change was felt immediately in the Vinyan economy as goods were transferred in a fraction of the time previously required, and furthered the cause of social unification. The actual transportation is accomplished with the use of igneous spheres removed from the sea bottom in the Fire Island chain. Similar to their above-ground brethren, submerged volcanoes toss up molten rock. Underwater, this lava quickly cools and hardens into perfect spheres that possess the strength of the four elements and an abundance of magic mineral. These rocks were impregnated with spells, similar to the treatment of a Power Gem, yet the presence of the four elements enabled them to hold Element Magic and could even operate for individuals without Element Magic potential. Once fully impregnated with magic, the Transporter rocks were split and placed at their designated sites. Like Communication Crystals, each half of the rock was keyed to its opposite. The rocks were buried at Transporter sites, such that only the smoothly polished circles of their faces were exposed. To transport, one merely strides across the stone and instantaneously appears at its opposite, wherever it may be. Worries first arose when wagons and other objects larger than the rocks attempted transportation, but the rocks thankfully affected the entire object rather than a portion. Whenever a transportation occurs, there is thunderous "Kaboom" noise; any creatures within several hundred feet will feel a tingling sensation and those watching may catch a glimpse of the traveler's destination before he vanishes from sight.

The only way to render a Transporter inoperative is to break the igneous floor stones. These have a DA of 8 and 1000 HPs.

To honor the accomplishment of the Element Masters and to identify the Transporter site, each city erected Transporter buildings, temples of a sort, to house the rocks. Archways led to each individual rock and prevented errant travellers from transporting to incorrect destinations.

As a safety feature, the transporter cannot send and receive at the same time. If two groups try to use a transporter simultaneously (one departing, the other arriving) it will suspend its operation until one of the groups clears the face of their stone.



With the completion of the Vinyan network, the Council set about creating Transporters to the home continents so that cultural and material trade with these lands could be expedited. Ships were dispatched from the Vinyan paradise laden with Transporter rocks, some paired with their opposites on Vinya. While the inter-continental Transporter network was being finished, a brainstorm afflicted the Council. Before these vessels even reached their destinations, it occurred to the Council of Element Masters that the wonder of the Vinyan Experiment could be spread throughout the universe, and attempted to create a galaxy-spanning Transporter. The project was dubbed "The Gateway of the Worlds" and was set to hastily. The hope was to have the Gateway completed before the arrival of the first intercontinental travellers in order to create the best impression, and the intercontinental Transporter sites were moved to its location.

The Gateway turned out to be the folly of the Council when the massive Transporter began bringing hordes of creatures from other worlds. This invasion was easily held off at first as the Council attempted to repair or reverse the Gateway.

Several attempts were made in vain while the alien beasts slowly grew in number. The Gateway was lost and retaken several times until a final, climactic attempt was made by the Council. In this too, the Gateway proved beyond the strength of the Element Masters and they were lost to the Vinyan cause.

The violence of their attempt was not without some effect. Their unleashing of vast power disrupted the fragile balance of the existent Transporters. The transporters to the home continents were the first to fail, lying in such close proximity to the Gateway, and became totally inoperative. Though the Vinyan Transporters fared slightly better, a large number of stones were destroyed and their power lost while others became mere receivers no longer capable of initiating transportation. Even those that remained functional became unreliable, occasionally causing a "misjump," stranding travelers in isolated areas or incorrect cities. The Transporters have even deposited travelers several miles out at sea to die a watery death. Another type of "misjump" suspends the traveler in a type of timeless void, a place where nothing

TRANSPORTER TRAVEL RESULTS

Transporter Location	Successful Transport	Random Transport	Available Destinations
Avatar's Domain	01-96	01-05	The Tron Woods, The Beach, and The Dragonkind Plains
The Beach	—	06-10	Receive Only
Birchwood	01-96	11-15	The Old Capitol
Chaotic Forest	—	16-20	Receive Only
Dragonkind Plains	—	21-25	Receive Only
Bruff Mountains	01-96	26-30	Geffland, and The Chaotic Forest
Geffland	01-96	31-35	The Chaotic Forest
Faine	—	36-40	Receive Only
Land of Unspeakables	01-96	41-45	Faine and Ostland
Merchant's Ruins	—	46-50	Receive Only
Old Capitol	01-04	51-55	Birchwood, Ostland, and Trebor
Ostland	01-96	56-60	Land of Unspeakables, The Old Capitol, and Twin City West
Raakine Sound	01-96	61-65	Salty Lake Basin
Salty Lake Basin	01-96	66-70	The Dragonkind Plains, The Chaotic Forest, and Raakine Falls
Tennek	01-96	71-75	Twin City East, Trebor, Twin City West, and Merchant's Ruins
Trebor	01-96	76-80	Twin City West, Tennek, Geffland and The Old Capitol
Tron Woods	—	81-85	Receive Only
Twin-City East	01-96	86-90	Faine
Twin-City West	01-96	91-95	Twin City East
The Void	—	96-00	Someplace Else

VOID RESULTS

(1d100)	Time in The Void
01-15	1d6 Combat Rounds
16-30	1d6 Turns
31-45	1d6 Hours
46-60	1d6 Days
61-75	1d6 Weeks
76-90	1d6 Months
91-00	Special (see Special Void Results Table)

SPECIAL VOID RESULTS

(1d100)	Special Chart
01-30	Roll again on the Time in The Void table
31-60	Creature and belongings arrive at different times (same location)
61-90	Creature and belongings arrive at different times and locations
91-99	Partial molecular disarrangement (roll randomly for destroyed limb)
00	Total molecular disarrangement (instant death)

exists. Travelers have returned from the Void to discover that years have passed while they were making their supposedly instantaneous Transportation. These problems are fairly rare however, and the Element Masters actually seemed to expect something along these lines, as whenever a misjump occurs, the hapless traveler is automatically transported a certain distance above ground to prevent re-materialization in solid objects. This safeguard can be a nuisance when wagon wheels and carts are damaged, yet many a traveler has been saved.

The Transporter network today is a faded shadow of its former greatness. All sites east of the Great River have been lost to the invading beasts, their temples razed. Several remain partially operational, but require extensive land travel to reach. The western sites, being further from the Gateway, fared better and several are nearly fully operational. Attempts have been made at repairing the rocks, but no one without the aid of Element Magic has been even remotely successful. At present, even replacement spheres are beyond the grasp of the Vinyan folk, lying in their watery depths. Many Vinyans now avoid the transporters completely, considering them unsafe. A continuing fear, especially prevalent in the cities, is that beasts may be able to repair the eastern transporters and amass attacks on the cities from within. A very small minority of people, considered paranoids or transportphobics, fear being sucked into a transporter and so give them a wide berth.

Transporters now function as indicated on the Transporter Travel Results table.

Whenever a creature goes through a functional Transporter, it must roll to see if the Transportation was successful. If this roll is failed, the creature is randomly teleported to another Transporter or The Void (roll on Randomly Teleporting chart below). Note: All creatures touching when entering a Transporter are transported to the same place.

The Void is an area of nothingness existing somewhere and nowhere. Anyone sent to The Void on a random teleportation will be trapped in The Void and stay there until some other unfortunate creature takes their place. When a creature or party is kicked out of The Void, it must roll again on the Random Transportation Column to determine where it comes out. The creature would believe that he has just stepped into the Transporter, but time will have passed. Each creature must roll to see just how much time was spent trapped in The Void.

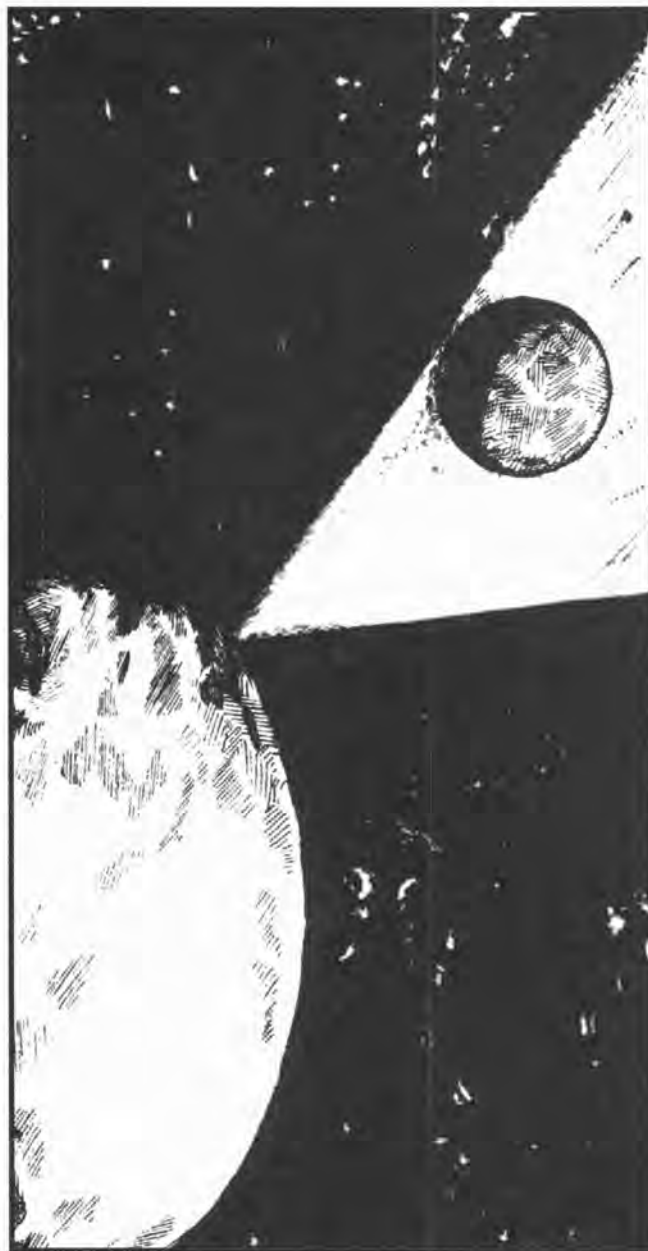
Note: Because of the destructive nature of the molecular disarrangement, Common Magic will have no effect in restoring areas damaged by the Void. Affected limbs must be removed or the creature will remain in shock (because of continuous pain). The limb can be regrown with Drazzi aid.

The Gateway of the Worlds

At the height of their magical power, the Council began a project that would set Vinya back hundreds of years... the Gateway of the Worlds. Using the then near-perfected science of the Transporters, the Council began working on a mammoth Transporter which could take them to other worlds.

The completion of the Gateway marked the climax of the Councils' greatness and was expected to allow the people of Vinya to expand their knowledge of the Universe and possibly encounter new life forms. Instead it became little more than a vehicle for a massive invasion of their own world.

The Gateway of the Worlds worked perfectly on completion. It functioned as a normal Transporter with one important



exception: The magical transportation beam soared away from the planet in a swath that probed the Heavens in search of Vinya-like planets. The beam from the Gateway is conical in shape and is able to scan whole star clusters at the greater distances. Once the scanning beam finds a likely prospect, it sends out the transportation beam that locks onto the planet as long as it is within the scanning area (limited by planetary rotation). From this point, the transport link is complete and transportation can take place between the two planets. This link lasts for several hours per day on that planet, and since the Gateway is in a scanning mode it will only return to a specific planet for several successive days before moving to another. It was expected that Element Magic could be used to control the Gateway's beams to allow exploration of particularly interesting planets.

3.3 DANGERS

3.3.1 Diseases of Vinya

Dots

Symptoms: Characterized by red Crown-shaped spots covered by a yellowish crust (-3 APP). This disease is so contagious there is a 50% chance to infect anyone coming in close contact (i.e., same hex).

Treatment: Most cases yield in 3d4 days if the afflicted dissolves the crust away every 3 to 6 hours with soap and water and an ointment containing mercury salts (available for 80 Crowns).

Ear Block

Symptoms: Fungoid infections occurring along the ear canal and ear drum. Ear fungus presents a blackish membrane that recurs rapidly despite frequent removal, penalizing Hearing by -1/2.

Treatment: Hearing loss can be countered if the ear canal is cleansed with a solution of 50% alcohol twice daily for up to 2d4 weeks, otherwise symptoms persist for 4d4 weeks.

Fire Fever

Symptoms: This disease is characterized by a sudden onset of convulsions and high fever. A Healer's First Aid roll will reveal no clues as to the cause of the fever. The fever stays high for 1d2+2 days then fluctuates and subsides. During periods of high fever, the afflicted will suffer a -1/4 reduction to all physical skills. Subsequently, a rash develops on the back and spreads to the arms, neck and, on occasion, the face. The rash fades in 1d2 days.

Treatment: No known cure other than time.

Flakes

Symptoms: Excessively scaling and redness of the scalp (-1 APP for the Duration of the disease) that lasts about 1d4 weeks.

Treatment: Frequent washing or brushing of hair (70% chance of effectiveness). Apply a sulfur-based ointment (available in most towns for 30 Crowns) for a 95% chance to cure the Flakes.

Floaters

Symptoms: Floaters are small pin-like dots that move about the surface of the eye. They are benign and do nothing more than distract the victim when trying to concentrate on a particular object. During normal viewing, the afflicted creature notices a minute black blur following the direction of his vision. The distraction caused by the disease will penalize the Vision skill by -1/4.

Treatment: None. The infection disappears in 1d4 months.

Gastritis

Symptoms: Can be associated with many infectious diseases and food poisoning but is most commonly a side effect of excessive alcoholic consumption. Common indications include inflammation of the stomach, pain, nausea, and loss of appetite. Treat as Fatigue (p.93) with negative modifiers of -1/2.

Treatment: None. The infection disappears in 1d4+2 days.

Lung Spores

Symptoms: Alien spores transmitted through the Gate are inhaled by the victim, take root in the moist lung tissue and begin to grow. Night sweats and low-grade fever along with shortness of breath and hoarseness, dry coughing, and pains in the chest are frequent symptoms of spore infection. The illness causes the character to suffer from Fatigue (p. 93) in half the normal time and mild insomnia (75% chance for normal sleep each hour).

Treatment: Inhaling the vapors of boiling Dole-net bush leaves will cure the afflicted in 1d4+1 days or the symptoms will become permanent!

Mip Bumps

Symptoms: The affected Area is dotted with several solid white growths of various sizes. The intensity of the affliction varies according to the number of locations that are affected as follows:

MIP BUMP INFESTATION SEVERITY			
(1d100)	Severity	Area of effect	Growths per Location
01-50	Slight	1 location (-1 APP)	1d4
51-90	Mild	2 locations (-2 APP)	1d6
91-00	Severe	3 locations (-4 APP)	2d4

Treatment: Incision of the growth by knife, Poke Bird, or destruction by heat. One hit point of damage will remove a growth, but this is counted against the hit points in that location.

Mip Suckers

Symptoms: A few weeks after exposure to the disease, the victim will begin to notice strange sensations. First they will become so cold that they shiver and shake uncontrollably, then sweat and fatigue.

The disease is transmitted by the bite of an affected blood sucker; proof can commonly be found by the discovery of a skin rash at the point of penetration. A month later tiny, intermittent pains begin to flash through the muscles of the infected individual followed by an irregular heartbeat, sleeplessness, chronic intestinal gas, and weight loss. For the next 1d4 months the ailments will continue to intensify until the victim becomes bedridden. At this time there is a 25% chance the victim will die from heart failure unless a Cormack's Pulse Restore spell is initiated immediately. If the victim survives, full recovery generally occurs within 1d2 months.

The Mip Suckers grow through several stages in their 2 year life span (larvae, nymph, and adult) before they are able to reproduce. The larvae tend to feed mostly on small fur-bearing rodents, nymphs expand this diet to include birds and humanoids. The adults usually feed on Mips, though any warm-blooded creature will suffice. If the host already has the infection, the nymphs and adults will pass it on to their next victim. Interestingly, the Mips and small fur-bearing rodents appear to be unaffected by these microorganisms. Why humanoids suffer from them is still a mystery; differences in the humanoid immune system may play a pivotal role.

Treatment: Common Geffren herbal medicine has proven highly effective in causing the initial rash to vanish and making the victim feel much better; however, this merely masks the discomfort while the disease runs its course.

Currently, sages and other researchers have been unable to develop a cure. It would be impractical if not impossible to rid Vinya of all small fur-bearing rodents, so Mips seem obvious targets. In theory, if all the Mips were destroyed, some of the adult Mip Suckers would find other mammals to feed on; however, most would eventually die without reproducing, and the number of cases would plummet. Many sages are cautious about recommending Mip genocide, not just because they lack the data to support their theory; it is contrary to all the Vinyans are fighting to protect. Until a cure can be found, prevention is the best way to reduce the chance of being infected and spreading the disease. Handling of Mips or traveling in areas that are known to be infested should prompt extra caution. If bitten by a Mip, a disease check should be made at double normal percentages.

Pressure Eye

Symptoms: The eyeball is subjected to an increase in pressure that can spread to an adjacent eye (40% chance). The severity and effect varies as follows:

PRESSURE EYE SEVERITY		
(1d100) Severity	Effects	
01-40 Slight	Headaches and nausea for 1d4 weeks. Vision-related skills reduced 1/4 for 1d4 days.	
41-95 Mild	Constant sensation of a foreign body pressing on the eye. Vision and all vision related skills are reduced by 1/4 for 2d4 weeks.	
96-00 Severe	Effects as per a mild case until pressure builds to the point of hemorrhaging blood vessels, causing blindness in 3d4 weeks.	

Treatment: No known cure.

Scale Face

Symptoms: Area around the nose and scalp becomes red and covered by greasy scales. In addition to being unsightly (-2 APP), this condition itches or pains. The afflicted also experiences minor insomnia, with only an 80% chance of normal sleep each hour resting.

Treatment: Sulfur preparations and ointments are the most effective remedies and are available in most towns for 50 Crowns. Treated, the infliction will dissipate in 1d4 days, in 3d4 days otherwise.

TS Mark

Symptoms: This infection, "Traveler's Scourge," has become a regular occurrence among less clean travelers. Fungus grows on the soles of the feet, backs of knees, groin, chest, underarm, inside of the elbow, neck, and behind the ears, causing severe itching from rashes and minute bumps. Roll for body location and subtract 1 point of APP if location is visible.

Treatment: Daily washing with soap and water. The infection will abate within 1d4 days with this treatment.

Twitching Lids

Symptoms: Continuous spastic condition of the eyelids produced by unknown local irritation of the eye. All vision-related skills will be penalized by -1/4.

Treatment: This disease is currently under study, however, there is no cure as yet. The twitching usually dissipates in 1d4 +1 days.

Vocal Spasm

Symptoms: The victim of this dread disease feels as if he is being choked whenever he tries to speak. This choking subsides after 1d4 hours, but will relapse after another 1d4 hours. The afflicted character must communicate through other methods.

Treatment: None needed except silence. The character will recover in 1d4 days. A player whose character has been inflicted should not be allowed to speak (this is a role-playing game).

Worms

An exceedingly fascinating subject, worms and other parasites have been investigated by more sages on Vinya than any other bodily affliction. When a character contracts a worm, roll on the following table to determine what type of worm actually exists within the character.

WORM INFESTATION TYPE	
(1d100)	Type
01-95	Sick Worm
96-00	Death Worm

Death Worm

This worm travels a circuitous route in its life cycle. Initially, contaminated plants are eaten by animals that in turn are eaten by humanoids. The worm has a 75% chance to invade the brain, nervous system, eyes, or heart, causing insanity and death within 2d4+4 weeks unless properly diagnosed with a Healer roll at -1/2 normal. If the worm does not affect the above mentioned systems, it will be limited to muscle tissue destruction in a random location. The infected location will become functionally incapacitated in 3d4 weeks (treat as "Severe" condition as explained in Damage Conditions, p. 88).

Treatment: A stringent and hideously uncomfortable series of herbal ingestions and exploratory surgery have a 25% chance of removing the worms once diagnosed. If this fails, an afflicted limb must be removed or the afflicted dies.

Sick Worm

The eggs of this parasite are passed in the soil and penetrate the skin as larvae, which enter the blood, reach the lung, creep up to the throat and are passed down into the intestine through swallowing. There is often a reddish rash where the parasite has entered the body. The worm usually attaches itself to the intestinal walls where it feeds off its contents. The affected creature must eat an extra 1% of their weight per day in food and water.

Treatment: Infected creature must quaff an elixir made from Armor polish (10 Crowns in any town). The affected creature will then be ill for 2d4 days with all physical skills at -1/4 normal.

Yellow Skin

Symptoms: This infectious disease (which is sometimes called Amber Flesh) is caused by a virus ingested in food or drink. A highly contagious disease, there is a 60% chance that it will spread throughout a group (each member must first roll the 60% to see if he has been exposed, then a Disease check is made if necessary). Yellow skin is characterized by a loss of appetite, nausea, fever, chills and a pain in the upper right abdomen (liver area). Approximately four days after the onset of the illness, the victim's skin turns a pale amber. All physical skills are penalized by $-1/4$ normal for the duration of the illness.

Treatment: Bed rest and a high-calorie diet rich in carbohydrates and proteins will limit the illness to 3d4 days, otherwise symptoms will persist for 5d4 days.

3.3.2 Poisons

Poison and its development is a relatively new industry to native Vinyans, in fact its only common usage took the form of insecticides and defoliants. With the onset of the invaders, however, toxins of increased potency have become painfully desirable. The following list of poisons is available on the black market, and is even issued to some elite militia units.

Kitzu Toxin

The Kitzu have long compensated for their diminutive stature with the use of a toxin home-brewed from various forest plants. It has a Poison Intensity of 5 for each dose and is frequently laced on blowgun darts. Kitzu poison is renowned for its speed of effect, those afflicted must make their Poison Resistance rolls once per combat round for each level of Intensity. When coated on a melee weapon, every time the weapon strikes something on a successful Attack or Parry the impact has a 25% chance of reducing the Intensity by -1 .

A Kitzu can usually obtain 2d10 doses from with each visit to his homelands. There is only a 10% chance that a non-Kitzu could convince one of the feisty race to sell any. Each dose generally costs 100 CR.

Nurinalago's Deadly Herb

The widely-shunned Geffren sage, Nurinalago, has concocted a vicious venom from innocuous, leafy ingredients. The Herb has a Poison Intensity Level of 3 per dose, but courses through the body with such unrelenting slowness, the victim feels as if his blood is boiling as he makes Poison Resistance rolls once per hour for each level.

Nurinalago's Deadly Herb runs 60 CR per dose in easterly, front cities, while the more strictly controlled western counterparts charge 90 CR.

Myzen

This derivative of the common insecticide is the standard poison type for Elite Militia units. Its fast-acting nature assails its victim immediately, but it is relatively weak, having a Poison Intensity Level of 1. Every time a coated melee weapon successfully Attacks or Parries, the impact has a 25% chance of eliminating the poison.

The most terrifying aspect of this toxin is how it numbs the affected parts of the body. This makes it difficult for the victim to gauge his condition.

3.3.3 Significant Weather

Clear, sunny skies predominate Vinyan weather 90% of the time; in fact, this is one of the reasons it was chosen as the site for the Vinyan Experiment. The GM should roll for significant weather conditions (10% chance) each day, or whenever the characters use the Transporter network. When exceptional conditions exist, consult the following tables to determine their nature.



For added realism, the GM may wish to plot the movement and growth of significant weather. In this case, when significant weather is indicated by the daily percentile roll (10% chance), the GM determines the type of weather normally and then rolls 1d1000 to determine the weather's entry weather region hex on the Vinyan Weather Pattern Map (next page). The GM then rolls 1d6 to determine the radius of the weather's effects, and moves the Significant weather 1d6 weather region hexes in the direction indicated on the starting hex. The GM continues to plot this progress at the beginning of each day until the weather heads out to sea.

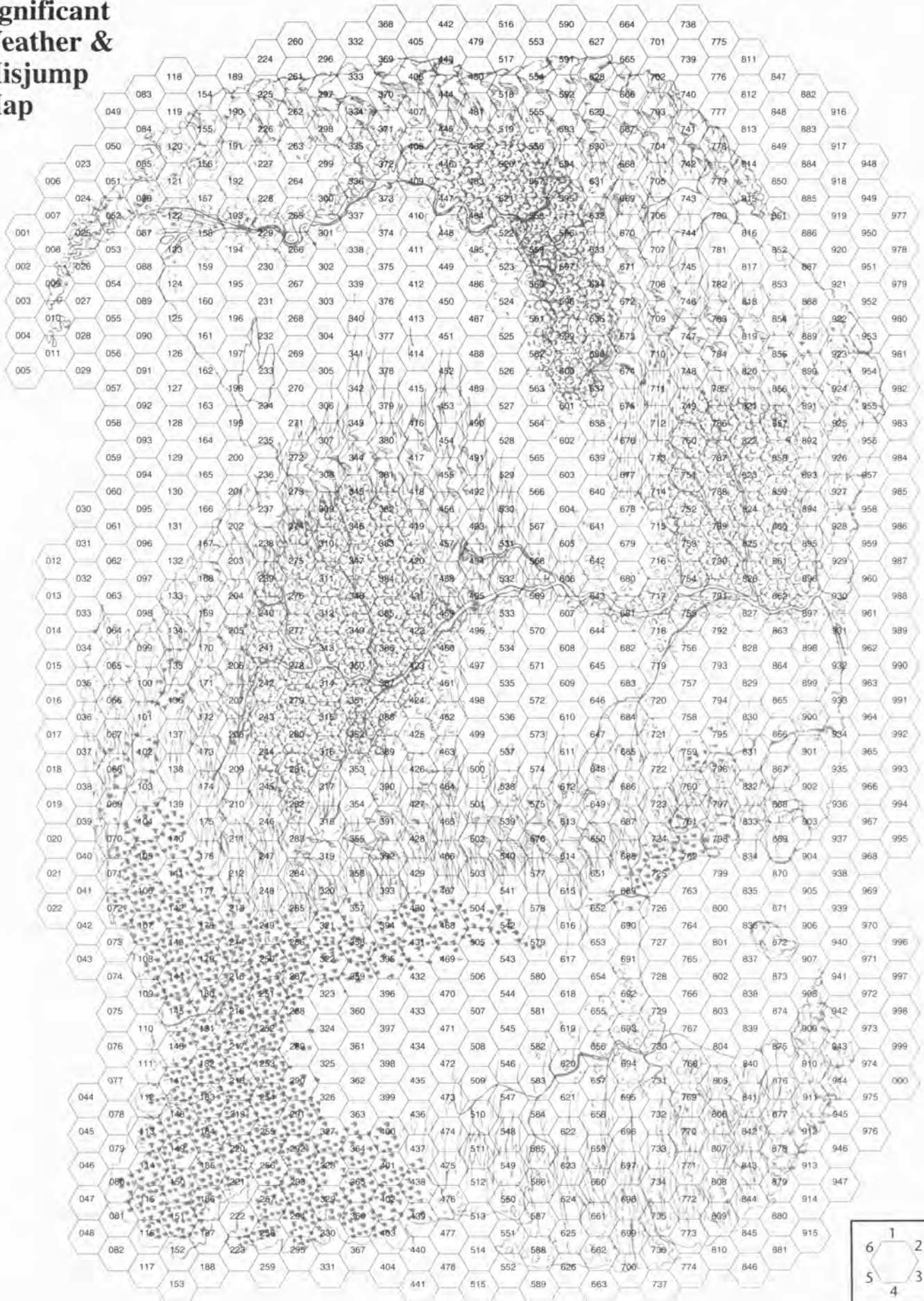
SIGNIFICANT WEATHER

(1d100)	Type	Physical Skills Modifier	CVR and Travel Rate Modifier *
01-10	Magic Dampening **	—	—
11-35	Severe Weather (Damaging Strong wind, hail, etc.)	$-1/2$	$-3/4$
36-60	Heavy Shower/Thunder Storm	$-1/4$	$-1/2$
61-90	Moderate Shower or Fog	—	$-1/4$
91-00	Magic Enhancement **	—	—

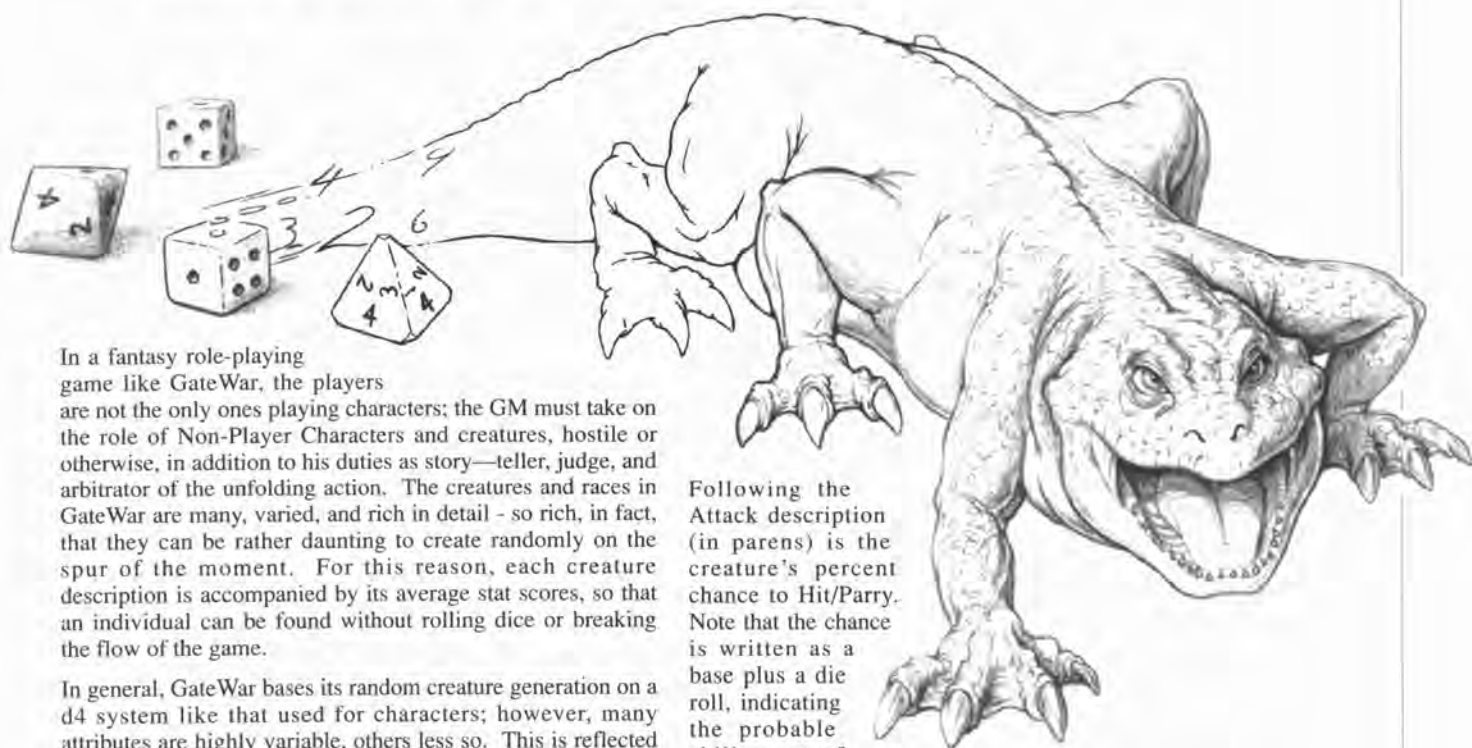
* These modifiers are applied cumulatively with any adjustments due to terrain.

** The Magic Enhancement/Dampening results function like the Spell Spheres of the same names, where MP costs are doubled or halved.

Significant Weather & Misjump Map



3.4 FLORA, FAUNA, RACES AND PERSONALITIES



In a fantasy role-playing game like GateWar, the players are not the only ones playing characters; the GM must take on the role of Non-Player Characters and creatures, hostile or otherwise, in addition to his duties as story-teller, judge, and arbitrator of the unfolding action. The creatures and races in GateWar are many, varied, and rich in detail - so rich, in fact, that they can be rather daunting to create randomly on the spur of the moment. For this reason, each creature description is accompanied by its average stat scores, so that an individual can be found without rolling dice or breaking the flow of the game.

In general, GateWar bases its random creature generation on a d4 system like that used for characters; however, many attributes are highly variable, others less so. This is reflected in the use of other dice configurations or base scores with modifiers. The generation of Non-Player creatures is somewhat more abbreviated than that for Player Characters (logically enough, as a character is supposed to last longer than the monsters he must face) and is therefore less detailed. We feel this minor loss of detail is adequately balanced by ease of generation and play. Should you feel it necessary to create some extraordinary beast to really challenge the characters, we recommend that you not exceed the maximums by more than one die roll.

The following is an explanation of the various statistics used to describe and "flesh out" each creature.

Strength (STR)

A creature's STR score is used in the same way as that for PCs, but it also assumes the function of CON in those without a CON score, measuring physical health, Carrying Capacity, resistance to disease and poison, and stamina.

Attack

All of the creature's attacks are listed in order of probability of use (only one attack entry can be used in any one round, although this may still include several separate attacks). Creatures, just like characters, get two Physical actions per round and one Mental (if they have an INT of at least 5).

Following the Attack description (in parens) is the creature's percent chance to Hit/Parry. Note that the chance is written as a base plus a die roll, indicating the probable skill range of any particular individual.

Following percent to hit is the standard damage for each Attack type, plus any bonus damage the average creature of that type would have. Damage may be followed by additional attributes of the attack, such as poison, binding, etc., or the word "Special," indicating that the nature of the ability will be detailed in the description of the creature.

Dodge

The creature can dodge incoming blows just as PCs can, but many creatures have more than two legs and require only one action to Dodge and remain standing.

Movement

Movement scores are provided for each of the creature's travel modes, listed in order of preference. A two-Physical Action breakdown is also provided for the creature's preferred movement mode.

Spells

MPT-using creatures will either have a list of the spells available to them or a dice configuration to determine the number of points of Common Magic spells known. Spells unique to that species are explained in the description. Creatures lacking spell casting ability will, of course, have nothing listed.

Spoils Category

This is simply a method for determining whatever booty a vanquished creature might have in its lair or on its body. See Appendix D for more information and a table for determining the actual items found.

Gatherers will pick up anything attractive to them. It is unlikely that they will have any concept of the use or value of a particular item. Gatherers may or may not store their treasures in some sort of lair.

Hoarders tend to collect items of some value, and are generally more likely to know that value. They are not, however, likely to have the knowledge or ability to actually use the item. Hoarders will almost always keep their trove in some sort of defensible lair.

Bearerers will generally only carry those items they actually use. They will often have some sort of lair or cache to store those items they are not currently using, and usually know the approximate value of almost every item in their possession.

Description

Truth and fiction are included, so that the GM can play upon or allay the players' fears or misconceptions. This is the information that players will acquire with a successful Know Legends roll.

Tracks

The track information is provided so that the GM may give the players some information on the suspected presence of a certain type of beast, leaving it for their own judgement or luck to correctly identify.

Sign

As with the Track information, the various signs of the creature are provided to allow the GM to indicate the presence of some beast without actually having it walk in front of the characters and be riddled with bolts. The comic effect of having the novice party scrambling for their weapons and spells at the sight of a couple of huge, fresh, bone-filled turds, or the sound of the hunting wail of some alien predator is not to be underrated.

Habitat

While it is entirely possible that creatures will travel beyond their usual haunts, generally they remain in that environment type to which they are best suited. As it would seem rather foolish to meet fish on dry land or desert-dwellers in the midst of a swamp, a habitat is provided for each creature, that they might be placed in areas where they are more likely to be found. If the Random Encounter Tables (Appendix F) are being used, this question of environment is already solved, as the tables are set up with the habitats of each creature in mind.

Range

Like Habitat, Range for creatures is provided to aid the GM in placing these creatures in the areas where they are naturally more likely to be found. Many creatures are so well travelled that they are as likely to be met in any one place as another, but others are very specific in location, and the believable fantasy portion of the campaign is only heightened when the characters enter an area "Where hungry Throttlers are known to dwell..." etc.

The Master Random Encounter Table contained in this volume (Appendix F) does not specify the ranges of creatures, so the GM may have to make a Command Decision to alter the result. The Random Encounter Tables contained in the modules covering the various regions, however, do take into account the natural ranges of the creatures.

Tactics

Suggested Tactics are provided to help the GM run the creatures in the most natural, consistent (and possibly lethal) manner. They cover the rules and statistics for strategies and any special abilities the creature may possess, in short, the nuts and bolts of how to use the creature against the players, as well as tips on the creatures' likely methods or tricks in combat.

Facts

These are esoteric tidbits of information that can be revealed slowly to the characters to maintain their interest in creatures grown familiar, or surprise them with unexpected twists.

Hit Locations

The locations for creatures are, in most cases, quite different from those of the humanoid types. It is therefore necessary to use the location tables provided for each creature. The Hit Points tables in this section are used to determine not only Hit Locations, DA, and Hit Points for each creature type, but Blood Totals, Combat Factor, Weight (in pounds), and Bash Factor for the entire size range as well. Bonus Damage, which is listed for each SIZ column, assumes a creature of average STR. Any creature missing a Hit Locations table or weight is assumed to have only one location with as many Hit Points as the creature has points of SIZ; DA, if any, will be listed separately under stats.

Use

The Use section covers whatever value the characters might be able to extract from the creature's carcass. This includes a list of:

Whatever useable portions may be obtained.

How much each portion will weigh (expressed either in pounds or as a percent of the creature's total weight).

The time in which the portion will spoil.

The chance of contracting a disease from eating or using the portion after it has spoiled.

The market value of the portion if it can be sold before its Spoiling Time.

Aphis (Vinyan)



SIZ	2d10	11
MPR	2d4	5

Description: Aphis is a rather straggly shrub with spiky, palmate leaves and small purple flowers. The fruiting body is at the nether end of the rather long flower base, and is

Use: Portion	Amount	Spoil time	Chance of disease	Market value
Fruit	3d4 lbs	2d4+2 days	20%	.5 CR/lb.

best picked when the flowers have fully browned and wrinkled, but not fallen off.

Habitat: Mountains

Range: All of Vinya

Aqualoid (Alien)

STR	5d4+4	16
SIZ	1d10+10	15
DEX	5d4	12
INT	3d4	7
MPR	4d4	10
LUK	5d4	12

Attacks: 2 Claws (50 + 2d10) 2d4 or
Bite (40 + 1d10) 1d8 or
Spear (40 + 3d10/40 + 2d10) 1d10

Dodge: 20 + 1d10

Bash: 40 + 2d10

Move: Run 3" (1", 2")/Swim 4"

Enhancements

Balance:	40 + 2d10
Bravery:	30 + 2d10
Hearing:	20 + 1d10
Hide:	20 + 1d10
Perception:	25
Quiet Movement:	20 + 1d10
Smell:	20 + 1d10
Spells:	none
Surprise Reaction:	32
Vision:	20 + 1d10



Description: Aqualoids are big, green, scaly humanoids with webbed hands and feet. Their distinctive smell makes them easy to detect at some distance, but only after they've been out of the water for some time. While more comfortable breathing underwater, the mobile gill hood can pump air across the gill membranes, allowing the Aqualoid to function out of the water for quite some time. Their feet are actually flexible web rays, with a mobile spike that swings down to serve as a heel.

Aqualoids will often lie in ambush near a water crossing or watering area and even attempt to sink small craft, thus gaining their reputation for sneakiness. Since they make no tools, Aqualoids must steal their favorite weapons, spears, along with

other weapons, from their victims. Their favorite tactic is to spear someone and pull the victim into the water where the Aqualoid has the advantage. Thrusting weapons and spells are usually the only hope for someone hauled into the water.

Tracks: Resemble those of a clawed humanoid, with a fleshy spike replacing the heel.

Sign: Droppings are almost never found (10% chance); apparently, they prefer to evacuate into the water. Strong smell

is caused by oils in the skin to protect it from drying, and is sometimes rubbed off on rocks or twigs etc., leaving a scent trail that is often traceable (only after they have been out of the water for 1/2 hour or more—the normal chance to detect it within 10 minutes of creature's passing, or within 10 hexes—chance halved as time and distance is doubled).

They hiss when enraged, and their breathing becomes labored when out of water for extended period, particularly when growths on gills become heavy. Speech sounds like protracted burping, only rarely used out of water.

AQUALOID HIT POINTS

		SIZ										
(1d100)	Hit Location	DA	11	12	13	14	15	16	17	18	19	20
91-00	Head	(2)	3	3	3	4	5	6	7	8	9	10
71-90	Chest	(2)	5	6	7	8	9	11	13	15	18	20
55-70	Abdomen	(2)	4	5	5	6	7	9	10	12	14	16
43-54	R. Arm	(2)	3	3	4	5	6	7	8	9	11	12
31-42	L. Arm	(2)	3	3	4	5	6	7	8	9	11	12
16-30	R. Leg	(2)	4	4	5	6	7	8	10	11	13	15
01-15	L. Leg	(2)	4	4	5	6	7	8	10	11	13	15
	Blood Total		26	28	33	40	47	56	66	75	89	100
	CF		66	71	70	75	82	90	100	112	132	146
	Weight		100	115	135	160	185	220	260	300	350	400
	Bash Factor		28	30	32	34	37	40	44	48	53	58
	Bonus Damage		+1d4				+1d6					

Habitat: Water

Range: Most large bodies of water, particularly salt.

Tactics: Wait just below surface at bridges and deep shores, using harpoons or man-catcher from surprise. They are smart enough to coordinate attacks on several sides of a craft at once, or sink a smaller one.

If an Aqualoid scores a hit with a man-catcher or a harpoon that penetrates the target's armor, he can pull his unfortunate victim into the water with a successful Bash. This Bash attack takes place in the same round as the harpoon's penetration. There is a 30% chance that an Aqualoid will have a harpoon, 15% chance to have a man-catcher.

Facts: Vinyan microorganisms thrive under the gill plates of Aqualoids, often obstructing their breathing, even to the point of death.

Use:	% of body weight	Spoil Time	Chance of disease	Market value
Portion				
Meat	45	1d4-1 days	30	.5 CR/lb
Skin	15	3d4 days	75	5 CR/lb
Oil	01	2d4 months	20	10 CR/lb

The meat of the Aqualoid is so saturated with poisonous elements to which the beast is itself immune that there is a 25% chance cumulative for each time it is eaten per month to develop cramps, vomiting, sore joints, and insomnia for 1d4 days (all abilities reduced by 1/2), even if it is prepared perfectly.

If an Aqualoid is to be eaten, it must be dressed as soon as possible after its death, as too long an exposure to the blood and innards after death will contaminate the meat (10% chance cumulative per TURN after death before dressed to have effects listed above). The meat **MUST** be cooked thoroughly before consumption, to the point of burning.

Arrow-Head (Vinyan)



SIZ 1d10+10 16
MPR 4d4 10

Description: Arrow-Heads are marsh and aquatic plants that thrive along the margins of ponds and sluggish streams. The underwater tuber of this plant can be roasted or eaten raw. Arrow-heads are rather rare, however, due to their appeal to assorted water fowl. The Arrow-

Use:	Amount	Spoil Time	Chance of disease	Market value
Portion				
Tuber	1d4 lbs	2d4 days	25	.3 CR/lb

Head is recognizable by the arrow-shaped leaves, which spire one or two feet above the cluster.

Habitat: Wetlands

Range: All of Vinya

Audiax (Alien)

STR 4d4 10
SIZ 5d10 27
DEX 5d4 13
INT 1d4 3
MPR 7d4+1 18
LUK 3d4 7

Attack: Bite (40 + 1d10) 2d4
Dodge: 20 + 2d10
Bash: 30 + 2d10
Move: Fly 5" (2", 3")

Enhancements
Balance: 40 + 2d10
Bravery: 80 + 2d10
Hearing: 20 + 1d10
Hide: 10 + 1d10
Perception: 36
Quiet Movement: 40 + 2d10
Smell: 20 + 1d10
Surprise Reaction: 32
Vision: 50 + 1d10



Description: Audiax have large globular bodies with gaping mouths, diminutive tails, tubular eyes and grossly enlarged, wing-like ears. Even though of normal mass, Audiax are extremely light; even a child could lift the largest (assuming it didn't eat him). They spend their entire lives in the air, using modified ears to propel themselves from one place to another. Their eyes are backed with a substance that produces a powerful light; the tube-like exterior iris is lined with glimmering crystals that reflect, amplify, and project the light in a concentrated beam.

AUDIAX HIT POINTS

(1d100)	Hit Location	DA	5	9	13	17	21	SIZ	25	29	33	37	41	45	49
76-00	Head	(0)	2	3	6	10	18	28	38	48	59	71	84	97	
46-75	R. Ear	(0)	2	4	7	12	22	33	45	58	71	86	101	116	
16-46	L. Ear	(0)	2	4	7	12	22	33	45	58	71	86	101	116	
01-15	Tail	(0)	1	2	3	6	11	17	23	29	36	43	50	58	
	Blood Total		7	13	23	40	73	111	151	193	237	286	336	387	
	CF		22	30	41	58	92	129	169	213	259	307	359	411	
	Weight (mass)*		25	50	90	160	290	440	600	770	950	1140	1340	1550	
	Bash Factor		15	18	22	29	42	57	73	90	108	127	147	168	
	Bonus Damage		-1d2	0		-1d4		-1d6		-2d6		+3d6		+4d6	

* For Bashing; the actual weight is equal to SIZ in lbs. (for purposes of lifting only).

enabling them to find prey at night, probing the darkness in sweeping arcs.

Tracks: None

Sign: Searchlight eyes are visible at CVR, screech sounds like maniacal laughter.

Habitat: Any but Temperate and Tropical Forest

Range: All of Vinya

Tactics: Audiax are stupid and voracious—they will attack at any opportunity.

Facts: The body of the Audiax is suffused with lighter-than-air gasses; this and magic are what keep it aloft.

Use:	% of body weight	Spoil Time	Chance of disease	Market value
Portion				
Eyes	01	1d2 days	15	20 CR/lb.

The fluids that mix to produce the light in the eyes of Audiax can be used to deter Trask (p. 224) from attacking. Each pound of fluid in water will halve the chance of Trask attacking. The area and time of this effect is subject to various factors of current, depth, etc., but figure 2d10 rounds for slow moving, shallow water, 1d10 rounds for fast moving, deep water.

Avatar (Vinyan Individual)

STR 21
SIZ 18
CON 20
DEX 17
INT 19
MPT 57
APP 16
LUK 18

Enhancements

Age: 46
Balance: 86
Bravery: 98 (Intrepid)
Fame Rating: 227
Hearing: 89
Hide: 105
Perception: 91
Quiet Movement: 80
Smell: 65
Spells: All Common Magic Spells
Surprise Reaction: 66
Vision: 120

Attacks: Great Sword 1H (190/120) 2d8 + 1d6
+ Intensity 5 Death Poison or
Geffren Tall Bow (95) 1d8 or
Large Shield (95/135) 1d8 + 1d6

Dodge: 75
Bash: 83
Move: Run 7" (3", 4")

Description: Avatar grew up in the Magic Capitol and learned every known Common Magic spell. He felt he was destined for greatness and, during the chaos following the collapse of the unified government, saw an opportunity to make his power-play. He is suspected of ransacking various treasures from the Magic Capitol. Among the missing items were many Spell Spheres and Power gems, including Bogan's Gem. He then disappeared into the east where, it was thought, certain death waited at the hands of the hungry hordes. Little was heard of him for many years, but recently reports began trickling in that there had been a thorough fortification of the ancient keep south of the Timekeeper. Rumor has it that Avatar is the motivating force behind this fortification and is the leader of the most brutal and sadistic underground command forces ever assembled, known as the Dark Warriors.

Tactics: Avatar will not consider the characters a threat until they reach a Fame Rating score of 100+. At that time, Avatar will assign a spy to keep an eye on them. Of course, the chance of Avatar personally encountering the characters before this time is very slim indeed.

Facts: Avatar and Edself grew up together in the Magic Capitol. After the destruction of the Magic Capitol, the paths of the two diverged. Edself began studying the records of the Element Masters, knowing that Element Magic would be needed to restore Vinya to its former glory. Avatar chose instead to use his skills and knowledge to forge his own empire from the ruins of the old civilization. Over the next fifty years, Avatar used the wealth stolen from the treasures to enlist mercenaries, Vinyan and alien alike, to fortify his newly claimed domain and establish an intelligence network unrivaled throughout Vinya. This elite force is led by his Dark Warriors, who do most of the dirty work.

Avatar possesses a great number of Spell Spheres and Power Gems. One particularly large Power gem, Bogan's fabulous gem, shattered when Avatar tried to have the Gem's power amplified. The largest piece was implanted in his helmet. Chips of the great stone have been placed in his Dark Warriors' helms giving them the same powers as Avatar's, although in a weaker form. By concentrating, Avatar can see through the stones in his Warrior's helms. Avatar's gem gives him the following powers:

Continuous:
Armor IV
Strength III
Health III
Teleportation

In addition, he carries a 12 MPT Power globe.



AVATAR'S HIT POINTS			
(1d100)	Hit Location	DA	HP
91-00	Head	(10)	5
71-90	Chest	(10)	11
55-70	Abdomen	(10)	9
43-55	Right Arm	(10)	6
31-42	Left Arm	(10)	6
16-30	Right Leg	(10)	8
01-15	Left Leg	(10)	8
	Blood Total		53
	CF		194
	Weight		215
	Bash Factor		53

Avatar's Dark Warriors (Individuals)

Description: The Dark Warriors are the most loyal group of lieutenants a leader could ask for. Each commands a squad that performs various tasks such as raiding, harassment, torture, and abduction for their master. Each has a battle mount and support troops appropriate to his stature.

There are currently five Dark Warriors; each wearing a distinctive helm. Each helm holds a shard of Avatar's shattered gem, which gives the Dark Warrior the following abilities.

Continuous: Armor II
 Strength I
 Health I
 Teleportation

DARK WARRIOR HIT POINTS

(1d100)	Hit Location	DA	HP				
			Bonndor	Brunton	Maltez	Nivek	Vatec
91-00	Head	(8)	6	6	4	7	5
71-90	Chest	(8)	12	12	8	14	10
55-70	Abdomen	(8)	9	10	7	11	8
43-55	Right Arm	(8)	7	7	5	9	6
31-42	Left Arm	(8)	7	7	5	9	6
16-30	Right Leg	(8)	9	9	6	11	8
01-15	Left Leg	(8)	9	9	6	11	8
	Blood Total		59	60	41	72	51
	CF						
	Weight		233	238	165	285	204
	Bash Factor						
	Bonus Damage		+1d6	+1d6	+1d4	+1d6	+1d6

AVATAR'S DARK WARRIOR STATS

	Bonndor	Brunton	Maltez	Nivek	Vatec
Race/Type	Wellan	Wellan	Wellan	Wellan/GH	Zod Bowman
Sex/Age	Male, 45	Male, 26	Male, 34	Male, 36	Male, 30
Hometown	Nowit	Faine	Ostland	Tennek	Off-world
STR	17	19	15	21	17
SIZ	17	17	15	18	16
CON	18	17	18	19	15
DEX	12	13	16	16	17
INT	16	15	18	16	14
MPT	36	29	41	34	19 (MPR)
APP	17	10	12	14	10
LUK	11	16	14	15	9
Att/Par: Sword	165/142	145/101	161/172	207/146	125/92
Sword damage	2d6	2d6	2d6	2d8	2d6
Compound bow	101/45	83/38	130/55	95/42	178/85
Bow damage	1d10	1d10	1d10	1d10	1d10
Shield Att/Par	76/145	102/88	119/135	82/127	94/134
Damage/DA	1d6/15	1d8/25	1d6/15	1d8/25	1d8/25
Balance	53	68	87	79	89
Bash	72	79	65	42	63
Bravery	82	88	76	87	97
Dodge	64	48	76	61	65
Fame Rating	172	169	124	161	112
Grapple	46	26	84	38	80
Hide	69	20	74	56	45
Move	6"	5"	6"	7"	5"
Quiet Movement	82	64	88	72	78
Perception	83	81	90	88	92
Riding	128	123	133	141	102
Swimming	64	46	34	61	22
Trip	42	38	67	47	60

Bonndor never takes prisoners unless under direct order, and then only reluctantly.

Spells: Agility/Clumsiness, Armor, Bravado/Cowardice, Cell Blast, Cornea Cloud, Cover Magic, Death Tell/Forever Silence, Dispel Magic, Energy Light, Fumble, Ghost Missile, Heal/Mend, Insomnia, Lightness/Heaviness, Magic Shield, Mana Search, Mind Message, Night Sight, Purge Poison/Disease, Sharpness/Dullness, Spell Absorption, SupraSight

Brunton is notorious for disemboweling his victims and screaming maniacally in combat.

Spells: Berserk, Cell Blast, Dispel Magic, Fumble, Ghost Missile, Heal/Mend, Muscle Spasm, Nerve Block, Spring

Maltez enjoys severing the appendages of his victims, and hangs the ears from his belt.

Spells: Agility/Clumsiness, Armor, Cell Blast, Cover Magic, Daze, Death Tell/Forever Silence, Detect/Conceal, Dispel Magic, Energy Light, Energy Weapon, Flame Arrow, Fumble, Ghost Missile, Heal/Mend, Insomnia, Invisibility, Magic Interlock, Magic Leech, Mana Search, Mind Message, Muscle Spasm, Night Sight, Purge Poison/Disease, Spell Bluff, SupraSight

Nivek was a Captain in the famous Tennek militia but became corrupted by wealth.

Spells: Bravado/Cowardice, Cell Blast, Dispel Magic, Energy Light, Fumble, Ghost Missile, Heal/Mend, Mind Message, Muscle Spasm, Nerve Block, Night Sight, Purge Poison/Disease, Stiff Limb, Strong/Weak Weapon, SupraSight

Vatec is a former Bowman. He was ostracized when he lost his Zod bow and now passionately hates all Nequitars and Bowman.



Bonndor



Brunton



Maltez



Nivek



Vatec

Tactics: An encounter with one of Avatar's Dark Warriors should be run with extra care. A Dark Warrior will normally try a series of hit-and-run raids, favoring long-range missile fire to cripple or slow down the party. If possible, he will try to hit a group hard then flee, preferring overwhelming odds. A Dark Warrior prefers to send his squad into battle first to soften up the opposition, then enters combat in flamboyant style, charging into battle and attacking from Surprise. They will inflict a few casualties, and go home sated. Each Warrior will

ride (or teleport) away if he incurs one wound, his mount incurs one wound not immediately Healable, or he becomes Fatigued.

It should be remembered that Avatar and the Dark Warriors are characters of the opposition and, whenever possible, they should be run by a player without a character of his own. They can improve their stats and percentages like any character, and will be wily and inventive in combat. These also are the shapers of history; they will not die without a fight.

Bilcave (Alien)

SIZ 1d4 2
MPR 1 1
LUK 5d4 12

Attack: Bite (30) 1 point
Dodge: 05 + 1d10
Move: Crawl 2" (1", 1")
DA: 0

Enhancements

Balance: 80 + 2d10
Bravery: 100
Hide: 20 + 2d10
Quiet Movement: 50 + 2d10

Description: These oversized, beaked maggots are the larval stage of the large, nondescript Carrion Moth, which deposits its two to four eggs upon decaying matter and dies. The eggs hatch within hours, and the young Bilcaves emerge in a ravenous frenzy. They are scavengers, living on carrion, and will eat anything slow enough to catch with their loudly clacking beaks.

A marvel of efficiency, the Bilcave begins the transformation to the adult moth stage as soon as it finishes the last of whatever carrion is available, or when its expandable body is filled to capacity. At this point, the skin hardens, and, after about an hour, a soft moth emerges from the mouth of the Bilcave skin, rests a bit to dry itself, and flies off in search of a mate and some new carrion.



The whole process, moth to moth, often takes less than half a day. The adult Carrion Moth has no mouth, and must use whatever the Bilcave has managed to eat to survive long enough to mate and lay its own eggs.

Tracks: An irregular trail, but they do not travel far from their birthplace anyway.

Sign: Infrequently found in the egg stage as a leathery sac about a foot long. Most frequently the vacant skin is found after moulting, amidst the bare bones of a carcass. There are no droppings, as the larvae turn to the adult stage too soon after feeding to fully digest.

Habitat: Any except Air

Range: All of Vinya

Tactics: In addition to being outrageously stupid, these beasts are voraciously hungry from the moment of hatching to metamorphosis. Unless they are actually feeling pain, they will continue to attack anything in sight or smell.

Use:	Portion	Amount	Spoil time	Chance of disease	Market value
Meat		1d4 lbs	1d2 days	25	1 CR/lb
Beak		4 ea.	Indefinite	01	3 CR/ea.

The hard beaks are valued for use in sewing and leatherworking, even as earrings for those with an exotic bent.

Bilky Bean (Vinyan)



SIZ 3d6 11
MPR 1d4 3

Description: The flowers of this bush are greenish and small. Clusters of reddish-brown seed pods stem up to a foot from the flowers and contain a sweet, sticky pulp in addition to thick, disk-shaped seeds. The entire pod clus-

Use:	Portion	Amount	Spoil time	Chance of disease	Market value
Beans		1d4+1 lbs	1d4+2 days	05	.7 CR/lb

ter is put onto smoldering coals and left until the pods begin to crack. At this time the seeds, softened by the boiling pulp, are ready to eat.

Habitat: Grasslands, occasionally Temperate Forest

Range: Western Vinya

Birdman (Alien Race)



Description: This race of diminutive winged humanoids has come through the Gate to help the people of Vinya. In addition to fighting the invading forces, the Birdmen are also helping Vinyans to map their world. They are great scouts and have fantastic eyesight. Hollow bones and centralized muscle mass make for slim, almost delicate limbs, but the Birdmen develop powerful torso musculature to power their flight. This, coupled with the graceful elegance of the wings themselves, has stirred amorous glances from many a Vinyan maid. It should be noted however, that an accelerated metabolic rate instills a certain spastic quality to the Birdman's disposition.

Habitat: Air, Mountains

Range: All of Vinya and beyond

Tracks: Vaguely humanoid, with rather long toes.

Sign: Droppings are long, tapered missiles, often severely flattened by impact from altitude (young Birdboys often make great sport of dive-bombing accuracy). Birdmen are very social, shrieks and laughter from communal nesting sites can be heard from quite a distance.

STR 6d4 15
SIZ 2d4+4 9
CON 8d4 20
DEX 6d4 15
INT 4d4 10
MPR 4d4 10
APP 5d4 13
LUK 5d4 13

Attack: Sword (30 + 2d10/30 + 2d10) or
Bow (50 + 2d10/30 + 2d10)

Dodge: 40 + 2d10

Bash: 30 + 1d10

Move: Fly 12" (6", 6") / Run 6"

Enhancements

Balance: 60 + 3d10
Bravery: 40 + 2d10
Hearing: 60 + 2d10
Hide: 20 + 1d10
Perception: 69
Quiet Movement: 40 + 1d10
Smell: 40 + 1d10
Surprise Reaction: 50
Vision: 80 + 2d10

BIRDMAN HIT POINTS

(1d100)	Hit Location	DA	SIZ							
			6	7	8	9	10	11	12	
92-00	Head	(2)	1	1	1	1	1	1	2	
73-91	Chest	(2)	2	2	2	3	3	3	4	
59-72	Abdomen	(2)	1	2	2	2	2	2	3	
49-58	R. Wing	(2)	1	1	1	1	2	2	2	
39-48	L. Wing	(2)	1	1	1	1	2	2	2	
30-38	R. Arm	(2)	1	1	1	1	1	1	2	
21-29	L. Arm	(2)	1	1	1	1	1	1	2	
11-20	R. Leg	(2)	1	1	1	1	2	2	2	
01-10	L. Leg	(2)	1	1	1	1	2	2	2	
	Blood Total		10	11	11	12	16	16	21	
	CF		45	46	48	49	49	53	56	
	Weight		39	44	49	56	61	66	78	
	Bash Factor		23	24	24	25	25	26	27	
	Bonus Damage		0				+1d4			

Use:	% of body weight	Spoil Time	Chance of disease	Market value
Portion				
Chest	20	1d2 days	20	4 CR/lb (disguised)

Birdman meat is tender, white, and quite tasty, but there is the matter of public opinion in selling or eating it for all but the most desperate of situations. Parties dragging whole dead Birdmen into town for sale are likely to be rudely treated (though not so bad as they have obviously treated the poor Birdman).

Tactics: Birdmen practice prudence more than bravery, relying on their speed and mobility for hit-and-run attacks or long-range missile fire. They will usually disengage after receiving a wound that cannot be healed in one round with their healing ointment.

Facts: They have developed a potent healing ointment, which they manufacture by wringing out the membrane lining the skins of their eggs. The liquid contains a substance that promotes the rapid growth of cells and seals minor damage to the egg skin and young Birdman hatchlings; it is also effective on the flesh wounds of other species. (Heals 5 HP immediately, then 1 point per hour for 3 hours afterwards—they normally carry 1d4 applications.)

Birdmen do not talk much about their females, other than to say that they are foul-tempered, odious bitches best forgotten. Birdmen are thus often found in Vinyan taverns, causing considerable ruckus with their flamboyant and vocal courtship rituals towards startled Vinyan women.

Black Sap (Alien)

STR 2d4 5
SIZ 2d10 11
DEX 1d4 2
INT 1d4 2
MPR 4d4+4 14
LUK 5d4 12

Attack: 1d3 Lashes (50+3d10) 3d4
Dodge: 20 + 1d10
Bash: 40 + 2d10
Move: Seep 2" (1", 1")

Enhancements

Balance: 70 + 2d10
Bravery: 90 + 2d10
Hearing: 90 + 1d10
Hide: 60 + 2d10
Perception: 56
Quiet Movement: 80 + 3d10
Smell: 40 + 1d10
Spoils Category: Gatherer, 1d4
Surprise Reaction: 34
Vision: 20 + 1d10

Description: Black Saps are big, black, blob beasts that live in trees and eat people. It is not known if each is a separate, living beast or is actually produced by the tree it inhabits. The creature attacks by lashing out with snake-like pseudopods that adhere to its victim while acidic digestive juices consume flesh.

The strong smell produced by these creatures, and their slow rate of movement, make them easy to avoid for all but the most severely wounded, but several people have been killed when they fell asleep under or in a tree in which a Sap lived. They can apparently release their digestive juices at will, to avoid damaging their host tree. Their predominant food sources are insects attracted by the smell and young or sleeping birds, Mips, or other small creatures that inhabit trees.

Armor slows the insidious digestion, but the Sap soon seeps through. They dislike flame and can only be harmed by intense heat. Cutting the thing is almost impossible, as it merges back together with no apparent harmful effect, and at best would result in two Black Saps.

It is far safer just to leave the area of a tree that shows signs of infestation. The most effective method of killing the Black Sap is to start a bonfire at the base of its tree and burn the whole thing. Be careful not to start a forest fire (which could be far more dangerous than any Sap) or to remain close enough that the desperate Sap could drop from an overhanging branch outside the fire.

Tracks: None

Sign: Matted or burned grass, bark removed from tree with no sign of scraping. Strong smell of burned or rotting flesh will often (40%) accompany it.



Habitat: Temperate or Tropical Forest

Range: All major forests

Tactics: The Sap's best attack is to drop on its victim from the cover of a tree. When the Sap attaches itself, bare skin will be immediately damaged. Cloth or armor will be seeped through in one round per point of DA, but not damaged.

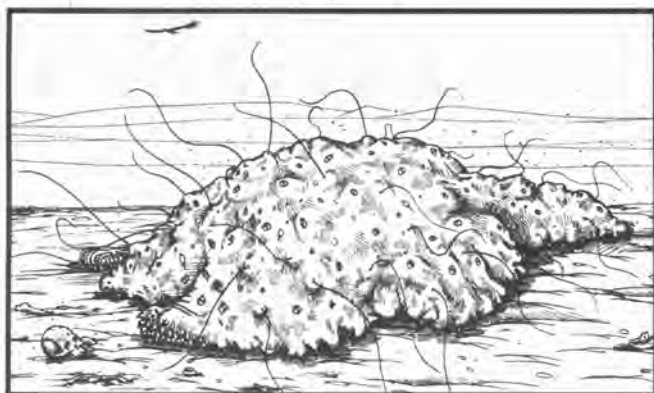
Facts: Black Saps are actually large colonies of microscopic organisms. The communal intelligence of the combined nuclei allows simple activities such as movement and attacking, but falls short of real reasoning ability.

If the Black Sap is burned, the flaming layers of cells will be cast off, so that it will not take damage from continued burning of oil or objects. A flask of oil will burn it for 1d10 damage, a torch 1d4.

BLACK SAP HIT POINTS

		SIZ																			
(1d100)	Hit Location	DA	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
01-00	Body	(0)	3	6	10	14	18	24	33	37	41	46	50	58	65	73	80	90	101	119	144
	Blood		3	6	10	14	18	24	33	37	41	46	50	58	65	73	80	90	101	119	144
	CF		20	23	27	31	35	41	50	54	58	63	67	76	83	91	98	108	119	137	161
	Weight		10	25	40	55	70	95	130	147	165	182	200	230	260	290	320	360	405	475	550
	Bash Factor		15	17	18	20	21	24	27	29	31	32	34	37	40	43	46	50	55	62	71
	Bonus Damage		-1d4		-1d2									0							

Bolsch (Alien)



STR	4d4	10
SIZ	6d4	15
DEX	3d4	7
INT	2d4	5
MPR	6d4	15
LUK	5d4	12

Attack:	Scrape (50 + 2d10) 1d4
Dodge:	10 + 1d10
Bash:	40 + 2d10
Move:	Special (see Tactics)

Enhancements	
Balance:	120 + 3d10
Bravery:	00 (Foolhardy)
Hearing:	30 + 1d10
Hide:	25 + 1d10
Perception:	59
Quiet Movement:	10 + 1d10
Smell:	90 + 3d10
Surprise Reaction:	39
Vision:	30 + 1d10

Description: The Bolsch's body is a mound of scarred and blistered flesh covered with eyes and very long whiskers. Its underside is thoroughly coated with sharp teeth, each accompanied by a small mouth opening. It moves in undulating ripples of flesh, gripping the ground with alternating groups of teeth. The many weak eyes located over its entire body warn the Bolsch of an impending attack, then sink below the surface; the whiskers can detect and analyze any obstacle within ten feet of the creature and smell even the smallest bits of carrion from miles away. The Bolsch is not noticeably impaired by having its feelers cut off, but it will retract a threatened one.

The Bolsch's internal structure is a complex hydraulic pump, with ducts going throughout its entire grotesque body. It can, at will, pump its reserve of body fluids into any area of its body it

feels is threatened, further hardening the leathery skin. If the Bolsch's skin is punctured, hydraulic fluid will fountain from the wound. The Bolsch will instantly fold that damaged area into its body to prevent the loss of any more fluids. Even the most severe damage to the Bolsch's body is healed very quickly, though a new scar will mark its already hideous body. This repulsive scavenger can somehow detect the scent of death from very long distances, and will travel many miles for a fresh kill. Once the Bolsch finds a body, it will crawl atop it and use its extremely rough underside to rip all the flesh from the bones.

Tracks: Torn soil and vegetation as if a wide swath had been thoroughly raked.

Sign: Strewn bones scratched clean are a good indication that one has fed already.

Habitat: Any but Air, prefers Grassland

Range: Anywhere on Vinya

Tactics: Any dead flesh in the area is likely (10%) to attract a Bolsch. There is a 90% chance that it will approach from downwind. It will proceed directly to the nearest dead feast and begin feeding, unless molested or presented only with the living, in which case it will attempt to make some of them dead.

At the beginning of each combat round, determine the beast's present hydraulic capacity (equal to the creature's current Hit Points) and allocate them for the Bolsch's movement and protection. In addition to its two point skin, the Bolsch can use up to 1/4 of its present Blood Points as special protection, point per point, to stop one

particular blow. Any points not used for protection may be used for movement, at a rate of 6 points per hex. Pointed weapons, in addition to normal damage, will cause 1d4 points of leakage that is to be subtracted from the hydraulic capacity (Blood Points).

If the Bolsch can Bash and pin a living creature (any 'Knocked Down' result), it will scrape 1d4 DA or Hit Points from every area until the individual is nothing but scoured bones and metal shards. Armor subtracts from this damage only until it is torn through and destroyed, the damage cumulatively (and permanently) subtracting from the DA.

Facts: Bolsch are asexual; after a particularly big meal one will divide into two separate creatures, each very hungry. They are competent swimmers and will often enter murky water, using their long whiskers to locate food. However, they avoid salt water as it can slowly reduce their vital fluids.

BOLSCH HIT POINTS

(1d100)	Hit Location	DA	SIZ									
			6	8	10	12	14	16	18	20	22	24
76-00	Quadrant 4	(2)	4	6	8	6	13	17	21	26	32	38
51-75	Quadrant 3	(2)	4	6	8	6	13	17	21	26	32	38
26-50	Quadrant 2	(2)	4	6	8	6	13	17	21	26	32	38
01-25	Quadrant 1	(2)	4	6	8	6	13	17	21	26	32	38
	Blood Total		16	24	32	24	52	68	84	104	128	152
	CF		41	46	54	49	77	91	110	130	153	174
	Weight		70	90	120	100	210	270	340	420	510	600
	Bash Factor		25	27	30	28	39	45	52	60	69	78
	Bonus Damage		-1d2	0				+1d4			+1d6	

Use:	% of body weight	Spoil Time	Chance of disease	Market value
Portion				
Fluid	special	3d4 weeks	25	15 CR/lb
Flesh (sponges)	40	1d6 months	10	.5 CR/lb
Arteries	10	2d4 months	15	1 CR/lb

There is a 5% cumulative chance per hit with a pointed weapon to puncture the stomach, which will automatically spoil all the innards. The value of undiluted Bolsch fluid is often doubled in border towns, as it is used to feed and speed recovery of the severely wounded (regain 1 HP per lb drunk, up to a maximum of 3% of the victim's weight per day). Each point of hydraulic fluid is equal to one pound, though most has leaked out by the time the creature is dead. The arteries are useful as hoses.

Bott (Vinyan)

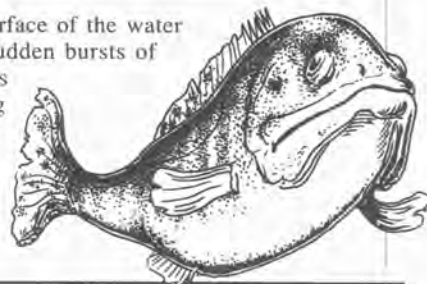
SIZ	1d2	2	Enhancements
MPR	2d4	5	Bravery: 30 + 2d10
LUK	5d4	12	Hide: 60 + 1d10
Dodge:	50 + 2d10		
Move:	Swim 4" (2", 2")		

Description: The Bott is a heavy-bodied carnivorous fish abundant in the coastal waters of southern Vinya. It is a slow and solitary hunter, but can move with startling speed when attacking (or eluding a larger hunter). They are the main food source for many coastal towns, easily caught with nets or line. The flesh of the Sea Botts, as they are also sometimes called, is flaky and pink when cooked.

Sign: Small dimples on the surface of the water as they rise to take insects. Sudden bursts of activity in a shoal of Teenies often indicate a Bott lurking beneath.

Habitat: Water

Range: Southern Vinyan coast, Great River and tributaries



Use:

Portion	Amount	Spoil Time	Chance of disease	Market value
Meat	1d2x5 lbs	1d2 days	20	12 CR/lb.

Boulder Moss (Alien)

SIZ	1d4	2
MPR		1

Description: This dark-purple fungus forms in dense patches on moist, shaded rocks, and later forms green tufts which merge into robust, glossy mats. These tufts should be scraped from the surface and dried in the sun. The result is generally crushed and sprinkled as a flavor enhancer on less than appetizing meals, but can be eaten alone.

Habitat: Mountains

Range: All of Vinya



Use:

Portion	Amount	Spoil time	Chance of disease	Market value
Powder	1d4 oz.	2d4 months	01	2d6 CR/oz.

There is a 05% chance to get a bad batch of Boulder Moss, which will cause a false sense of euphoria and hallucinations (alcohol poison intensity 3), which last for 1d4 hours.

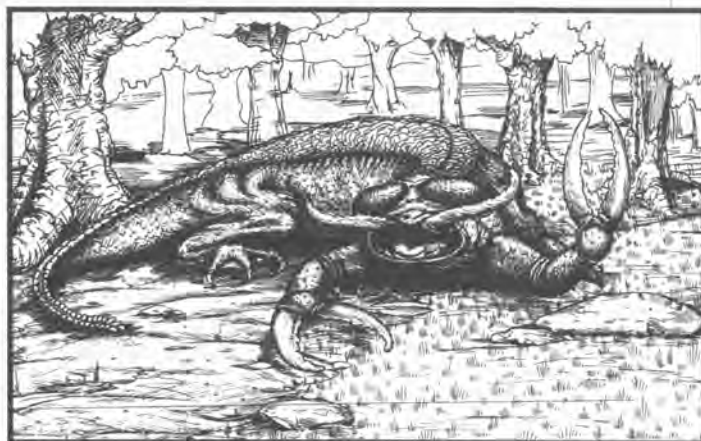
Brain Shriver (Alien)

STR	4d4	10	Enhancements
SIZ	4d10	22	Balance: 75 + 2d10
DEX	5d4	12	Bravery: 85 + 2d10
INT	6d4	15	Hearing: 35 + 2d10
MPT	6d4	15	Hide: 20 + 1d10
LUK	5d4	12	Perception: 39
			Quiet Movement: 20 + 1d10
			Smell: 25 + 2d10
Attack:	2 Claws (55 + 2d10) 2d8		Spells: Any
	+ Grapple		Surprise Reaction: 37
Dodge:	20 + 1d10		Vision: 25 + 2d10
Bash:	40 + 2d10		
Move:	Waddle 6" (3", 3")		

Description: These creatures, true marvels of natural selection, are able to utilize the intelligence and magic abilities of their prey. With huge pincers and shearing mandibles they decapitate victims and eat the heads; a specialized stomach then sorts out the brain material and deposits it into a hollow above the spine. The brain case is covered by a hard membrane, which can be penetrated (with some difficulty) without seeming to affect the Brain Shriver's abilities.

The Brain Shriver's skin is rust-colored, of varying thicknesses, and seems composed mainly of welts, scars and blisters. Thicker at the top and bottom of its body, the skin is worn smooth along its belly, no doubt from being dragged about the forest floor, and on its back is the translucent, convoluted brain case running the length of its spine. The head and pincers seem covered with a similarly hard substance; the bug-like eyes are blank and fittingly alien.

Despite its belly-crawling ways, the Brain Shriver is definitely a beast to be reckoned with. Particularly when its brain case is



filled, the long pincers are swift and powerful, and the beast itself can raise its belly off the ground for short bursts of speed.

Having secured a victim in its vise-like grip (dead or not), the Brain Shriver quickly brings the unlucky creature's head close to its own, and, with a surgeon's precision, lops off the head and eats it. They have been known to continue eating arms and so forth, but a headless corpse from which no booty (other than the head, of course) can be taken is a likely sign of Brain Shrivings. (Not to be confused with Protectors, which are known to leave body-less heads about.)

The Brain Shriver can occasionally use spells of its past victims; if a past victim is a known individual, there is a chance equal to the Shriver's MPT to remember any of the victim's spells. Roll on the following table to determine the nature of any other spells the beast may remember.

BRAIN SHRIVER HIT POINTS

(1d100)	Hit Location	DA	4	7	10	13	16	19	SIZ 22	25	28	31	34	37	40
93-00	Head	(3)	1	2	3	5	7	9	12	15	19	23	28	34	42
73-92	Forequarters	(3)	3	5	8	13	18	23	30	38	47	58	70	85	105
57-72	Hindquarters	(3)	2	4	6	10	14	18	24	30	38	46	56	68	84
47-56	R. Claw	(5)	2	3	4	6	9	12	15	19	24	29	35	43	53
37-46	L. Claw	(5)	2	3	4	6	9	12	15	19	24	29	35	43	53
32-36	R. Leg	(3)	1	1	2	3	4	6	7	9	12	14	18	21	26
27-31	L. Leg	(3)	1	1	2	3	4	6	7	9	12	14	18	21	26
21-26	R. Rear Leg	(3)	1	2	2	4	5	7	9	11	14	17	21	26	32
15-20	L. Rear Leg	(3)	1	2	2	4	5	7	9	11	14	17	21	26	32
01-14	Tail	(3)	2	4	6	9	12	16	21	26	33	40	49	60	74
	Blood Total		16	27	39	63	87	116	149	187	237	287	351	427	527
	CF		53	63	80	103	128	155	190	231	279	332	394	473	573
	Weight		60	100	160	250	350	460	590	750	940	1150	1400	1700	2100
	Bash Factor		24	28	34	43	53	64	77	93	112	133	158	188	228
	Bonus Damage		-1d2	0			+1d4			+1d6		+2d6			+3d6

Habitat: Temperate Forest, Grassland

Range: East of Speaking Mountains

Tracks: Wide flattened swath, punctuated on either side by three-toed claw marks

Facts: Penetrating the brain case has no negative effect (other than normal damage) on the monster.

Once the brain case is completely full, it will split open, spilling forth a tiny Shriver for each brain node. The parent Brain Shriver is then left with an empty case to refill, often starting with any of its young it can catch.

(1d00) Type of Spell (randomly determine specific spells)

01-50	None
51-85	Common Vinyan (e.g., Cell Blast, Heal, Detect Magnetic North)
86-99	Race Specific (e.g., Drazzi, Dragonkind, Gudd)
00	Element Magic

Sign: Droppings are spherical, hard, and chalky white. Torn bark low on tree trunks results from the beasts sharpening their prodigious pincers. Headless bodies are a good indication that Shrivs may be about. Vocalizations are rare, but consist of a long, low moan, ending with a raise in pitch, as if a question were being asked.

Tactics: They will often attack in groups, herding prey before them and decapitating stragglers. Nimble creatures (faster than they) will be bashed first. On a successful hit, the Brain Shriver will Grapple with that claw. Once the Grapple is successful, the victim will be drawn head-first into the waiting head-severing mandibles (% chance equal to Shriver's SIZ to deliver 2d4 + bonus damage directly to the victim's head each round. Head is severed once double the original hit points have been exhausted).

The Brain Shriver uses the INT of its victims to increase its Attack by one percentage point per point of assimilated INT, and each 2 points of MPT (or MPR) to increase their MPT by one point.

It takes eight hours for the Brain Shriver to assimilate the INT and MPT/MPR of its victims with a 25% chance of rejection (no INT or MPT/MPR gain).

Use:	% of body weight	Spoil Time	Chance of disease	Market value
Brains	01	3d4 hours	40	1CR/lb
Brain case	01	2d4 months	01	5CR/lb
Mandibles	1 pair	indefinite	01	20CR/pair

If the brains are improperly butchered, the GM should consult the Brain Shriver Indigestion table. The Brain case and mandibles are used for windows and farm implements, respectively.

BRAIN SHRIVER INDIGESTION

(1d100) Result

01-55	No adverse effects
56-85	Severe headaches for 2d10 hours (all mental abilities at 1/4 normal, including regaining MPT)
86-95	Severe headaches AND hallucinations and delirium for 1d4 hours (all abilities reduced by 1/2)
96-99	Coma for 3d10 - CON days
00	Death

Bubble Beast (Alien)

STR	3d4	7
SIZ	4d6+10	24
DEX	4d4	10
INT	1d4+1	3
MPR	8d4	20
LUK	5d4	12
Attack	Bash only	
Dodge:	10 + 1d10	
Bash:	10 + 2d10	
Move:	Waddle 4" (2", 2")	

Enhancements	
Balance:	50 + 2d10
Bravery:	20 + 2d10
Hearing:	40 + 1d10
Hide:	10 + 1d10
Perception:	39
Quiet Movement:	20 + 1d10
Smell:	40 + 1d10
Surprise Reaction:	35
Vision:	20 + 1d10



Description: Bubble Beasts are huge, slow-moving, and slow-witted herbivores wandering the plains of Vinya, eating and shedding their Bubble-encased young from their backs. The beasts themselves are relatively harmless, probably due to their preference for intoxicating Cusp Grass, but the spheres they drop are a different story.

The Bubble Beast embryo forms within a small bulge in the skin on the parent's back (both sexes shed bubbles), growing to a bubble about three feet in diameter as it slips gradually toward the tail, from which it is shed. It is these bubbles that serve as the parent's protection, as they are voracious eaters with a special foraging technique. The bubble rolls about, using its absorptive properties to draw in food. Any object or weapon that strikes a Bubble will be immediately absorbed. While a strong person might pull his weapon free, without leverage he will merely drag the sphere around, as any object or appendage set against the surface to brace against the pull will also be absorbed. Once a creature is stuck in the sphere, it faces the choice of suffocating within the sphere or severing the trapped limb to escape.

Tracks: Three fleshy toes per circular palm, with matting possible from passage of large belly.

Sign: Droppings appear as dark green squishy blobs which look almost volcanic and smell very strongly of cusp; bubbles are frequently found accompanying the adult. The only sounds appear to be a low mumbling, fading to a grumble which is more felt than heard.

Habitat: Grasslands

Range: Plains east of Speaking Mountains, but rarely seen west of the Great River

Tactics: Only Bubble Beasts of SIZ 25 or more are mature enough to make bubbles. While the Bubble Beast itself is

BUBBLE BEAST HIT POINTS

		SIZ											
(1d100)	Hit Location	DA	14	16	18	20	22	24	26	28	30	32	34
86-00	Head	(5)	8	10	12	15	19	23	29	36	43	53	64
66-85	Forequarters	(5)	11	14	17	20	25	31	39	48	58	70	85
41-65	Hindquarters	(5)	14	17	21	25	31	39	48	59	72	88	106
36-40	R. Foreleg	(5)	3	3	4	5	6	8	10	12	14	18	21
31-35	L. Foreleg	(5)	3	3	4	5	6	8	10	12	14	18	21
25-30	R. Hind. Leg	(5)	3	4	5	6	8	9	12	14	17	21	26
19-24	L. Hind. Leg	(5)	3	4	5	6	8	9	12	14	17	21	26
01-18	Tail	(5)	10	12	15	18	23	28	35	43	52	63	77
	Blood Total		55	67	83	100	126	155	195	238	287	352	426
	CF		83	98	115	140	170	208	253	303	365	440	448
	Weight		220	270	330	400	500	620	770	950	1150	1400	1700
	Bash Factor		39	44	50	57	67	79	94	112	132	157	187
	Bonus Damage		0		+1d4				+1d6				+2d6

Use:	% of body weight	Spoil Time	Chance of disease	Market value
Portion				
Meat	50	1d4 days	15	2 CR/lb
Liver	05	1d2 days	15	5 CR/lb

Bubble Beasts and their bubbles are currently protected by Vinyan law, but in the interest of survival it may become necessary to break that law. Most of the creature is edible, but the liver is not recommended, as the beast's steady diet of Cusp Grass infuses its blood with high levels of sedative, which are naturally concentrated in the liver (treat as Poison of intensity level 4). It is generally rendered down into a broth or tea for use as a sleep aid, though some towns have forbid its use due to the death of several elderly people who mixed the broth with alcohol.

quite defenseless, it will usually have 1d6 spheres within a ten hex radius, either just having left the back of the Beast or rolling nearby. There is also a 10% chance per round for additional bubbles to be released.

Even when the parent is dead, the maturing bubbles on its back are probably still alive and dangerous.

Bubble (Alien)

STR unknown
 SIZ 1d20 10
 DEX 1d4 2
 INT 2d4 5
 MPR 8d4 20
 LUK 5d4 12

Attack: Roll (20+1d10)
 + Suffocation
 Dodge: 20 + 1d10
 Bash: 40 + 2d10
 Move: Roll 4" (2", 2")

Enhancements

Balance: 20 + 2d10
 Bravery: 90 + 2d10
 Hearing: 70 + 1d10
 Hide: 20 + 1d10
 Perception: 30
 Quiet Movement: 30 + 1d10
 Smell: 10 + 1d10
 Spoils Category: Hoarder,
 SIZ
 Surprise Reaction: 25



Use:	% of body weight	Spoil Time	Chance of disease	Market value
Embryo	1d8x10	1d4 days	50	1d10 CR/lb

Description: Once separated from the mother creature, the sphere-encased embryo rolls around at will, picking up stray objects through its soft membrane. The cells of the sphere's membrane separate easily to allow almost anything to enter, working around the object to engulf it; the grip of the sucking membrane is quite powerful. As the soft spheres will automatically pick up anything smaller than themselves, by hatching time they are a virtual trove of odds and ends. As the embryo grows and gathers loot, the membrane gradually enlarges and hardens. Eventually the sphere becomes too hard

to absorb new material, and the embryo remains still, feeding off its stored goods until hatching. The hatched young are voracious grazers; they will not start producing their own bubbles until reaching a year's growth.

Tracks: A path cleared of all vegetation and debris of unvarying width (unlike that of a Grommet herd).

Sign: Finding any Bubbles is a good indication that more will be nearby (25%).

Habitat: Primarily Grasslands, though they may be found almost anywhere

Range: Almost any plains area, rare west of Great River

Tactics: The Bubble is certainly not very bright, although it is very hungry, and will pursue almost any noise relentlessly. The acoustics in the bubble are such that they allow the embryo to judge correctly the direction of any noise 40% of the time.

BUBBLE HIT POINTS

(1d100)	Hit Location	DA	1	3	5	7	9	11	13	15	17	19	20
76-00	Embryo	(3)	2	2	3	4	4	6	9	14	20	27	35
01-75	Contents*	(3)	6	6	6	9	12	16	26	40	60	79	103
	Blood Total		8	8	9	13	16	22	35	54	80	106	138
	CF		26	27	29	33	40	48	60	79	106	135	165
	Weight		10	15	25	40	60	90	140	215	315	430	550
	Bash Factor		15	16	17	18	20	23	28	36	46	57	69

* The Bubble Beast embryo is not harmed when the contents of the Bubble, rocks, junk, and the bodies of victims trapped inside are damaged; once the Hit Points of the contents are exceeded, however, the damage is applied to the embryo itself.

Facts: The Bubble lining is living tissue, basically a opportunistic yolk sac surrounding, rather than merely appended to the embryo. As long as the Bubble is alive, the lining cannot be cut in any way that it cannot immediately repair.

A creature trapped within the sphere will suffocate in a number of rounds equal to 1/2 its CON.

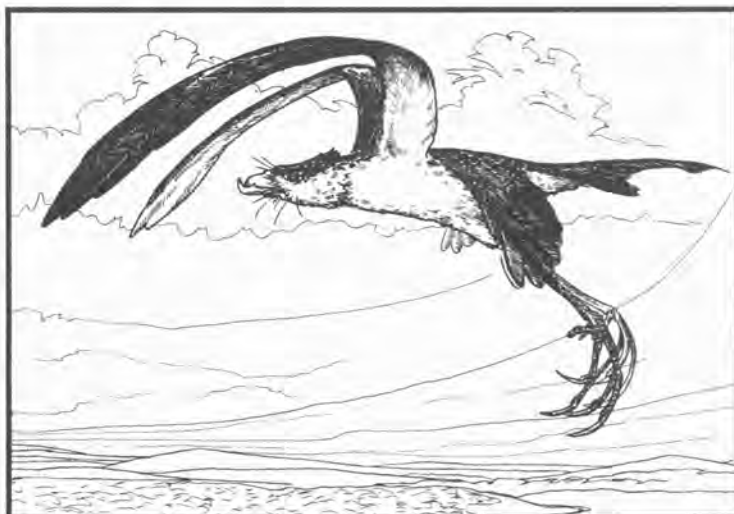
Cloud Skimmer (Alien)

STR 5d4 12
 SIZ 2d10+10 21
 DEX 4d4 10
 INT 1d4 2
 MPR 3d4 7
 LUK 5d4 12

Attack: 2 Claws (35 + 1d10) 2d8
 Dodge: 15 + 1d10
 Bash: 10 + 1d10
 Move: Fly 18" (9", 9") / Walk 2"

Enhancements

Balance: 25 + 1d10
 Bravery: 60 + 2d10
 Hearing: 60 + 2d10
 Hide: 1d10 (Not
 bloody
 likely)
 Perception: 44
 Quiet Movement: 1d10
 Smell: 30 + 1d10
 Surprise Reaction: 37
 Vision: 20 + 1d10



Description: This huge bird-like creature has two pairs of wings and long legs with scooping claws. One pair of wings is used almost solely for soaring flight; they remain rigid, arched over the beast's back until it spots prey and dives, when they fold. The second pair is for acceleration and power, and are smaller and mounted behind the soaring wings.

Three of the Skimmer's five toes are huge forward curving talons while the other two are mere grasping fingers. The Skimmer probably hunted on its home world by dangling its over-long limbs into thick clouds, flying along until it snagged prey. On Vinya it cruises along with its claws brushing the tops of vegetation, waiting for prey to bolt and be scooped up. While making the beast quite adept at aerial hunting, the Cloud Skimmer's huge hooking claws are very bad landing gear, and the bird often makes some bumpy landings. The Cloud Skimmer's eyesight is rather poor and thus is more likely to be attracted to something shiny or moving.

Habitat: Anywhere but Temperate and Tropical Forest

Range: All of Vinya

Tracks: The Cloud Skimmer is extremely ungainly on the ground, and will spend as little time there as possible, landing on its knees with its claws palms up, or simply crashing. The only tracks are likely to be the imprints of its knees as it hops along, trying to leap into flight.

Sign: Extremely vocal, the Cloud Skimmer's whistles, screams and chuckling coughs can be heard over vast distances, particularly after a crash, escaped prey, or an attack on itself. Drop-pings are large spatters of white or yellow, usually with hair and bone chips visible.

Tactics: Targets the most conspicuous individual (brightly colored or shiny). Metal armor will double a creature's chance of being a target since it is more visible. A Cloud Skimmer can scoop up any creature with a total weight under its Tote Capacity.

CLOUD SKIMMER HIT POINTS

		SIZ											
(1d100)	Hit Location	DA	12	14	16	18	20	22	24	26	28	30	
91-00	Head	(2)	2	2	3	4	5	7	8	10	13	16	
76-90	Chest	(2)	3	4	5	6	8	10	12	15	19	24	
64-75	Abdomen	(2)	2	3	4	5	6	8	10	12	15	20	
51-63	R. Front Wing	(2)	2	3	4	5	7	9	11	13	17	21	
38-50	L. Front Wing	(2)	2	3	4	5	7	9	11	13	17	21	
30-37	R. Hind Wing	(2)	1	2	3	3	4	5	7	8	10	13	
22-29	L. Hind Wing	(2)	1	2	3	3	4	5	7	8	10	13	
15-21	R. Leg	(1)	1	1	2	2	3	4	5	6	7	11	
08-14	L. Leg	(1)	1	1	2	2	3	4	5	6	7	11	
01-07	Tail	(2)	1	2	2	3	4	5	6	7	9	11	
	Blood		16	25	32	40	53	68	84	100	128	161	
	CF		53	62	71	80	91	106	122	142	167	206	
	Weight		70	95	130	165	210	265	330	410	510	650	
	Bash Factor		24	27	30	34	38	44	50	58	68	82	
	Bonus Damage	0	+1d4				+1d6				+2d6		

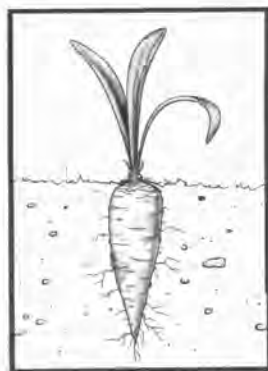
Facts: It uses a type of crude sonar to locate possible prey; echoes from the high-pitched whistle are detected by the long whiskers surrounding its face. Creatures with a Hearing above 80% can obtain early warning of an approaching Cloud Skimmer by detecting its high-frequency whistle.

Use:	% of body weight	Spoil Time	Chance of disease	Market value
Portion				
Prime (juicy)	25	1d4 days	20	1 CR/lb (2CR Unspeakables)
Trail (tough)	35	3d4 days	20	2CR/lb

Green Gland Contamination: (improperly Butchered or Cooked)

Consumption of even a small amount of the discharge from these glands has been known to cause insomnia, shakes, and delirium that night (all % reduced by 1/4), and general weakness and lethargy for a week thereafter (-2 STR and CON, -1 DEX).

Copo Root (Vinyan)



SIZ 1d10 5
MPR 1d4 2

Description: The Copo Root is a 4-8 inch tapered root, topped with three long pointed leaves. The root's husk is dark brown; the interior is white. This root may be eaten raw, in which case the sharp, nutty flavor can be fully enjoyed. Copo Root is often sliced and boiled with meats or fried with

herbs. Cooking removes some of the sharpness but none of the flavor. As long as the plant is not exposed constantly to the sun, it will thrive.

Habitat: Temperate or Tropical Forest

Range: All of Vinya

Use:	Amount	Spoil time	Chance of disease	Market value
Portion				
Root	1d4+4 lbs	2d4+5 days	05	1.5 CR/lb

Cusp Grass (Vinyan)



Description: Cusp grass is a tough, short-bladed grass that grows in clumps throughout the plains of Vinya. Eating the grass produces a tranquilizing effect (alcohol poison intensity level 1 per lb eaten), and is thus only regularly eaten by Bubble Beasts.

Habitat: Grasslands

Range: All of Vinya

Use:	Portion	Amount	Spoil time	Chance of disease	Market value
	Leaves	1d10 lbs	1d6+1 days	05	3 CR/lb

The leaves are generally dried and either boiled into a soothing tea or mixed with pipeweed and smoked as a sleep aid or mild pain reliever. The feeling is said to be reminiscent of the latter stages of drunkenness, but without the physical incompetence.

Dangler (Alien)

STR	6d4	15
SIZ	4d4	10
DEX	5d4	12
INT	2d4	5
MPR	5d4	12
LUK	5d4	12

Attack : Claw (50+1d10) 2d4
Dodge: 20 + 1d10
Bash: 10 + 1d10
Move: Run 3" (1", 2")

Enhancements	
Balance:	50 + 1d10
Bravery:	30 + 2d10
Hearing:	60 + 1d10
Hide:	70 + 1d10
Perception:	56
Quiet Movement:	30 + 1d10
Smell:	50 + 1d10
Spoils Category:	Hoarder, 2d4
Surprise Reaction:	43
Vision:	40 + 1d10

the Dangler catches prey by waiting in its hidden lair several feet from the ground, or in the upper reaches of dense trees frequented by birds and the like, snatching up victims with a swoop of its incredibly elongated arm. Its lair is usually made of dense underbrush around a low branching tree or similar structure, designed to look like a convenient hiding place for smaller creatures. Larger creatures that cannot be immediately eaten are bashed against surrounding trunks until sufficiently stunned to be safely brought into the lair. Here it will feed while keeping watch for more food, and will continue to grab up animals until the lair is full.

The jungles of Eastern Vinya are apparently insufficient for the Dangler's needs; many have moved underground, particularly in the area of the Catacombs. There it digs a lair in the ceiling, with a ledge from which to watch and listen for passing prey. A Dangler underground may become ravenously hungry and, though unwilling to leave its lair to chase prey, it will continue to snatch at anything within reach. Its lair will usually have a deep storage chamber into which it will retreat if threatened.

Tracks: Long, shuffling three-toed feet, often punctuated with drag marks from elongated arm.

Sign: Unnaturally dense undergrowth, particularly around the base of a low-spreading tree. Several days worth of excrement and bones stuffed into an old carcass can sometimes be found (or smelled) a short distance from the lair, hidden under brush or even in a tree. At night a well-fed Dangler will emit a series of sharp whistles, the nature and short duration of which make it hard to determine the origin of the source.

Description: The Dangler is truly a freak of nature. It is a squatty creature, its appearance almost humanoid, but with a gaping, toothy mouth and an outrageously oversized right arm. Both arms are strong, but while the left hand has five fingers on a wide palm, the right has three long, heavily clawed fingers on the end of a proportionally long palm.

Probably from a world of extremely dense forest,

DANGLER HIT POINTS

(1d100)	Hit Location	DA	4	5	6	7	8	9	SIZ 10	11	12	13	14	15	16
91-00	Head	(1)	2	2	3	3	3	4	4	5	6	7	8	10	12
71-90	Chest	(1)	2	2	3	3	3	4	4	5	5	6	7	9	11
55-70	Abdomen	(1)	1	2	2	2	2	3	3	3	4	5	5	7	8
27-54	R. Arm	(1)	2	2	3	3	4	4	5	5	6	7	9	10	13
25-26	L. Arm	(1)	1	1	2	2	2	2	2	3	3	4	4	5	6
13-24	R. Leg	(1)	1	1	1	1	1	1	1	2	2	2	3	3	4
01-12	L. Leg	(1)	1	1	1	1	1	1	1	2	2	2	3	3	4
	Blood Total		10	11	15	15	16	19	20	25	28	33	39	47	58
	CF		30	33	34	35	38	40	43	47	52	58	68	78	89
	Weight		40	45	55	60	65	75	85	95	110	130	155	190	230
	Bash Factor		22	23	24	24	25	26	27	28	29	31	34	37	41
	Bonus Damage		0						+1d4						

Habitat: Mostly Tropical Forest, though have been found in Temperate or even underground.

Range: East of Great River

Dart Plant (Alien)

SIZ 2d4 5
MPR 0
LUK 2d10 11

Attack: 4d4 darts (50) 1d3
DA: 1

Enhancements
Bravery: 0
Hearing: 50 + 2d10
Hide: 20 + 1d10
Perception: 21
Smell: 0
Spoils Category: Gatherer, 1d4-1
Surprise Reaction: 17
Vision: 01

comprised of False Euphoria Dart Plants (treat poison as Alcohol, p. 95, otherwise, treat as Paralytic/Death, p. 96). Roll 2d4 for the Intensity level of poison for all the plants in a patch. Generally the plant will only go for creatures in adjacent hexes; it can and will swivel all the way around to track a target.

Facts: The Dart Plant can feel vibrations caused by footfalls of even tiny creatures (any creature failing Quiet Movement in the area will be attacked), and even see to a limited extent (anything passing between the sun and the plant will also be targeted).



Description: These unobtrusive little plants have a deadly defense mechanism. Unfamiliar vibrations will trigger many tiny poisoned darts that can cause paralysis or even death. Small patches are usually found growing wild in woodland areas, but the more deadly varieties are cultivated for defensive purposes. One very rare type produces a pleasant form of false euphoria, and is often grown illegally by wayward youths. Dart Plants are usually not much of a threat to armored individuals, as the darts will not penetrate even soft leather armor, but there is always a chance to find chinks in armor. The victims decay and provide fertilizer for the plant, since normal scavengers learn to steer clear of Dart Plants. Once removed from the plant, the poison rapidly loses its intensity.

Sign: Carcasses of small animals pierced with darts

Habitat: Temperate Forest primarily, may appear anywhere but Air and Water

Range: All of Vinya

Tactics: Each Dart patch will contain 2d10 plants, there is a 20% chance that a patch will be

Use:

Portion	Amount	Spoil Time	Chance of disease	Market value
Darts	2d10 ea.	1 intensity level/day	01	3 CR ea. from sage
Pith	1d2 lbs	1d4+1 days	05	20 CR/lb

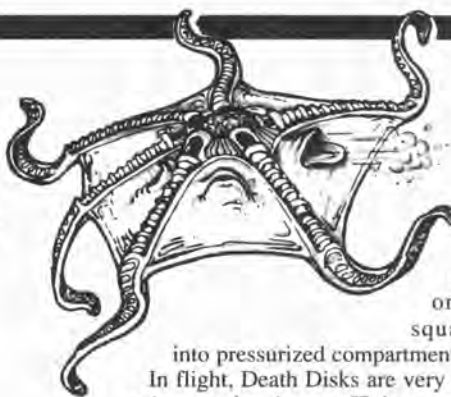
Carefully pull up on the head, hopefully the sweet, pithy core will come out whole around a stringy center, and can be popped into the mouth and stripped off immediately. Otherwise, the stem can be peeled to expose the pith. Do not eat the head, and do not squeeze it as you pull, as this will send poison from the head into the pith (40% chance on failed Cooking roll—treat as poison from dart).

Death Disk (Alien)

STR 15
SIZ 3
DEX 12
INT 1
MPR 10
LUK 12

Attack: (50) 1d6
Dodge: 60 + 2d10
Bash: 60 + 2d10
Move: Fly 12" (6", 6")/Crawl 1"
DA: 3

Enhancements
Balance: 80 + 2d10
Bravery: 00 Foolhardy
Hearing: 25 + 1d10
Hide: 40 + 2d10
Perception: 42
Quiet Movement: 10 + 1d10
Smell: 90 + 1d10
Surprise Reaction: 38
Vision: 01



They puff up the membrane between the tentacles to many times its original size, then squash the air down

into pressurized compartments until it is needed.

In flight, Death Disks are very maneuverable, and, as long as they have sufficient pressure, they can pop into the air with one strong blast. After prolonged flying they must rest again to build up more pressure, and may use their tentacles to crawl to and up the nearest roost.

Description:

These creatures are formed of six tentacles radiating from a central hump, with tough, elastic material stretched between. They can fly by spinning rapidly in flight, expelling air in turn from ports in the expanded membrane between the trailing tentacles to provide spin, lift, and forward movement.

The very tough outer membrane of the Death Disk keeps the insides under very high pressure, evidenced by the fact that they often explode when punctured. Between meals they roost on trees, tall rocks, anything high enough for them to drop into flight, while respirating to build up enough air pressure to fly.

Upon landing on a victim, Death Disks will grip with their tentacles while they try to bore through hide, armor, or clothing with the sharp beak. Once they find flesh they insert a sucking tube into the wound to extract blood, drawing it into the expanding membrane. Several Death Disks, if unattended, can drain a Vinyan completely in minutes. Sated, they will drop off to crawl back to the roost. While not particularly dangerous individually, Death Disks tend to attack in swarms, overwhelming a single victim with so many that it cannot

remove and kill them fast enough to avoid succumbing to the wounds. They are apparently too stupid to concentrate all their efforts on one individual in a group, so parties of several are usually safe from all but the biggest swarms.

Death Disks puff up when molested, and should be pulled off before being stabbed at if they are attached; in addition to possibly stabbing yourself, the beast may explode and leave part of the sucking tube in the wound, which will then spray blood at a furious rate until it is removed or the victim dies.

Habitat: Any but Water

Range: All of Vinya, though rarer in mountainous or desert areas

Tracks: Move on the ground by dragging forward with tentacles, always toward the nearest tree or rock to roost, leaving a series of spiralling divots.

Sign: Droppings appear as a greasy, foul-smelling film on rocks or trees upon which they have roosted. They make a noise when flying that most closely resembles an extended bout of flatulence.

Tactics: Death Disks have the ability to eat through armor; treat their attacks as cumulative damage since the beast

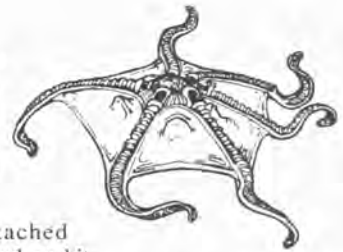
is drilling in the exact same location. An Armor or Energy Shield spell, however, will absorb the damage each round.

If the creature has attached itself, it can still be attacked, and it is large enough that only a Fumble would damage the host. Any damage over the five points necessary to kill the Disk, however, is applied to the host, though it may be absorbed by armor.

Any Critical or Special hit on a Death Disk will cause it to explode. If it is attached to its victim when this occurs, the victim will lose blood at the rate of 1d4 off their Blood Total per round, until the siphon is removed (Healer roll) or the victim dies.

The poison of the rare (05% of Death Disks encountered) Red-Ringed Death Disk is actually a more potent version of the anti-coagulant common to all of the beasts; treat as Level 2 Death poison.

Facts: On their home world, the atmosphere serves as not only a medium through which to travel, but the ether that binds the individual Death Disks into a communal intelligence. From the same world as the Torpods and Cloud Skimmers, Death Disks are one of the most advanced hunters on the planet, overwhelming even the savage Cloud Skimmers in well-coordinated attacks. On Vinya, however, the vital linking element is missing, leaving them to act individually (stupidly).



Use:

Portion	Amount	Spoil Time	Chance of disease	Market value
Gel	.1 lb	2d4 weeks	15	10CR/Death Disk

Kept in a dark and dry container the whole disk will keep for 1d10 days before the gel hardens in the membrane. This gel has proven effective in removing warts.

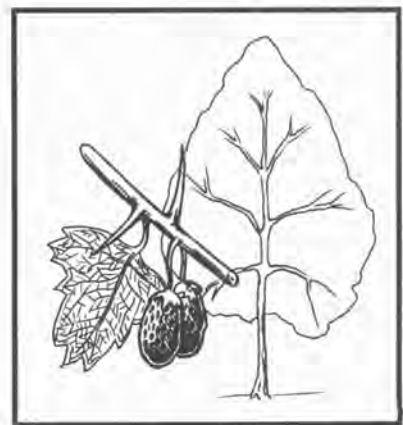
Dole Net (Vinyan)

SIZ 1d10+3 8
MPR 4d4 10

Description: This bush grows to 8 feet in height and 5 feet in diameter. The fruit of the bush, rather large (3–4") pods, are dark green, and of high nutritional value, and its leaves are used to treat victims of Lung Spore infections. The leaves are crushed and boiled; the resulting infusion is then treated by the sages to create an elixir that will eventually cure this malady. Dole Net leaves and fruit are also the favorite food of all types of Dremle. The crisp pods can be eaten raw or cooked in water like any other vegetable.

Habitat: Grasslands, Mountains, Temperate Forest

Range: All of Vinya



Use:

Portion	Amount	Spoil Time	Chance of disease	Market value
Leaves	3d6 lbs.	1d4+1 days	05	.5 CR/lb.
Pods	1d3 lbs.	3d4+4 days	10	.3 CR/lb.

The Dragons of Vinya (Vinyan)

	Fangwhistle	Radbif	Crag
STR	17	15	14
SIZ	142	127	112
CON	22	20	18
DEX	17	18	15
INT	22	24	21
MPT	230	240	220
LUK	15	17	17
Attack: Bite	(85) 6d4+16d6	(95) 6d4+14d6	(120) 6d4+12d6
Claw	(75) 5d4+16d6	(70) 5d4+14d6	(90) 5d4+12d6
Dodge:	15	20	15
Bash:	20	30	20
Move:	Fly 20" (10", 10") / Run 7"		
DA:	15		
Enhancements			
Balance:	80	92	74
Bravery:	00	99	99
Hearing:	99	85	110
Hide:	01	01	01
Perception:	99	88	98
Quiet Movement:	02	10	05
Smell:	99	80	90
Spells:	All Vinyan Common		
Surprise Reaction:	57	54	58
Vision:	99	98	95
Hit Points:			
1d100	Location	HP	HP
87-00	Head	499	420
67-86	Chest	713	600
53-66	Abdomen	499	420
45-52	R. Wing	285	240
37-44	L. Wing	285	240
32-36	R. Fore Leg	178	180
27-31	L. Fore Leg	178	180
21-26	R. Hind Leg	214	150
15-20	L. Hind Leg	214	150
01-14	Tail	499	420
Blood	4,326	4,128	3,986
CF	387	362	354
Weight	7,680	6,950	5,780

Dragons are the most powerful creatures native to Vinya, and have lived since the beginning of recorded history. As many have learned, attacking a Dragon without the use of high-powered magic and a large army (and usually even with them) is little more than a very expensive way to commit suicide.

The Dragons of Vinya are terribly old, and while away the years collecting rarities of knowledge and treasure. In fact, they are so eager for new information that they will sometimes spare the life of an individual if his information is of interest. They have been known to act quite childish if presented with an extremely challenging riddle. The only conceivable reason to face a Dragon (besides insanity) is to gain some information on history. One must be willing to pay a high price for such information—an extremely valuable item, or even one's own life. Dragons have been known to settle for some new information about their world, but it is rare that a short-lived humanoid can provide any.

There are only three Dragons on Vinya; Fangwhistle, Radbif, and Crag. They do not fight each other or get involved in the affairs of others unless sorely provoked (although they generally flame unannounced visitors). They are territorial creatures, each



staying within approximately 30 miles of its lair. They normally eat grazing animals (particularly Grommets), which have been herded in great numbers around their dens for centuries, or an occasional Vinyan who happens to be in the wrong place at the wrong time. They will not normally attack Vinyan or Alien races, because the Dragons realize the annoying little beings will amass armies and become a nuisance.

The Dragons possess a devastating breath weapon, a stream of flame produced by methane gas from the creature's stomach (probably the result of poor digestion from eating those who disagreed with them). The flame eruption is said to cover a fairly wide area, though few have lived to tell of its glory. These Dragons are fearsome creatures, and require a Bravery score of at least Courageous to talk to them face-to-face. The chance that a character will find a riddle challenging enough to amuse a Dragon is equal to his chance for an Ingenious Idea (p. 27). The Breath Weapon fans out from the Dragon in a 120 degree arc, or three hex facings, that extends a number of hexes equal to his CON. The damage inflicted to all within the area of effect is equal to the Dragon's bonus damage, in all locations. A successful Dodge will halve this damage as the character dances around the more searing flames. The Dragon can only breathe flame once every four hours; the first breath, however, is usually sufficient. This attack will come at the most opportune time.

Tracks: Very rare, but notable for size.

Sign: Droppings are relatively smallish piles of sulphurous smelling soot or charcoal. The bellow is beyond loud, having been compared to all the brass instruments on Vinya blown at the same time an earthquake struck.

Tactics: Play them as you would your own character. They are ages old, intelligent, and well-versed in the machinations of puny Vinyans. It will be most difficult to trick them, and more difficult to avoid their wrath afterward. They have a vast store of knowledge, but will reveal it almost as grudgingly as their treasure hordes.

The GM should discourage the characters from attempting hostile activities that might provoke a Dragon, unless of course the GM wants a very short campaign.

Dragon Lizard (Vinyan)

STR	5d4	12
SIZ	1d4	2
DEX	4d4+8	18
INT	3d4	7
MPR	5d4	12
LUK	5d4+4	16

Attack:	Bite (50) 1d4+1-1d2
	2 Claws (30) 1d2+1-1d2
Dodge:	100+2d10
Bash:	80+2d10
Move:	Fly 15" (7", 8") / Swim 5" / Run 3"

Enhancements

Balance:	100+ 2d10
Bravery:	50 + 2d10
Hearing:	70 + 1d10
Hide:	60 + 1d10
Perception:	89
Quiet Movement:	50 + 1d10
Smell:	80 + 2d10
Surprise Reaction:	64
Vision:	90 + 2d10

Description: Dragon Lizards are, by all appearances, tiny versions of the more famous Vinyan Dragons. They are often used as couriers, and even make use of Transporters to get to their destinations as quickly as possible.

Tracks: Four splayed, bird-like prints on either side of a sinoid tail mark.

Sign: Droppings are white spatter that dry quickly, occasionally glimmering from fish scales and bones. Nests are burrows in an earthy bank, and occur almost exclusively on the cliffs of Dragon Lizard Island.

Habitat: Air, can be found in Water, Wetlands or anywhere they are taken or trained to fly.

Range: Primarily Bay of Swells around Dragon Lizard Island, can be found anywhere domesticated.

Tactics: Wild Dragon Lizards will avoid contact with humanoids, unless their nesting site is threatened, when they will attack to bite, scratch, or otherwise dissuade egg raiders. Domesticated Dragon Lizards are usually trained to carry messages over Transporterless distances, although they will attack to protect their owner in the same manner they protect their nests. They will always attempt to Dodge any incoming blow.

Use:	% of			
Portion	body weight	Spoil Time	Chance of disease	Market value
Meat	30	1d4 days	15	2 CR/lb

Most Vinyans view eating Dragon Lizards with the same repugnance as they would eating a treasured family pet. In the interest of survival, however, it may become necessary. Those who have tried it describe as very similar to Fretch.



DRAGON LIZARD HIT POINTS

(1d100)	Hit Location	DA	SIZ			
			1	2	3	4
87-00	Head	(1)	1	1	1	1
67-86	Chest	(1)	1	1	1	1
53-66	Abdomen	(1)	1	1	1	1
45-52	R. Wing	(1)	1	1	1	1
37-44	L. Wing	(1)	1	1	1	1
31-36	R. Fore Leg	(1)	1	1	1	1
25-30	L. Fore Leg	(1)	1	1	1	1
20-24	R. Hind Leg	(1)	1	1	1	1
15-19	L. Hind Leg	(1)	1	1	1	1
01-14	Tail	(1)	1	1	1	1
	Blood Total		10	10	10	10
	CF		32	32	33	36
	Weight		7	10	15	25
	Bash Factor		25	25	26	27
	Bonus Damage		-1d2			

Facts: Should someone manage to acquire a Dragon Lizard egg, it will hatch within a month's time, and the hatchling will require constant care for at least a week. They will only eat fresh meat, and fish is preferred. Once the young Dragon Lizard is weaned, it may be taken adventuring, and after several months can be trained to attack on command. Dragon Lizards are more disposed to adopt a small person, such as an Unspeakable, as their companion; it will take a larger person twice as long to train one. Dragon Lizards can understand the tongue of their trainer at 30% and may live over 100 years. They swim underwater almost as well as in the air, using their long mobile necks to seize fish with needle-like teeth.

Dragonkind (Alien)



Dragonkind are the dominant race on the planet. Their superior intelligence, magic ability, and social structure have allowed them to maintain their dominion over the less-than-sapient species of mammals that infest the Dragonkind homeworld. The peculiar life-cycle of the Dragonkind keeps them competitive, since the Supreme Elders, the rulers of their race, have a direct effect on the population. The more Elders that live to great age, the smarter they become, ruling the society more efficiently; while the more that die, the more efficient Dragonkind subspecies are produced.

All of the various forms of Dragonkind stem from one parent, the Supreme Elder. The last few years of its life are spent eating whatever it can and digging its death pit, called the Shaft of Life. Once the Supreme Elder has reached a warm layer of the earth, it will dig a large chamber and die. The cells of its body wriggle apart and begin their own lives as Dragonkind embryo, incubated by the heat of the earth and feeding on each other and whatever food is dropped down the shaft by the remaining Dragonkind above. While there may be billions of embryo when the Supreme Elder disrupts, only

the strongest will emerge from the shaft as the various subspecies of Warrior, Flying Mount, Riding and Pack Beasts, as well as another Supreme Elder or two. The flesh of Dragonkind is completely poisonous to Vinyan life; they are probably more deadly dead than alive. Some sages are toying with using Dragonkind blood to electroplate copper onto iron, but so far it has proven expensive and inefficient.

Dragonkind Hierarchy:

- Supreme Elder
- Warrior
- Riding Mount
- Flying Mount
- Pack Beast
- Minion

Dragonkind Supreme Elder (Alien)

STR 4d4+5 15
 SIZ 50+1d4 52
 DEX 4d4 10
 INT 7d4 17
 MPT 20+4d4 30
 LUK 5d4 12

Attack: Bite (85 + 1d10) 5d4 or
 Claw (50 + 2d10) 2d6
 Dodge: 1d10 (single action)
 Bash: 25 + 1d10
 Move: Crawl 5" (2", 3")

Enhancements

Balance: 90 + 2d10
 Bravery: 50 + 1d10
 Hearing: 60 + 2d10
 Hide: 70 + 2d10 (in pool)
 20 + 1d10 (out of pool)
 Perception: 74
 Quiet Movement: 20 + 1d10
 Smell: 60 + 2d10
 Spells: Most Vinyan Common + some
 Drazzi + Race Specific
 Spoils Category: Hoarder, 1d100
 Surprise Reaction: 52
 Vision: 70 + 2d10

Sign: Embryonic Dragonkind (1d10 SIZ wriggling Minions) surrounding and on the verge of a deep, dark pool. The bellow is a deep sustained roar, unique only in its extreme volume.

Tactics: The Supreme Elders pool is jealously guarded by all of the Warriors not actually out on patrols or raids; the only way to reach the pool without killing them to the last Warrior is to approach as a captive.

The Supreme Elder will stay submerged, with only his eyes and nostril above water. Once a prisoner has been sufficiently interrogated, he will usually be jerked under, to be torn by the huge mouth or left to the hungry minions.

Description: The Dragonkind Supreme Elder is, as far as we know, a singular creature, apparently the sire of all the Dragonkind on Vinya. Impossible as this sounds, several survivors of Dragonkind capture tell of being taken before a huge beast capable of Vinyan speech, who interrogated them and drew thoughts directly from their minds. They also told of countless hundreds of tiny versions of the Minion which apparently emanated from the Elder somehow. Regardless of its role in the Dragonkind life cycle, the Supreme Elder is definitely the ruler of the race. The Warriors are given orders from him directly, and return to his pool immediately at the sound of his prodigious call.

No one has actually seen the whole creature, so an accurate description is impossible, but it is definitely very large, despite the fact that none have seen more than a pair of large eyes and a ridiculous little mouth sticking above the surface of the pool.

Habitat: A deep, warm pool with a submerged cave.

Range: Dragonkind Plains

Tracks: The Dragonkind Warriors, scrupulously protective of their Supreme Elder, will erase evidence of his passing.

Facts: The Supreme Elder rules from a warm, grottoed pool which it excavates for itself and shares with the hundreds of Minions developing from the embryo which constantly escape from its mouth. Here it sits, eyes and nose above the surface, waiting for prey to be brought or wander near, or Dragonkind Warriors to approach for orders or advice, or with prisoners to be interrogated. Only the Supreme Elder can speak the Vinyan tongues, which it will learn from prisoners before eating them. Its huge, toothy mouth is not well suited to speech, so it speaks through the well-formed nostril at the top of its head. Its voice is very deep and resonant, drawn as it is from the huge expanses of air passages necessary to provide the huge cells of its body with oxygen. Its booming call is released from the cavernous mouth, and is loud enough to be heard for several miles.

While the Supreme Elder lives, stray cells, embryonic Dragonkind, are constantly escaping from the soft linings of its digestive system. Most are swallowed, helping to digest food before they themselves are consumed, but many swim out through the beast's open mouth, or are spat at enemies through the nostril.

SUPREME ELDER HIT POINTS

		SIZ				
(1d100)	Hit Location	DA	51	52	53	54
88-00	Head	(8)	68	72	81	98
71-87	Chest	(8)	89	94	106	128
57-70	Abdomen	(8)	74	77	88	105
47-56	R. Arm	(8)	53	55	63	75
37-46	L. Arm	(8)	53	55	63	75
26-36	R. Leg	(8)	58	61	69	83
15-25	L. Leg	(8)	58	61	69	83
01-14	Tail	(8)	74	77	88	105
	Blood Total		527	552	627	752
	CF		580	605	680	805
	Weight		2100	2200	2500	3000
	Bash Factor		227	237	267	317
	Bonus Damage		+5d6			

Dragonkind Supreme Elder Magic:

Spell Template Duplication

Range	Current MPT in hexes
Duration	One combat round
Area	One creature
MPT Cost	5

If the spell is successful, the Supreme Elder will learn the template for one of the target creature's spells. He will continue to cast the spell until all of the prisoner's spells are learned, but will not normally allow his MPT to be reduced to less than half maximum. The target creature is temporarily blinded (1d4 rounds) while the spell is in effect, seeing spots and flashing lights as if he had been struck in the head.

Use:	% of body weight	Spoil Time	Chance of disease	Market value
Brain	02	2d4 Hours	10	10 CR/lb (Sage study)
Skull	03	indefinite	01	500 CR each (trophy)
Bodily Fluids	20	2d4 Days	15	3 CR/lb (Sage study)

Vinyan Sages are very curious about both the spell extraction ability and fissional rebirth of the Supreme Elders. The huge bleached skull of the beast would make an impressive trophy to be displayed on the walls of any of the border cities.

Dragonkind Warrior (Alien)

STR 3d4+10 17
 SIZ 3d4+10 17
 DEX 5d4 12
 INT 5d4 12
 MPT 4d4+4 14
 LUK 5d4 12

Attack: Any weapon (50 + 3d10/50 + 3d10) by type or Bite (25 + 2d10) 1d6 or 2 Claws (35 + 2d10) 1d4
 Dodge: 30 + 2d10 (single action)
 Bash: 30 + 1d10
 Move: Run 8" (4", 4")

Description: The Warriors follow the orders of the Supreme Elder, in turn commanding the other subspecies, Minion, Flying Mounts, Riding and Pack Beasts. They are the only subspecies beside the Supreme Elder capable of speech, though their toothy mouths limit them to their own hissing tongue alone.

Warriors are crafty and tough, proficient not only with Vinyan weapons and common Magic, but with several of their own as well. They search constantly for prey for the Supreme Elder to study and eat.

Tracks: Two large four-toed footprints, with tail marks rarely visible; usually the tail is held high for balance when moving.

Habitat: Any, but prefers desert

Range: All of Vinya

Sign: Droppings are green, tapered and lumpy, and are often concealed in undergrowth, sand, or under a rock. Evidence of kills are rarely found, as they take everything with them, if possible. Vocalizations consist of long hisses of varying tone, occasionally punctuated by thin whistles.

Tactics: Use the Warrior's spells to best advantage, beginning combat with defensive spells on themselves and their mounts, or ranged offensive ones, and missile weapons if available. The Warriors are crafty, and will use the superior strength and speed of their mounts to wear down opponents, often with hit-and-run raids. They often make use of decoys, flanking maneuvers, ambushes, and so forth.

One tactic of Dragonkind patrols is to strike all at once, using no magic and concentrating on the lightest armored opponent, then abruptly withdrawing. The party, which will likely have cast some of their spells in anticipation of a longer battle, will have to use even more magic to heal their weakened comrade. The Warriors will then circle, waiting for all of their prey's spells to expire, then renew the attack on the magically-drained party, perhaps repeating the process. After sufficiently weakening the party, the Dragonkind will return with all their magic, taking as many prisoners as possible (or convenient), and killing the rest.

Dragonkind are fascinated by magic, and actively seek new spells and magic items. If a Vinyan displays some sort of unique spell-casting ability, he will likely be marked as a preferred target for capture.

Facts: Dragonkind consider humanoids an abomination, as they lack scales, have red blood, hair, and each individual must have outside help to reproduce.

Enhancements

Balance: 70 + 2d10
 Bravery: 80 + 2d10
 Hearing: 30 + 1d10
 Hide: 30 + 1d10
 Perception: 53
 Quiet Movement: 50 + 1d10
 Smell: 50 + 2d10
 Spells: Any Vinyan Common plus race specific
 Surprise Reaction: 42
 Vision: 50 + 2d10



Dragonkind Warrior Magic

Blazing Blade

Range	Current MPT in hexes
Duration	Current MPT in rounds
Area	One weapon
MPT Cost	2

This unique spell causes a magical flame to appear on the cutting edge of any bladed weapon, increasing damage by 1d6. Any wound received from a Blazing Blade is instantly cauterized and does not require a Heal or First Aid to stop bleeding. Dragonkind will sometimes use the flame from this spell to cauterize their own wounds. It is theorized that this spell, probably a derivative of Flame Arrow, was developed so that sacrifices thrown down the Shaft of Life will remain tender and juicy.

WARRIOR HIT POINTS

(1d100)	Hit Location	DA	SIZ									
			13	14	15	16	17	18	19	20	21	22
89-00	Head	(5)	4	4	4	5	6	7	8	9	10	12
71-88	Chest	(5)	5	6	7	8	9	10	11	13	15	17
56-70	Abdomen	(5)	6	7	8	9	10	12	14	16	18	21
46-55	R. Arm	(5)	4	4	4	5	6	7	8	9	10	12
36-45	L. Arm	(5)	4	4	4	5	6	7	8	9	10	12
25-35	R. Leg	(5)	4	5	5	6	7	8	9	10	12	14
14-24	L. Leg	(5)	4	5	5	6	7	8	9	10	12	14
01-13	Tail	(5)	5	5	6	7	7	9	10	11	13	15
	Blood Total		36	40	43	51	58	68	77	87	100	117
	CF		80	85	89	94	103	111	120	133	147	162
	Weight		140	155	175	200	230	265	300	345	400	460
	Bash Factor		32	34	36	38	41	45	48	53	58	64
	Bonus Damage		+1d4		+1d6							

Use:	% of body weight	Spoil Time	Chance of disease	Market value
Portion				
Skin	10	1d6 Years	05	75 CR/skin

Dragonkind Riding Beast (Alien)

STR 4d4+9 19
 SIZ 4d4+15 25
 DEX 5d4 12
 INT 3d4 7
 MPR 5d4 12
 LUK 5d4 12

Attack: Bite (55 + 1d10) 1d10 plus
 one Claw (50 + 1d10) 1d8 or
 2 Claws (50 + 1d10) 1d8
 Dodge: 30 + 1d10 (single action)
 Bash: 30 + 1d10
 Move: Run 10" (5", 5")

Enhancements

Balance: 70 + 3d10
 Bravery: 60 + 2d10
 Hearing: 30 + 2d10
 Hide: 25 + 2d10
 Perception: 61
 Quiet Movement: 35 + 2d10
 Smell: 75 + 2d10
 Surprise Reaction: 44
 Vision: 50 + 1d10

Description: As the name suggests, these fast and ferocious beasts are the most common form of mount for the Dragonkind Warriors. They are relatively intelligent and have a very highly developed sense of smell, detecting water or prey over very long distances. With their speed and armament these creatures are formidable adversaries, made only worse by their skillful carrying of a rider. Riding Beasts are always hungry and spend most of their time at rest scraping in the dirt for bite-size creatures.

The heavy head carries long, dagger-like teeth, unsuitable for cutting, but more than enough to punch through tough armor. The smallish forelimbs are nonetheless quite powerful and armed with heavy curved cutting claws. The heavy tail is generally used for balance when running or fighting; it is thankfully not well adapted for the deadly swings of the Flying Mount's tail.

Riding Beasts fight equally well with a rider or without. Without a rider, however, they are more likely to stand over a kill, pulling off chunks of flesh to consume, rather than moving on to other adversaries. Even with a rider, a Riding Beast that is particularly hungry (particularly one that is not so well trained), is likely to at least try to linger a bit over a tasty kill. One militia patrol was saved from certain extinction when the squad of mounted Dragonkind were halted in their pursuit by a squabble that broke out among their beasts over the body of a downed Dremle.

Habitat: Grassland and Desert, or anywhere their riders take them.

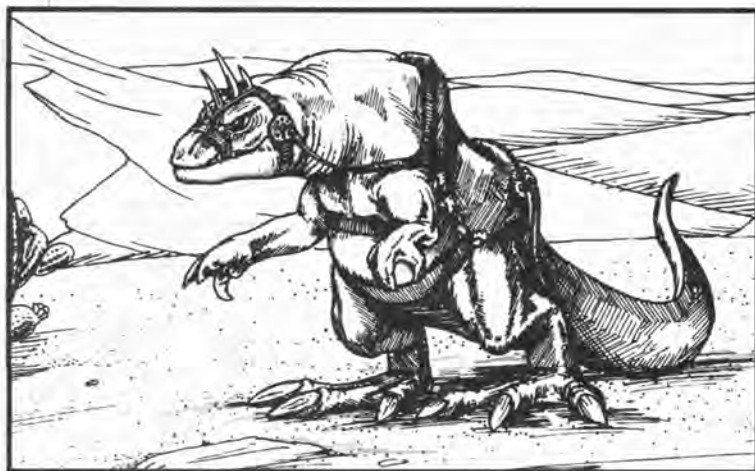
Range: Hills and plains East of the Great River

Tracks: Two big, distinct prints with three splayed toes, and an occasional swaying mark as the tail hits the ground.

Sign: Large, indiscriminate piles of dark green feces, often with hair and bones visible. Huge scrapes in the ground are often an indication that a Riding Beast suspected some little creature to be hiding underground. They produce a low growl when at rest, often audible at quite a distance, their attack roar is fierce and paralyzing, and is almost always given before a charge (unless the beast is particularly well trained).

Tactics: Riding Beasts are trained to alert their riders of anyone approaching or waiting in ambush. They are intelligent enough to comprehend their riders' wishes, such as stealth in anticipation of an ambush, voiceless commands, or splitting combat duties (attacking a different foe than the rider).

Facts: Riding Beasts are the favorite mount of the Warriors for their intelligence, ferocity, and the fact that they do not require Sedation Berries to be manageable.



Use:

Portion	Amount	Spoil Time	Chance of disease	Market value
Teeth	50	indefinite	05	1 CR each
Claws	6	indefinite	05	1 CR each

RIDING BEAST HIT POINTS

(1d100)	Hit Location	DA	19	20	21	22	23	24	25	26	27	28	29	30	31
87-00	Head	(2)	11	12	12	13	14	16	18	20	23	26	30	36	43
69-86	Chest	(2)	14	15	16	17	18	20	23	26	29	34	38	46	55
53-68	Abdomen	(2)	13	13	14	15	16	18	20	23	26	30	34	41	49
49-52	R. Fore Leg	(2)	3	3	3	4	4	4	5	6	7	8	9	10	12
45-48	L. Fore Leg	(2)	3	3	3	4	4	4	5	6	7	8	9	10	12
33-44	R. Hind Leg	(2)	10	10	10	11	12	13	15	17	20	23	26	31	37
21-32	L. Hind Leg	(2)	10	10	10	11	12	13	15	17	20	23	26	31	37
01-20	Tail	(2)	16	17	17	19	20	22	25	29	33	38	43	52	61
	Blood Total		80	83	85	94	100	110	126	144	165	190	215	257	306
	CF		129	132	136	143	150	160	174	197	217	242	266	312	359
	Weight		320	330	345	370	400	445	500	570	650	750	850	1030	1220
	Bash Factor		50	51	53	55	58	63	68	75	83	93	103	121	140
	Bonus Damage		+1d6			+2d6								+3d6	

Dragonkind Flying Mount (Alien)

STR 4d4+9 19
 SIZ 5d4+20 32
 DEX 3d4+10 17
 INT 2d4 5
 MPR 5d4 12
 LUK 5d4 12

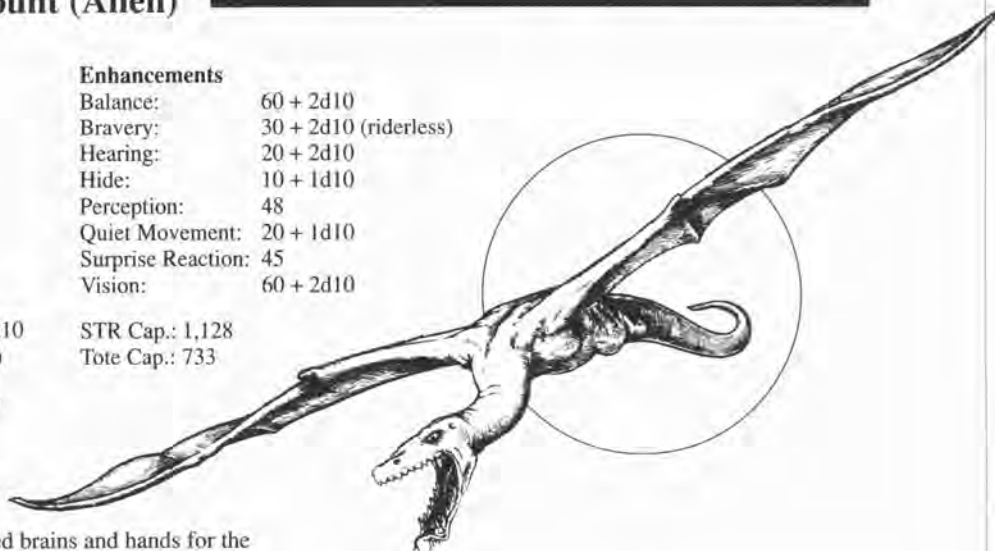
Attacks

On ground: Bite (50 + 2d10) 2d4
 Flying: Bite (30 + 2d10) 2d4 or
 Tail Smash (60 + 1d10) 1d10
 Dodge: (30 + 2d10) (single action)
 Bash: 10 + 1d10
 Move: Fly 14" (7", 7") / Crawl 3"

Enhancements

Balance: 60 + 2d10
 Bravery: 30 + 2d10 (riderless)
 Hearing: 20 + 2d10
 Hide: 10 + 1d10
 Perception: 48
 Quiet Movement: 20 + 1d10
 Surprise Reaction: 45
 Vision: 60 + 2d10

STR Cap.: 1,128
 Tote Cap.: 733



Description: These giant lizards are similar to the familiar Dragonkind Warriors, except they have traded brains and hands for the gift of flight. They are capable of carrying a mounted Warrior, or similar weight, along with saddle and equipment. The Flying Mount has a long, sinewy neck with expandable throat for swallowing large prey; it hunts primarily by clubbing with passing swings of its long tail, or by just grabbing smaller prey up in its large, underslung jaws. The lower jaw is spotted with long, raked-back teeth, and has a movable extension, also armed with teeth, which folds over the mouth when closed. The upper jaw is lined with huge saw-edged cutting teeth, used to take huge scoops of flesh out of any victim too large to be swallowed immediately. They are voracious eaters; the command collar worn to control their flight is so tight that they cannot swallow while wearing it. Perhaps this is to prevent their lingering over fallen prey, or to keep them hungry and vicious while on patrol.

Flying Mounts can be seen resting on cliffs or hills, fat with their last meal, sunning themselves while digesting. The large, veinous wings are spread or hung to catch the sun or breeze, depending on whether the creature wishes to heat up or cool down, or folded back over the long body. Having only hind legs and wings, they crawl using what would normally be the back of their wrists, the rest of the wing folded back out of the way.

Habitat: Grassland or Desert, prefer Mountains for elevation from which to launch into flight.

Range: Anywhere with rider, in the middle-eastern plains and mountains riderless.

Tracks: A dragging, snaky trench, dotted on the outside by footprints or claw marks, often with drag marks from the folded wings.

Sign: Bright green spatter, they apparently prefer to evacuate while on the wing. The only vocalizations noted are an oddly high-pitched scream when thwarted in an attack, though this may be caused by the choker-collar.

Tactics: Dragonkind riding on Flying Mounts may have a "positional advantage" when attacking (see p. 74); in addition, the range of missile weapons when firing straight down is doubled.

Flying Mounts lock their wings automatically as soon as they are injured, and although they will keep flying if not seriously wounded, this does communicate to the rider that a hit has been taken. The ability allows them to glide the rider (in relative safety) to the ground even if seriously injured or dead. They are also trained to keep an unconscious rider on their back and return home.

Facts: Flying Mounts are moody and unruly when not pacified by Sedation Berries, and will be uncooperative, especially with an unfamiliar rider. Dragonkind Warriors often use tattoos to identify their own mounts from a safe distance.

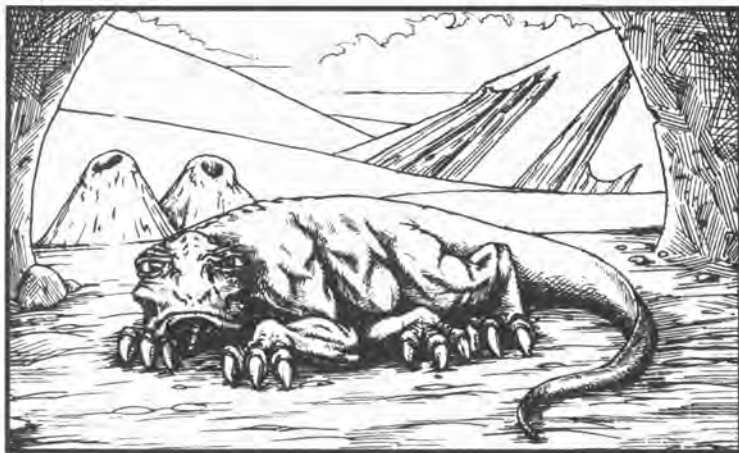
DRAGONKIND FLYING MOUNT HIT POINTS

(1d100)	Hit Location	DA	SIZ							
			25	27	29	31	33	35	37	39
86-00	Head	(2)	11	13	15	18	21	24	30	38
66-85	Chest	(2)	15	17	20	24	28	33	40	50
52-65	Abdomen	(2)	11	12	14	16	19	23	28	35
38-51	R. Wing	(2)	11	12	14	16	19	23	28	35
22-37	L. Wing	(2)	12	14	16	19	22	26	32	40
18-21	R. Hind Leg	(2)	3	3	4	5	6	7	8	10
14-17	L. Hind Leg	(2)	3	3	4	5	6	7	8	10
01-13	Tail	(2)	10	11	13	15	18	21	26	33
	Blood Total		76	85	100	118	139	164	200	251
	CF		115	131	144	162	182	209	246	296
	Weight		300	340	400	470	550	650	800	1000
	Bash Factor		50	54	60	67	75	85	100	120
	Bonus Damage		+2d6		+3d6				+4d6	

Use:	% of body weight	Spoil Time	Chance of disease	Market value
Wing Skin	10	1d4 weeks (untreated)	05	3CR/lb

The skin of the wings makes a very supple leather for gloves and fine clothing.

Dragonkind Pack Beast (Alien)



Description: Pack Beasts are strong and efficient, but make terrible pets. They have three equal pairs of powerful limbs, each ending in large, cruelly clawed feet. Their backs are low and long, and their huge heads are hung low. The beasts will tolerate only other Dragonkind, and then only to a point. They are unreliable in battle, attacking only on whim and sometimes even attacking some of the smaller Dragonkind.

Their method of feeding consists of dredging up huge quantities of filth from the bottom of swamps, chewing it up, and swallowing it. There appears to be no distinction for them between animal or vegetable matter; they eat anything which doesn't eat them first.

Use:

Portion	Amount	Spoil Time	Chance of disease	Market value
Water Bladders	1d10 lbs	1d4 days	30	negotiable*

* The value of water varies depending on the thirst of the buyer.

STR	3d4+9	16
SIZ	5d4+15	27
DEX	4d4	10
INT	1d4	2
MPR	5d4	12
LUK	5d4	12

Attack: Bite (50 + 1d10) 2d6 or
Claw (40 + 1d10) 1d8
Dodge: 10 + 1d10 (single action)
Bash: 30 + 1d10
Move: Waddle 5" (2", 3")

Enhancements

Balance:	100 + 2d10
Bravery:	0
Hearing:	50 + 1d10
Hide:	40 + 1d10
Perception:	53
Quiet Movement:	20 + 1d10
Smell:	50 + 1d10
Surprise Reaction:	36
Vision:	30 + 1d10

Habitat: Wetlands or Desert

Range: Mostly found domesticated by the Dragonkind in their regions, but many escape to the lowlands around the Great River and Tron Woods

Tracks: Wide drag mark with regularly spaced, indistinct claw prints (each foot comes down in the leading one's print)

Sign: Green feces mashed into the track by the tail, often saliva and the remains of meals eaten messily on the move are evident. Their low, grunting bellow, a linked series of coughs, can be heard for miles, serving apparently as a warning for all other creatures, which they seem to hate equally.

Tactics: If provoked, a Pack Beast has an equal chance to attack a Dragonkind Minion as an enemy of the race. There is a 75% chance for a Pack Beast to become enraged by the mayhem of battle and attack anything that gets in its way.

Facts: The Pack Beast stores huge amounts of water in its body and tail, enabling it to travel long distances over parched desert terrain. Sedation Berries are often used to calm the beasts when not in use; however, since they refuse to move when thus sedated, they must be left undrugged and fully annoyed to transport their loads.

PACK BEAST HIT POINTS

		SIZ									
(1d100)	Hit Location	DA	20	22	24	26	28	30	32	34	
91-00	Head	(2)	9	10	12	15	20	28	33	40	
71-90	Forequarters	(2)	18	20	24	30	39	55	65	80	
53-70	Hindquarters	(2)	16	18	21	27	35	50	59	72	
47-52	R. Foreleg	(2)	5	6	7	9	12	17	20	24	
41-46	L. Foreleg	(2)	5	6	7	9	12	17	20	24	
35-40	R. Leg	(2)	5	6	7	9	12	17	20	24	
29-34	L. Leg	(2)	5	6	7	9	12	17	20	24	
23-28	R. Hind Leg	(2)	5	6	7	9	12	17	20	24	
17-22	L. Hind Leg	(2)	5	6	7	9	12	17	20	24	
01-16	Tail	(2)	14	16	19	24	31	44	52	64	
	Blood Total		87	100	118	150	197	279	329	400	
	CF		117	127	147	179	225	305	355	430	
	Weight		350	390	470	600	780	1100	1300	1600	
	Bash Factor		52	56	64	77	95	127	147	177	
	Bonus Damage		+1d6			+2d6					

Dragonkind Minion (Alien)

STR 4d4 10
SIZ 1d10 5
DEX 4d4 10
INT 1d4 2
MPR 1d10 5
LUK 4d4 10

Attack: Bite (10 + 4d10) 1d6 or
2 Claws (10 + 3d10) 1d4
Dodge: 10 + 2d10 (single action)
Bash: 20 + 2d10
Move: Hobble 1d4"

Enhancements

Balance: 40 + 1d10
Bravery: 1d100-1
Hearing: 30 + 1d10
Hide: 25 + 2d10
Perception: 41
Quiet Movement: 30 + 1d10
Smell: 30 + 3d10
Surprise Reaction: 34
Vision: 30 + 2d10

Description: Dragonkind minions are the least favorite offspring of the Supreme Elder, although they often share his pool as soft, wriggling embryos. Their body shape and size is wildly variable, though most have gaping mouths and crouch on all fours. They are stupid and short-lived, invariably dying as shock troops for the Warriors or falling prey, often to other Dragonkind or even the Elder that spawned them.

They worship the Supreme Elder, devoting their lives to providing him food (even their own bodies). Minions are fascinated by the Vinyan Dragons and the Gate-Keeper and attempt to worship them, which annoys the Warriors and Supreme Elder and inevitably gets offenders killed.

Habitat: Wetlands, Tropical Forest, wherever they are forced to go

Range: Wherever the Warriors force them to go

Tracks: Shuffling, four-toed quadruped.

Sign: The Minion are messy, trailing remains of kills or their own excrement. Droppings are usually loose green piles, lumpy with poorly digested meat or vegetation, hair and bones. Minion are known to hiss and bubble, and occasionally make a long, drawn-out belching sort of noise; if any of this has meaning as a language, it is undecipherable by Vinyans, and apparently ignored by the other Dragonkind.



Tactics: Dragonkind Minions are completely obedient to their genetic betters and will do as they are commanded without question. However, they are so accustomed to this subservience that they become confused and indecisive in situations where they have no superiors to tell them what to do.

Facts: Minion are the offspring of the undisrupted Supreme Elder, constantly released from its huge mouth as hungry, wriggling embryos. Although they are formed from the same type of cells that would turn into Warriors, Flying Mounts, Riding Mounts, or Pack Beasts, were they spawned in a

shaft of life, in the relatively cool waters of the pool they emerge stunted and deformed. They will gather about the verge of the pool, hoping to avoid the Supreme Elder and their larger brethren, yet eat smaller Minion or scraps from one of the Elder's messy kills.

MINION HIT POINTS

			SIZ									
(1d100)	Hit Location	DA	1	2	3	4	5	6	7	8	9	10
89-00	Head	(0)	1	1	1	1	2	2	3	3	4	5
73-88	Chest	(0)	1	1	1	2	2	3	3	4	5	6
53-72	Abdomen	(0)	1	1	1	2	3	4	4	5	6	8
43-52	R. Arm	(0)	1	1	1	1	1	2	2	3	3	4
33-42	L. Arm	(0)	1	1	1	1	1	2	2	3	3	4
22-32	R. Leg	(0)	1	1	1	1	2	2	2	3	3	4
11-21	L. Leg	(0)	1	1	1	1	2	2	2	3	3	4
01-10	Tail	(0)	1	1	1	1	1	2	2	3	3	4
	Blood Total		8	8	8	10	14	19	20	27	30	39
	CF		13	20	24	28	32	36	39	44	52	58
	Weight		7	13	25	40	55	70	85	105	125	150
	Bash Factor		16	16	18	19	21	22	24	26	28	30
	Bonus Damage		-1d2						0			

Drazzi (Vinyan)

STR	4d4	10	Enhancements	
SIZ	5d4	12	Balance:	60 + 3d10
CON	5d4	12	Bravery:	30 + 2d10
DEX	5d4+1	13	Hearing:	60 + 2d10
INT	5d4+1	13	Hide:	40 + 1d10
MPT	10d4	25	Perception:	57
APP	5d4	12	Quiet Movement:	50 + 2d10
LUK	5d4	12	Smell:	40 + 1d10
			Spells:	4d10 Vinyan + Drazzi specific
Attack:	Magic only		Spoils Category:	Gatherer, 1d3-1
Dodge:	50 + 2d10		Surprise Reaction:	44
Bash:	30 + 1d10		Vision:	50 + 1d10
Move:	Run 7" (3", 4")			

DRAZZI HIT POINTS

(1d100)	Hit Location	DA	SIZ							
			5	7	9	11	13	15	17	19
91-00	Head	(0)	1	1	2	2	3	4	4	5
71-90	Chest	(0)	2	3	4	4	6	7	9	11
55-70	Abdomen	(0)	2	2	3	3	4	6	7	8
43-54	R. Arm	(0)	1	2	2	3	3	4	5	6
31-42	L. Arm	(0)	1	2	2	3	3	4	5	6
16-30	R. Leg	(0)	2	2	3	3	4	5	6	8
01-15	L. Leg	(0)	2	2	3	3	4	5	6	8
	Blood Total		11	14	19	21	27	35	42	52
	CF		29	34	37	40	47	54	62	72
	Weight		43	57	75	85	110	140	170	210
	Bash Factor		23	24	26	27	29	32	35	39
	Bonus Damage		-1d2	0				+1d4		

Description: This native race is thought to be descended from Wellan, but many generations of selection have given them powers divergent from those of their parent race. Their lives are devoted to their religion and their magic, which to outsiders are indistinguishable. The main object of the Drazzi's religion is the Time Keeper, a huge geyser that belches forth great volumes of Magic Mineral-laden steam every hour. It is assumed that the Drazzi get their power from the Time Keeper, as their MPT is completely renewed every hour. They will only rarely stray from the region of the Time Keeper. When Drazzi are encountered away from it, they are almost invariably on some quest or mission known only to their own kind. Away from their familiar haunts, Drazzi wear heavily hooded cloaks that completely hide their countenances. They speak in the tersest possible sentences, if at all.

Drazzi know all Common Magic spells as well as all of their own Improved spells. The Drazzi have accumulated great amounts of magical wealth, even though their numbers are few. Many have tried to steal their many magic items; no one to date has been successful. Drazzi can cast two spells in a round. Only full-blooded Drazzi can use Drazzi Magic spells (unless otherwise specified).

Habitat: The Timekeeper and Tropical Forest surrounding it

Range: All of Vinya

Tactics: Obviously Drazzi rely almost exclusively on magic to defend them. If they anticipate battle they will attempt to keep as much distance between themselves and their opponents as possible, as their exceptional MPTs allow them tremendous magical range. They will then take advantage of their powerful magics to batter and confuse their adversaries.



Drazzi Magic:

Armor Spell (Improved)

Range	Current MPT in hexes
Duration	Current MPT in rounds
Area	One creature
MP Cost	Variable

This spell is the same as the Common Magic Armor spell (p.121) with the exception that each spell level increases the Drazzi's DA by two points.

Break Weapon

Range	Current MPT in hexes
Duration	Permanent
Area	One weapon
MP Cost	2

The Drazzi abhor the use of physical weapons by supposedly civilized people, but they hate even more being attacked by physical weapons. This spell allows the Drazzi to break a weapon of any type. The DA of the weapon is used instead of MPT (or MPR) to check for success. The spell is quite effective if used after a Weak Weapon spell (p. 128).

Cell Blast (Improved)

Range	Current MPT in hexes
Duration	Permanent
Area	One Hit Location
MP Cost	Variable

This spell is the same as the Common Magic Cell Blast (p.121) with the exception that each spell level does 1d6 points of damage.

Heal (Improved)

Range	Current MPT in hexes
Duration	Permanent
Area	One hit location
MP Cost	Variable

This spell is the same as the Common Magic Heal spell (p.124) with the exception that each spell level heals two points of damage.

Simple Illusions (Improved)

Range	Current MPT in hexes
Duration	Current MPT in rounds
Area	One creature
MP Cost	Variable 1 image/level

This improved version of the Simple Illusion spell (p.127) is identical to its Common Magic counterpart with the exception that the Drazzi can create more than one illusion at a time.

Regenerate

Range	Touch
Duration	Permanent
Area	One limb
MPT Cost	5 points per day for 10 days

The Drazzi are the only race able to regrow lost limbs. It is a process involving a battery of specialized spells, exotic diet, and quite a bit of time. For five days before the spell casting portion of the treatment, and throughout the rest of the process, the patient is fed nothing but a broth drawn from special roots and herbs laced with minerals and cooked over the steam of the Time Keeper. This concoction will keep the individual in a deep sleep, waking only long enough to sip more broth. At the

end of the fifteen days, the individual wakes sporting a brand new appendage.

The Drazzi will perform this service for any creature able to pay. The cost is usually a Spell Sphere, important relic, or the equivalent of 1,000 Crowns worth of goods or merchandise. The price is only 50% more to get a second limb regrown at the same time.

Drazzi have been known to trade special medallions with other races instead of money. Each medallion entitles the bearer to have a limb regrown for free.

Dremle (Vinyan)

	Valley		Great		Mountain	
STR	5d4+2	14	5d4+4	16	5d4+6	18
SIZ	2d6+15	22	2d6+15	22	2d6+15	22
DEX	6d4	15	5d4	12	4d4	10
INT	2d4	5	3d4+2	9	3d4	7
MPR	3d4	7	3d4	7	3d4	7
LUK	5d4	12	5d4	12	5d4	12

Attack:	Valley	Great	Mountain
Gore	(30+2d10) 1d6	(40+2d10) 1d10	(35+2d10) 1d8
or Rear Kick	(50+1d0) 2d4	(55+1d10) 2d6	(30+2d10) 1d10
or Rear/Plunge	(30+1d10) 2d8	(35+1d10) 2d10	(20+1d10) 2d6
or Trample*	(25+1d10) 4d4	(30+1d10) 3d6	(35+1d10) 5d4
or Bite	(25+1d10) 1d4	(40+1d10) 1d6	(30+1d10) 1d4

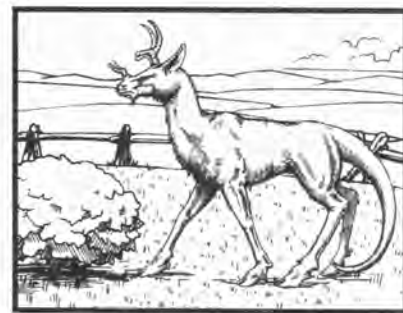
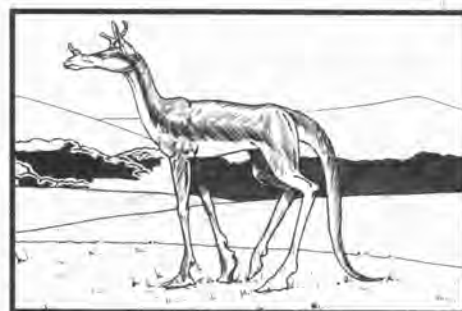
* Target of trample must be either on the ground or of a SIZ 1/2 that of the Dremle or less.

Dodge:	35+2d10	35+1d10	20+2d10
Bush:	35+2d10	40+2d10	30+2d10
Move: Run	13" (6", 7")	11" (5", 6")	8" (4", 4")
DA:	1	1	1

Enhancements

Balance:	60 + 2d10	60 + 2d10	80 + 2d10
Bravery:	20 + 3d10	35 + 3d10	30 + 3d10
Hearing:	80 + 2d10	60 + 2d10	75 + 1d10
Hide:	35 + 2d10	30 + 2d10	35 + 2d10
Perception:	74	49	68
Quiet Movement:	40 + 1d10	35 + 1d10	30 + 1d10
Smell:	70 + 2d10	60 + 2d10	60 + 2d10
Surprise Reaction:	52	40	49
Training Factor:	INT + 5	INT + 10	INT + 7
Vision:	40 + 2d10	40 + 2d10	40 + 2d10

Habitat:	Grassland	Grassland or wherever led or ridden	Mountains
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Description: The Valley Dremle is the fastest land animal on Vinya. Even with a light burden they can outdistance almost any pursuer. In the wild, Valley Dremles travel in herds, each with one leader. Unless trained or tied, they will run from any threat. The Great Dremle is the hybrid of a Mountain and a Valley Dremle and is considered superior to both. It is smarter and stronger than the Valley Dremle, faster than the Mountain Dremle, and easier to train than either. As all are sterile, Great Dremles can only be produced by controlled breeding. The rugged Mountain Dremle is prized for its great strength and stamina. Unfortunately, as it is wary of strangers and so agile in its mountainous domain, it is difficult to find, much less

capture. Depending on the season, the Mountain Dremle has thick blue-white fur or thin brown fur, which is commonly trimmed, as once out of the cool mountain air it would die of heat stroke.

Range: Have been domesticated throughout Vinya—many have reverted back to the wild

Tracks: Crescent-shaped cloven hoof print, hind immediately following fore. Valley Dremle long and thin, Great of similar length but wider, Mountain much shorter, and with sharper tip. All may show the marks of softer pads towards the rear, and perhaps sharp holes of dew claws.

Sign: Droppings roundish or tapered, often with bits of vegetation visible.

Tactics: Mounts or pack animals will only be as good or loyal as their training allows. Of course, the treatment the mount receives at the hands of its master will weigh on its behavior. Unless the beast is very well trained, do not allow the player to dictate his animal's actions any more than you would an NPC.

A Dremle must be trained to ride into battle effectively. A mount captured directly from the wild will be at a 0 Training Level, and cannot even be ridden. Every time a Dremle is trained, it moves up the Training Level table by its Training Factor. This training takes up to five days and can be performed by the characters themselves, but not above the Average (40%) training level. Above this level, all training must be by a professional trainer (Husbandman). Each Training Factor increase takes 2d4 days, and costs 100 CR per day.

Facts: Mountain Dremles traverse mountainous terrain at 3/4 their normal rate. Trimming their fur will reduce their DA from 2 to 1 point; however, untrimmed fur in any but Mountainous terrain will effectively halve their CON.

MOUNT PERSONALITY

(1d100)	Personality	(1d100)	Personality
01-08	Stubborn	61-68	Foolhardy
09-16	Dull	69-76	Hates strangers
17-24	Show-off	77-84	Has a sense of humor
25-32	Friendly	85-92	Valiant
33-44	Good-natured	93-99	Loves flowers
45-52	Excitable	00	Odd Color
53-60	Lazy		

TRAINING LEVEL

(1d100)	Level	Description
01-10	Wild	A Wild Dremle will not obey any commands and will run away at first opportunity with bucking and possibility of bodily harm to its rider (see Mounted Fighting, p. 76).
11-20	Unruly	This mount can be ridden, but must be constantly controlled or will revert to Wild.
21-40	Average	The mount makes a good riding mount but still must be controlled with reins.
41-70	Battle	A Battle Dremle can be controlled with leg pressure and will aid its rider's attack.
71-99	Superb	Superb Dremles can be controlled by voice commands.
00	Classic	This mount can be controlled by intonations or whistles and attack by itself on command. If the Dremle's INT is 12 or over, it will do anything physically possible on command.

Note: The Training level percentage of a mount is added to its Bravery score when ridden into combat.

Use:	% of body weight	Spoil Time	Chance of disease	Market value
Prime	15	1d4 days	15	5 CR/lb
Common	30	1d4 days	15	3 CR/lb
Viscera	20	1d2 days	30	.5 CR/lb
Desperate	10	1d2 days	40	.1 CR/lb
Hide	10	2d4 years	05	3 CR/lb

DREMLE HIT POINTS (VALLEY, GREAT, AND MOUNTAIN)

(1d100)	Hit Location	DA	16	17	18	19	20	21	SIZ 22	23	24	25	26	27	28	29	30
86-00	Head	(1)	13	14	15	17	19	21	24	27	30	34	38	42	48	56	65
66-85	Forequarters	(1)	17	18	20	22	25	28	32	36	40	45	50	56	64	74	86
49-65	Hindquarters	(1)	14	15	17	19	21	24	27	31	34	38	43	48	54	63	73
41-48	R. Fore Leg	(1)	7	7	8	9	10	11	13	14	16	18	20	22	26	30	34
33-40	L. Fore Leg	(1)	7	7	8	9	10	11	13	14	16	18	20	22	26	30	34
23-32	R. Hind Leg	(1)	9	9	10	11	13	14	16	18	20	23	25	28	32	37	43
13-22	L. Hind Leg	(1)	9	9	10	11	13	14	16	18	20	23	25	28	32	37	43
01-12	Tail	(1)	10	11	12	13	15	17	19	22	24	27	30	34	38	44	52
	Blood		86	90	100	111	126	140	160	180	200	226	251	280	320	371	430
	CF		130	136	144	156	171	186	206	226	246	273	298	328	368	418	478
	Weight		340	360	390	440	500	560	640	720	800	900	1000	1120	1280	1480	1720
	Bash Factor		52	54	57	62	68	74	82	90	98	108	118	130	146	166	190
	Bonus Damage	+1d4 +1d6															+2d6

Edself (Vinyan)

STR	15	Enhancements	
SIZ	15	Age:	75
CON	14	Balance:	90
DEX	14	Bravery:	65 Normal
INT	19	Hearing:	80
MPT	45	Hide:	65
LUK	18	Perception:	92
Attack:	Quarterstaff, 2H (75/60) 1d8+1d4	Surprise Reaction:	63
	or Composite Bow (75) 1d8	Quiet Movement:	60
Dodge:	45	Smell:	70
Bash:	25	Spells:	All Common Magic
Move:	Run 5" (2", 3")	Vision:	125

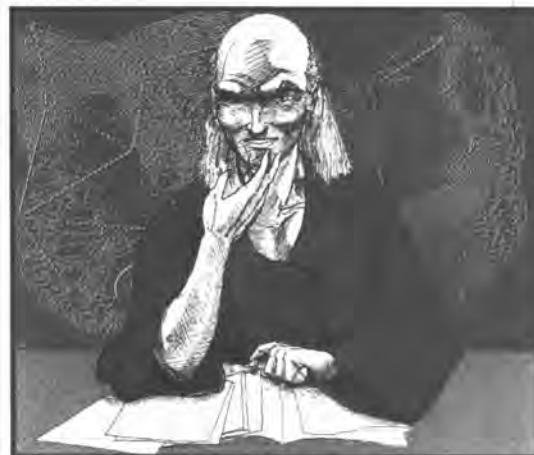
Description: Edself is the son of Traikor, most powerful of the Council of Twelve. As Edself grew up, he was taught every known Common Magic spell by the resident Magic Instructors. Edself was an accomplished archer at a very early age, and took part in the great battle at Riversheart Pass, but gave up the harsh adventuring life after the Council lost its powers.

Edself now lives in the sanctuary of the White Tower, where he spends his time researching the works of the Elders archived there. Sages from the other towns are constantly making trips to the White Tower in hopes of gaining a small bit of information to add to their tomes.

Edself gained fame for talking with the Dragon Fangwhistle for

EDSELF'S HIT POINTS (1d100) Hit Location DA HP

91-00	Head	(1)	4
71-90	Chest	(1)	8
55-70	Abdomen	(1)	6
43-54	Right Arm	(1)	5
31-42	Left Arm	(1)	5
16-30	Right Leg	(1)	6
01-15	Left Leg	(1)	6
	Blood Total		40
	CF		61
	Weight		154
	Bash Factor		47
	Bonus Damage		+1d4



several hours and returning with a mysterious item yet to be identified.

Habitat: The White Tower

Tactics: Edself is rarely caught in a violent situation unprotected. In these circumstances, he will remain passive, allowing his henchman and associates to defend him. At times of dire provocation, he has an extensive arsenal of spells, and his enormously powerful MPT to call upon.

Edself is more valuable to the characters and to Vinya as a source of information. Whenever the Game Master has a bit of advice for the party, he should convey it through the persona of Edself.

Range: All over Vinya

Eerie Tongues (Vinyan)

SIZ	1d6	3
MPR	4d4	10

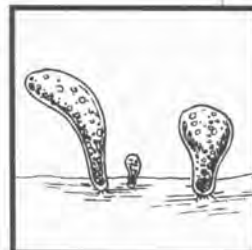
Use:

Portion	Amount	Spoil Time	Chance of disease	Market value
Fruit	1d3 lbs	1d6 days	15	.3 CR/lb

Description: Recognized by their lavender club-shaped, often flattened fruiting bodies, these fungi are fairly common in flat areas near water. They taste rather bland and do not keep well but they're cheap and nutritious.

Habitat: Tropical Forest, Wetlands

Range: Southern Vinya



Elt Lace (Vinyan)



SIZ	1d4	2
MPR	1d4	2

Description: Elt Lace is a delicate, pale white fungus grows in a lacy fan-like shape. It should be eaten raw to fully enjoy its delicate, unique taste. Elt Lace is fairly rare, and so delicate that it is impractical to take to market.

Use:

Portion	Amount	Spoil Time	Chance of disease	Market value
Lace	1d4x.1 lbs	1d8 hours	25	10 CR/.1 lbs

Habitat: Temperate and Tropical Forest

Range: All of Vinya

False Dragonroot (Vinyan)



SIZ 1d2 1
MPR 1d4 2

Description: This brown-black twisted root, found at the base of a single stem, is topped by a fan of serrated leaves. Its appearance is virtually identical to that of the Dragonroot plant, which is widely known to be one of the most deadly poisonous plants in existence (05% of False Dragonroot found will be real Dragonroot). Only someone who rolls 1/2 his Identify can be certain which one of these plants he has found. False

Use:

Portion	Amount	Spoil Time	Chance of disease	Market value
Root	1d3x.1 lbs	1d4 weeks	10	25 CR/.1 lbs

Dragonroot has a spicy, nut-like flavor. It is usually grated or chopped and sprinkled over other foods. Both types grow between tree roots on the shaded side.

Real Dragonroot is poison of intensity level 6 per .1 lbs. eaten.

Habitat: Temperate Forest

Range: All of Vinya

Faris (Vinyan)

SIZ 1d10+10 15
MPR 4d4 10

Use:

Portion	Amount	Spoil Time	Chance of disease	Market value
Bulb	1d4+2 lbs	1d4+2 days	10	.5 CR/lb



Description: Faris is a light green, grass-like plant that grows up to 3 feet tall along the banks of streams, rivers, ponds, and lakes. The bulb has a tart, but not unpleasant taste, and can be eaten raw or cooked to flavor other foods. It is a common herb, and is frequently used in various dishes.

Habitat: Wetlands

Range: All of Vinya

Footless Lizard (Vinyan)



SIZ 1
MPR 1d4 2
Dodge: 30 + 1d10
Move: Crawl 2" (1", 1")
DA: 1

Enhancements

Bravery: 01
Hide: 90 + 2d10
Quiet Movement: 80 + 1d10

Description: These small, silvery reptiles differ from serpents in several regards, none of which are readily discernable on the surface. Like the insectivorous serpents, however, they are very secretive and completely harmless (except to insects). They are not actually footless, having four nearly useless two-toed feet, and can be positively identified by the presence of a nictitating membrane over the eye, which all serpents lack.

Tracks: Rarely found slithering track, punctuated by turned up soil as the creature sought a way back underground.

Sign: A small hole bordered by stacked mud, in Spring the glistening egg goo may be found smeared at the base of trees.

Habitat: Temperate Forest

Range: All major forests of Vinya

Use:

Portion	Amount	Spoil Time	Chance of disease	Market value
Meat	1 lb	1d4 days	20	1 CR/lb

Fretch (Vinyan)

SIZ 1
MPR 1d4 2
Dodge: 50 + 1d10
Move: Run 4" (2", 2")
DA: 2

Enhancements

Bravery: 01
Hide: 60 + 2d10
Quiet Movement: 50 + 1d10



Description: The Fretch is a flightless bird whose meat has been a staple of the Vinyan diet for many years. Its wings have become modified into a second pair of legs, and its feathers are limp and hair-like. Its tail is a tall, draping plume which, in the male, reveals a bright red center when fanned in the mating season.

Sign: Constructs a rather large tunnel of reeds early in the Spring mating season, building it into a large compost heap to incubate the eggs.

Tracks: Four short, three-toed prints of equal size

Habitat: Grassland and Temperate Forest

Range: All Vinyan plains, particularly the Borderlands

Use:

Portion	Amount	Spoil Time	Chance of disease	Market value
Meat	1d4+2 lbs	1d4 days	10	1 CR/lb

Gatekeeper (Alien)

STR 11
SIZ 130
DEX 16
INT 11/13/12
MPR 161
LUK 17

Attack: Up to 3 Bites (95)
6d4+14d6 or
1 Claw (90) 5d4+14d6 or
Acid spray
Dodge: 05
Bash: 20
Move: Lumber 5" (2", 3")

Enhancements:

Balance: 87
Bravery: 60
Hearing: 40
Hide: 01
Perception: 48
Quiet Movement: 01
Smell: 30
Spoils Category: Bearer
(around lair),
1d100
Surprise Reaction: 49
Vision: 75

GATEKEEPER'S HIT POINTS (1d100) Hit Location DA HP

91-00	Right Head	(15)	375
81-90	Center Head	(15)	375
71-80	Left Head	(15)	375
51-70	Chest	(15)	563
28-50	Abdomen	(15)	450
25-27	Right Fore Leg	(15)	113
22-24	Left Fore Leg	(15)	113
18-21	Right Hind Leg	(15)	150
14-17	Left Hind Leg	(15)	150
01-13	Tail	(15)	488
	Blood Total		3,752
	CF		2,013
	Weight:		15,000

Description: This grotesque monstrosity features three heads on long necks mounted on a huge bulbous body. Each head carries one eye, one nostril (through which the creature is able to speak), and a tubular mouth from which the toothy lips peel back to allow the creature to bite or spray acid. When the mouth is closed around a potential meal, the highly corrosive digestive juices gush into the expandable throat to start digesting prey even as it is being bitten. With the mouth open the beast becomes basically an acid hose, able to spray the destructive fluid over considerable distances. The Gatekeeper came through the gate soon after its opening, and has found the eating so good that it has not left. In fact, it has gotten so fat from its steady stream of easy prey arriving through the Gate that it probably couldn't leave even if it wanted, although it has used its acid to expand a series of caves into a labyrinthine lair.

Habitat: The Gateway of the Worlds where it remains exclusively.

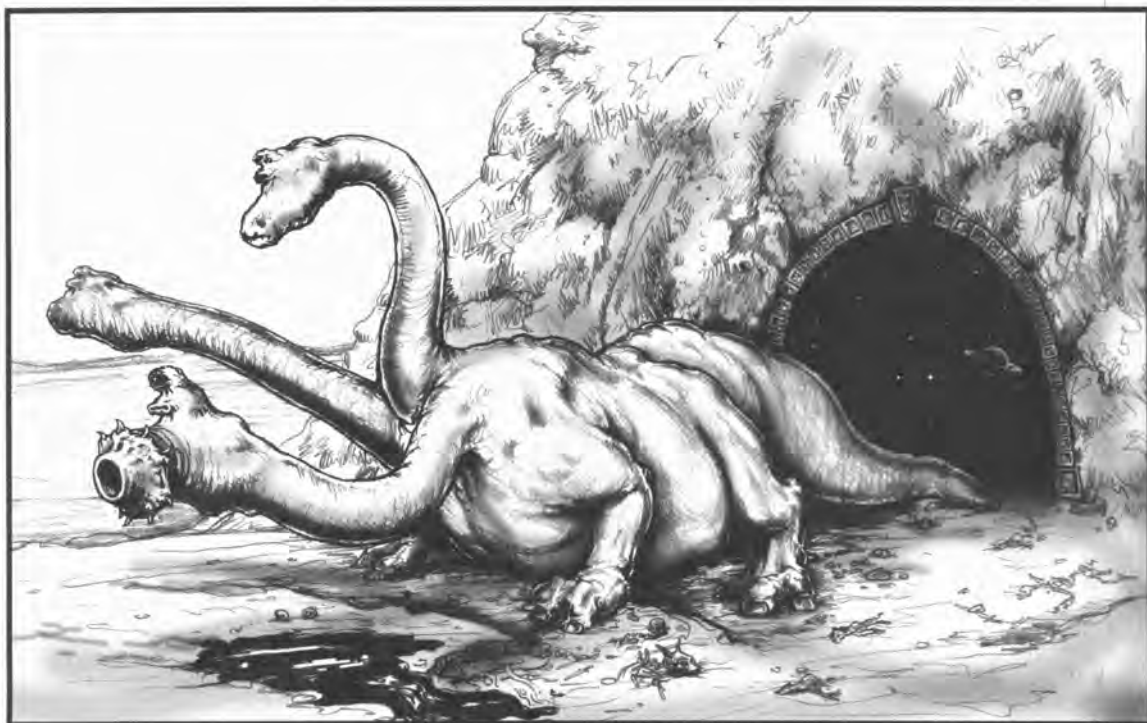
Facts: The acid weapon is similar to the breath weapon of the Vinyan Dragons, except that it causes 4d6 points of damage, and the Gatekeeper can use its acid attack three times every four hours (one head could spray thrice, or each once). If the three heads can agree to spray simultaneously (compatible personalities), their attack can cover a 360° arc around themselves. Each time the Gatekeeper is encountered, the GM should roll on the following table to determine each head's present state of mind.

(1d100) Personality

01-08	Aloof
09-16	Anti-Intellectual
17-24	Cautious
25-32	Demanding
32-40	Diplomatic
41-48	Egotist

(1d100) Personality

49-64	Hot-Tempered
65-72	Humorous
73-80	Scheming
81-88	Secretive
89-96	Vengeful
97-00	Agrees with next head



Ghost Squiggle (Alien)

SIZ 5
MPR 16d4 40

Attack: 60 + 2d10 (Special damage)
Dodge: Will not Dodge
Move: Corkscrew flight 6" (3", 3")

Enhancements

Bravery: 0 Apathetic
Perception: 100
Hide: 05
Quiet Movement: Off the Scale
Surprise Reaction: 50

Description: The Ghost Squiggle is a glowing, spirit-like worm made of pure energy. It is intangible and can fly right through any material or object; weapons cannot affect it. The Ghost Squiggle corkscrews through the air towards the creature with the highest current MPT, disregarding any obstacles. If struck, the targeted creature is not affected as with a normal attack, but rather the Squiggle enters his body. The only initial effect is a cold, tingling sensation, however, the entity will then remain, absorbing the next 2d10 MPTs the host expends, cancelling the effect of the spells attempted. Once satiated, the Squiggle will burst forth from the abdomen of the host, streaking into the sky. There is a 05% chance that the trauma will permanently reduce the host's MPT by -1. The only way to keep a Squiggle at bay is to expend all MPT before it strikes; activate an Armor, Energy, or Magic Shield spell, which will cause it to rebound harmlessly; or a Cover Magic spell, which will cause it to lose track of its host.



Habitat:

Any

Range: All of Vinya

Tactics: Not so much intelligent as instinctive, the Squiggle survives off magical energy. This dogged single-mindedness, coupled with its relative invincibility to physical harm, make its tactical profile rather simplistic. Whenever it is denied a target, there is a 50% chance it will immediately target the nearest creature with the next highest MPT, and when it leaves a body, satiated, it is much less likely to seek an additional meal (only 15% chance).

Giant Amber Puffball (Vinyan)



SIZ 1d4 2
MPR 1d4 2

Description: This is one of the largest of all Vinyan fungi. It is fine tasting while still amber and firm.

Use:

Portion	Amount	Spoil Time	Chance of disease	Market value
Ball	1d6 lbs	1d4 days	10	.7 CR/lb

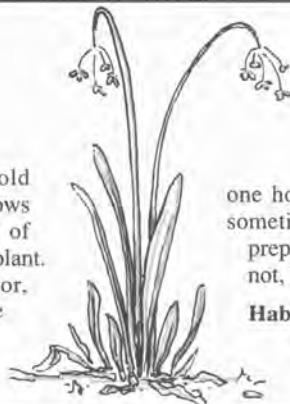
Habitat: Grasslands

Range: All of Vinya

Gold Weed (Vinyan)

SIZ 1d20 10
MPR 1d4 2

Description: Gold Weed is a yellow-gold grass that is very common in the wild. It grows to a height of 2 feet, with a golden tassel of minute flowers hanging from the top of the plant. Gold Weed has a very strong, bitter flavor, even after it is properly prepared. To make the flavor palatable, the weed may be soaked overnight, then boiled for at least



one hour to leech out the bitterness. Raw Gold Weed is sometimes used as a cathartic; in fact, failure to properly prepare this plant may cause nausea and vomiting. It is not, however, poisonous.

Habitat: Grassland, occasionally Wetlands

Range: Southern Vinya

Use:

Portion	Amount	Spoil Time	Chance of disease	Market value
Grass	1d10 lbs	1d4 weeks	15	.2 CR/lb

Golden Squishy (Vinyan)



SIZ 1d6 3
MPR 2d4 5

Description: This thick, squat plant has from 30–40 stiff, succulent leaves closely spaced in a rosette on a thick, fleshy stem. This stem ripens into a golden fruit that squirts nectar when bitten. One can tell the

Use:

Portion	Amount	Spoil Time	Chance of disease	Market value
Fruit	1d4+2 lbs	1d3 days	05	1 CR/lb

fruit is ripe when the stiff leaves can be pulled from the crown of the plant with ease.

Habitat: Tropical Forest

Range: Southern Vinya

Greenberry (Vinyan)

SIZ 2d10 11
MPR 4d4 10

Use:

Portion	Amount	Spoil Time	Chance of disease	Market value
Berries	1d6–1 lbs	1d6+2 days	15	.7 CR/lb

Description: Greenberries are pale green berries that grow on vines in the open or along the edges of forests, where they get plenty of sunlight. Greenberries have a mild, sweet taste, and a fine wine can be made from them. The vines bear fruit throughout the summer and fall.

Habitat: Temperate Forest, and occasionally Grasslands

Range: All of Vinya



Grommet (Vinyan)

SIZ 1d4 3
MPR 1d4 3

Enhancements

Bravery: 0
Hide: 20 + 1d10
Quiet Movement: 50 + 1d10

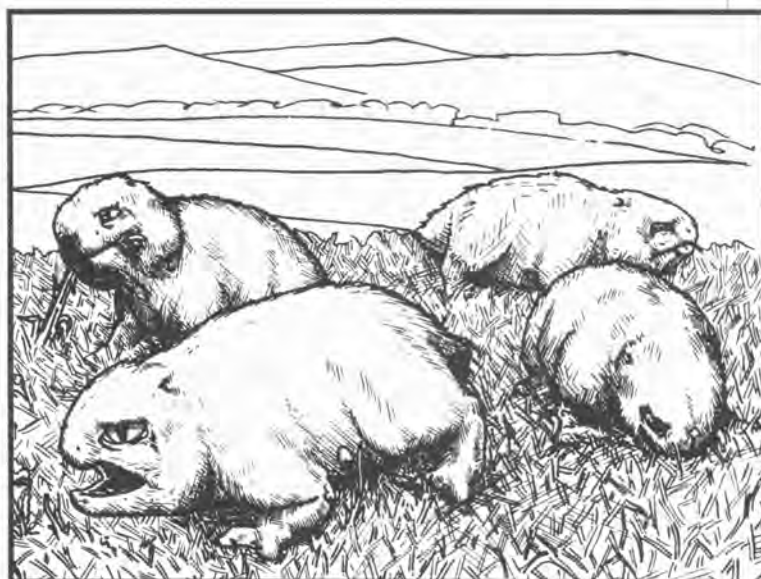
Dodge: 20 + 1d10
Move: Waddle 2" (1", 1")
DA: 0

Description: The Grommet is a creature seemingly designed to be eaten. Living in herds of up to several thousand, all they do is eat, sleep, and reproduce. Each Grommet is a female and is apparently born pregnant. Every month a Grommet will drop about ten young in its wake, which reach maturity by the next month. The only noise a Grommet makes are grunts of hunger and the crunching of grass.

Their bodies are covered with a soft fur of almost any color, and their skeleton are composed mainly of cartilage. They move very slowly. Even though Grommet herds are very quickly found by predators and nearly all are eaten, another group always seems to spring up nearby.

Tracks: Two pairs of three stubby, splayed toes, the rear slightly larger.

Sign: Grommet-wide swath of vegetation grazed down to the dirt, commonly in great profusion. Droppings are stringy, wet, green smears in its wake.



Habitat: Grassland

Range: Almost anywhere, but predominantly grassy plateaus around Riversheart Pass and cultivated west of Speaking mountains

Facts: The males are actually tiny larvae, continually shed with the feces, which infest the next passing Grommet. Males are cleaned up by Vinyan farmers with the droppings, as the larvae are thought to infest Tugger herds, and thus Grommet herds are not maintained.

Use:

Portion	Amount	Spoil Time	Chance of disease	Market value
Meat	1d4×5 lbs	1d4 +1 days	10	2 CR/lb
Hide	1d4 lbs	1d4 years	01	1 CR/point of SIZ

Grommet Berry (Vinyan)

SIZ 1d10 5
MPR 4d4 10



Description: Grommet Berries grow on low, small bushes distinguished by the many small, round leaves clustered about the branches. The berries are pale yellow and grow in clumps of 8-12. Each berry is about 1/4" in diameter. Grommets love grommet berries and will strip the bushes of all the fruit they can

Use:

Portion	Amount	Spoil Time	Chance of disease	Market value
Berries	1d4 lbs	1d4+2 days	15	.6 CR/lb

reach. Most often, they just rip the entire bush out of the ground to avoid the tedium of selecting single berries. Their very sweet taste can be used to make a wonderful wine or a fantastic brandy that often sells for as much as 1 Royal Crown per shot.

Habitat: Grasslands

Range: All of Vinya

Gropefruit (Alien)

SIZ 1d6+1 4
MPR 2d4 5

Use:

Portion	Amount	Spoil Time	Chance of disease	Market value
Fruit	1d4+2 lbs	2d4+2 days	20	.3 CR/lb

Description: Each green, fig-shaped fruit of this shrub is tipped with a long, barbed hook that entangles in the fur or clothing of passing creatures. The fruit comes loose from the bush, to be dragged off by its adopted host. This allows the bush to use other creatures to spread its seeds. The heavy fruit sometimes slows smaller creatures with its bulk, causing them to be easy prey for predators. Many desert dwellers rely on the succulent fruit for its stored moisture.

Habitat: Desert, Grasslands

Range: Eastern Vinya



Ground Grub (Vinyan)

SIZ .5

Move: Wiggle 1/2"

Use:

Portion	Amount	Spoil Time	Chance of disease	Market value
Grubs	1d4 lbs	1d4+2 days	15	.5 CR/lb

Description:

These fat white larvae of large wood-boring beetles can often be found creeping across the grasslands of Vinya. They grow up to several inches long, but it may take ten or so to make a pound. They are generally cooked alive, wrapped in moist leaves set upon smoldering coals.

Sign: Ground Grubs eat the growing shoots and leaf stems of plants, often leaving fresh leaves untouched.

Habitat: Grassland

Range: All of Vinya



Gudd (Alien Race)

STR 6d4+1 16
SIZ 4d4+1 11
CON 5d4 12
DEX 4d4 10
INT 4d4 10
MPT 4d4 10
APP 4d4 10
LUK 4d4 10

Enhancements

Balance: 50 + 2d10
Bravery: 30 + 4d10
Hearing: 50 + 1d10
Hide: 65 + 2d10
Perception: 61
Quiet Movement: 55 + 2d10
Smell: 60 + 2d10
Spells: 1d4 Common Vinyan + Race Specific
Spoils Category: Bearer, 1d4
Surprise Reaction: 40
Vision: 50 + 1d10

Attack: Any weapon (30 + 3d10/30 + 3d10)
Dodge: 40 + 2d10
Bash: 25 + 1d10
Move: Shuffle 6" (3", 3")



Description: Gudds are the dregs of humanoid-kind, taking pleasure in violating beauty and causing pain. They do not get along with any other race, even other factions of their own race. Relatively small and weak, with inferior equipment, Gudds can still be very dangerous adversaries; what they lack in size and skill they make up in treachery and sheer battle lust.

Tracks: Humanoid

Sign: Gudds are consistent only in leaving as big a mess as possible in their passage. Things trampled, urinated or defecated upon, or adorned with animal parts in various stages of decomposition are often a sign that Gudds have passed. In the interest of surprise, however, they are capable of restraining their urge to defile. Gudds have a strange belief that by plunging their arms as far as possible into the mortal wound of a downed enemy they can steal that creature's inner strength and use it themselves. Gudd armor is usually uncured leather with the hair still on it. It smells decidedly like wet Gudd and absorbs only two points of damage.

Habitat: Grasslands, Temperate and occasionally Tropical Forest

Range: All of Vinya

Tactics: Gudds are sly rather than smart, attacking from ambush or betrayal rather than frontally. They are generally unwilling to fight unless they can be assured of quick victory with little risk to their persons. Gudds can be useful allies, but it is not wise to sleep around them. Once engaged in battle, however, Gudds are almost feral in their blood-lust, often continuing to hack at downed opponents even when there are other standing adversaries to engage. Gudds are very superstitious; their large array of often conflicting beliefs is constantly being adorned with new half-truths, to mask those things they don't understand or simply to rationalize their chaotic behavior.

There is little unity among Gudd tribes; they are about as likely to betray or massacre other tribes as they are any Vinyan or other alien race.

Gudd Death Blast

Duration	Instantaneous
Area	One Hit Location
MPT Cost	Variable (special)

Gudd Death Blast is a spell known only by that race, who usually reserve it for use as a last resort, preferring to rely on weapon skill and ferocity. The spell allows the caster to focus all his remaining MPT at a single target. The spell is similar to the Common Magic Cell Blast (p. 121) with a few exceptions. Each point of the Death Blast attacks separately, and delivers two points of damage to a random location if successful. The only draw-back to this spell is that the Gudd has a chance to die when the spell is cast. This chance is equal to four times the MPT expended casting the spell.

GUDD HIT POINTS

(1d100)	Hit Location	DA	5	6	7	8	9	10	11	12	13	14	15	16	17
91-00	Head	(2)	1	1	2	2	2	2	2	3	3	4	5	6	6
71-90	Chest	(2)	2	3	3	3	4	4	5	6	7	8	9	11	12
55-70	Abdomen	(2)	2	2	2	3	3	3	4	5	5	6	7	9	10
43-54	R. Arm	(2)	1	2	2	2	2	3	3	4	4	5	5	7	7
31-42	L. Arm	(2)	1	2	2	2	2	3	3	4	4	5	5	7	7
16-30	R. Leg	(2)	2	2	2	3	3	3	3	4	5	6	7	8	9
01-15	L. Leg	(2)	2	2	2	3	3	3	3	4	5	6	7	8	9
	Blood Total		11	14	15	18	19	21	23	30	33	40	45	56	60
	CF		31	34	36	39	40	42	45	65	72	61	68	78	83
	Weight		44	52	62	67	76	86	93	117	136	155	180	220	240
	Bash Factor		19	20	21	22	23	24	24	27	29	31	33	37	39
	Bonus Damage		0					+1d4							+1d6

Use:	% of body weight	Spoil Time	Chance of disease	Market value
Portion				
Meat	75%	1d4 Days	25%	None

Although eating the flesh of a Gudd may not be regarded with quite the same abhorrence as another humanoid race, there is a considerably greater risk of contracting disease associated with it (additional 25% chance on missed Cooking roll). Those desperate enough to consume the flesh of these disgusting little people report it as having a rather muddy taste and stringy consistency.

Hairy Sternum (Vinyan)

SIZ	1d3	2
MPR	1d2	1

Use:		Spoil	Chance of	Market
Portion	Amount	Time	disease	value
Bulb	1d4+2 lbs	1d4+2	10	.5 CR/lb

Description: Growing either as leathery, inedible brackets or as funnels on stumps, these fungi make good, cheap animal fodder, but a terrible dessert. They make a palatable meal for Dremles, but must be boiled for hours to be digestible for Vinyan peoples (although Kitzu apparently recommend it for assuring regularity).

Habitat: Temperate and Tropical Forests

Range: All of Vinya



Harigas (Vinyan)



SIZ	1d4	3
MPR	1d4	3

Description: This low plant bearing five fleshy leaves is full of moisture. It is generally eaten raw, and has a pleasant, mild taste, although it can be a bit messy. Young Vinyans of all races enjoy sucking the leaves—it is not uncommon to see youngsters with leaves dangling from their mouths.

Use:

Portion	Amount	Spoil Time	Chance of disease	Market value
Leaves	1d4 lbs	1d4+2 days	20	.7 CR/lb

Habitat: Wetlands

Range: All of Vinya



Herder's Bread (Vinyan)

SIZ	1d10+10	15
MPR	4d4	10

Description: Herder's Bread is a dark brown root, topped by a clump of thin, triangular leaves on tall stems. The roughly cylindrical root is soft, but firm, and often grows to rival an Unspeakable's leg in size. The texture of the sliced root is very similar to that of a dark bread. The root can be eaten raw, but it is often sliced, cooked and eaten with various meats and vegetables. When cooked with Mip Seats, it is considered a delicacy.

Habitat: Grasslands

Range: Central Vinya

Use:

Portion	Amount	Spoil Time	Chance of disease	Market value
Root	1d6+2 lbs	1d4 weeks	10	.5 CR/lb

Hiller (Alien)

STR	5d4	12
SIZ	1d6	3
DEX	4d4+10	20
INT	1d3	2
MPR	4d4	10
LUK	5d4	12

Attack: Bite (50+1d10) 1d3
Dodge: 70 + 1d10
Bash: 40 + 2d10
Move: Run 6" (3", 3")
DA: 1

Enhancements

Balance:	70 + 2d10
Bravery:	20+2d10
Hearing:	50 + 1d10
Hide:	30 + 1d10
Perception:	56
Quiet Movement:	50 + 1d10
Smell:	50 + 1d10
Surprise Reaction:	51
Vision:	50 + 1d10



Description: These amazing little creatures take advantage of their double-jointed legs to traverse and climb hills much faster than both predators and prey because their bodies can be kept level. These omnivores, eat plants, bugs and any little critters they can run down. The three long, sharp toes easily find purchase on the slipperiest of grassy slopes, scree, or even solid rock.

Tracks: Crescent pattern of three sharply hooved toes on all four feet.

Sign: Droppings are spherical so that they can roll to the bottom of the hill, or are deposited over the edge of precipices.

Habitat: Mountains

Range: All of Vinya

Use:	% of body weight	Spoil Time	Chance of disease	Market value
Meat	50	1d4 days	15	.5 CR/lb

HILLER HIT POINTS

(1d100)	Hit Location	DA	SIZ			
			3	4	5	6
91-00	Head	(1)	1	1	1	1
71-90	Chest	(1)	1	1	1	2
51-70	Abdomen	(1)	1	1	1	2
39-50	R. Front Leg	(1)	1	1	1	1
27-38	L. Front Leg	(1)	1	1	1	1
15-26	R. Hind Leg	(1)	1	1	1	1
03-14	L. Hind Leg	(1)	1	1	1	1
01-02	Tail	(1)	1	1	1	1
	Blood		8	8	8	10
	CF		20	21	24	28
	Weight		6	12	24	40
	Bash Factor		22	22	24	25
	Bonus Damage		-1d2	-1d2	0	

Honker Rock (Alien)

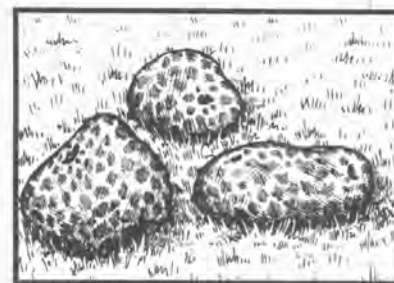
SIZ 1d2 1
MPR 1d4 2

Description: Honker Rocks look like moss-covered stone, pale green in color with a slick coating that gives the appearance of wetness. They are not actually rock at all, but rather a sponge-like animal that survives by filtering nutrients out of the atmosphere. When disturbed, they contract rapidly, releasing massive quantities of air and dust, as well as a loud squealing sound. Because of their sensitivity to movement,

they are often used as a primitive alarm system.

Habitat: Mountains, grassland, forests, and wetlands.

Range: All of Vinya



Horner (Vinyan)

STR 6d6 21
SIZ 3d6+16 26
DEX 4d4 10
INT 3d4+1 8
MPR 2d4 5
LUK 6d4 15

Attack: Horn (35) 1d10
or Trample* (25 + 1d10) 4d6

* Victim of Trample must be either on the ground or of a SIZ 1/2 that of the Horner or less.

Dodge: 20 + 1d10

Bash: 40 + 2d10

Move: Wander 7" (3", 4")

Enhancements

Balance: 70 + 2d10
Bravery: 1d100
Hearing: 30 + 1d10
Hide: 20 + 1d10
Perception: 46
Quiet Movement: 20 + 1d10
Smell: 50 + 1d10
Surprise Reaction: 40
Vision: 40 + 1d10

Questions commonly asked:

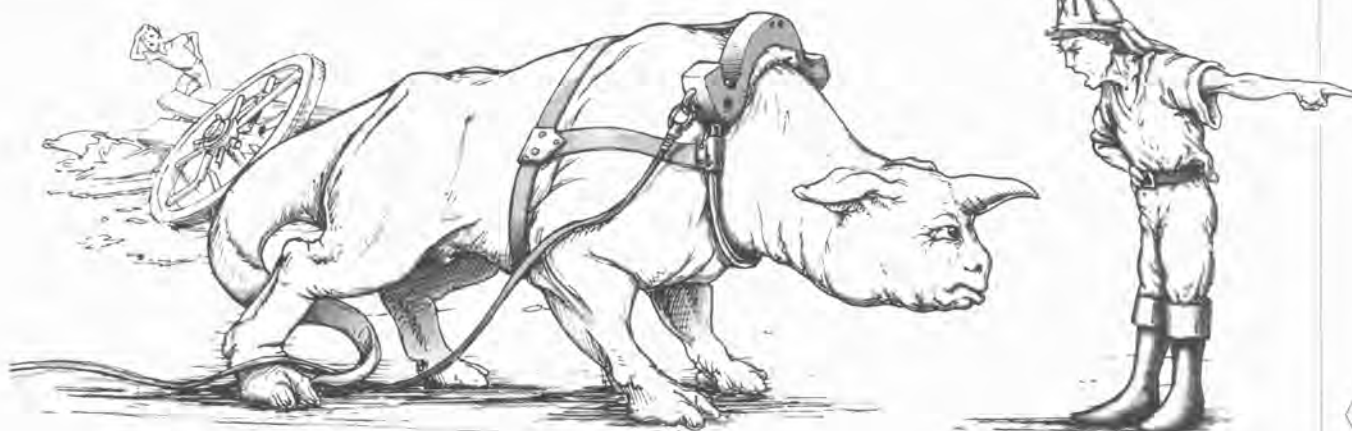
I don't like him, can I horn him?
When do we eat?
Time for a nap?
You think I can do that?
Did he tip us?
How come?
Why is there air?
Why do the Birdmen color the sky blue?
What does 'prodigious proboscis' mean?
Why do Geffren have funny eyes?
When do we eat, huh?
Why not?

Description: Horners are semi-intelligent creatures with capacity for simple speech. They are used for pulling heavy loads and as taxis in major cities. Although they sometimes complain bitterly, they always provide an memorable ride. Sometimes Horners must be bribed or threatened to do a good days work. One must have incredible patience to work with the simple brutes, as they have the mentality and curiosity of a 3-year old Wellan, often asking the same question several times within a few minutes. If they do not like someone or something, they will say so without hesitation, which can lead to some unpleasant situations.

While very large and sturdy, Horners make poor mounts in combat, because of their relatively thin hide and childish propensity for cowardice. They are very hard to command, as any frazzled taxi driver will tell you, and have an annoying tendency to second guess or question even the simplest orders.

Tracks: Four heavy-toed digitgrade tracks showing no claws, but occasionally a heel-pad.

Sign: Bred for heavy labor in civilized areas, most Horners are toilet-trained to the degree that they will only defecate in a proscribed area. If away from such a place, they will often try to hide their large herbivorous droppings for fear of being punished. Even alone, they tend to prattle or hum to themselves or their surroundings constantly; their voices sound like what one would expect from an Unspeakable child weighing about a ton.



Habitat: Most are found domesticated in cities, Temperate Forest in the wild

Range: All of Vinya, but few survive east of the Great River

Use:	% of body weight	Spoil Time	Chance of disease	Market value
Portion				
Meat	50	1d4 days	20	2 CR/lb

If killing a Horner is considered an outrage, eating one would be as heinous to most Vinyans as the thought of eating a child. However, in a serious pinch, the meat is indeed edible, and indistinguishable from that of Tugger.

HORNER HIT POINTS

(1d100)	Hit Location	DA	SIZ									
			18	20	22	24	26	28	30	32	34	
87-00	Head	(0)	10	11	12	14	19	24	33	42	55	
67-88	Forequarters	(0)	16	17	19	23	30	39	54	68	89	
52-66	Hindquarters	(0)	11	12	14	17	21	28	39	49	64	
42-51	R. Front Leg	(0)	8	8	9	11	14	19	26	33	43	
32-41	L. Front Leg	(0)	8	8	9	11	14	19	26	33	43	
23-31	R. Hind Leg	(0)	7	7	8	10	13	17	23	29	38	
14-22	L. Hind Leg	(0)	7	7	8	10	13	17	23	29	38	
01-13	Tail	(0)	10	11	12	14	19	24	33	42	55	
	Blood Total		77	81	91	110	143	187	257	325	425	
	CF		100	108	118	136	170	215	285	352	454	
	Weight		300	330	370	445	570	750	1030	1300	1700	
	Bash Factor		51	54	58	65	78	96	124	151	191	
	Bonus Damage		+1d6	+2d6				+3d6				

Tactics: While it is easy to offend a Horner, its challenges and threats are usually a bluff. One would have to be particularly incensed to attack a Vinyan. On the other hand, killing a Horner, even in self-defense, is an act with possibly far-reaching consequences, as the Trainers and Taxi Drivers consider them as dear as their own children.

Keld (Vinyan)



SIZ 1d10+10 15
MPR 4d4 10

Description: Keld is a commercially grown vegetable that was originally found in the wild. The plant is distinguished by the twin bifurcate leaves sprouting independently from the tuber. Methods of preparation are many and varied. It can be boiled, baked, sliced and fried, broiled, roasted, or eaten raw.

Use:

Portion	Amount	Spoil time	Chance of disease	Market value
Tuber	1d4+3 lbs	2d4+2 days	05	.4 CR/lb

Habitat: Grasslands, occasionally Temperate Forest

Range: All of Vinya

Korter Bark (Vinyan)

SIZ 4d10+10 32
MPR 5d4 12

Use:

Portion	Amount	Spoil Time	Chance of disease	Market value
Bark	2d6 lbs	1d4+2 weeks	10	none

Description: The bark of the Korter, a straight, deciduous tree, is very nutritious, but extremely tough; no amount of boiling or pounding will tenderize it. No matter how it is prepared, it still tastes like bark.

Habitat: Temperate Forest

Range: Northern Vinya



Land Leech (Alien)

STR	1		Enhancements	
SIZ	1		Balance:	30
DEX	1		Hearing:	70 + 1d10
INT	1		Hide:	90 + 1d10
MPR	3d4	7	Perception:	57
LUK	5d4	12	Quiet Movement:	70 + 1d10
			Spoils Category:	Gatherer, 1d4-1
Attack:	Pierce (30) 1d6-1d4		Surprise Reaction:	42
	+ Special		Vision:	0
Move:	Crawl 1"			
DA:	3			

Description: Land Leeches inhabit trees, resembling a small broken branch themselves. Upon reaching maturity, the Land Leech causes the branch to which it is attached to bend back like a catapult and launch the parasite at any beast within range (two hexes).

Tracks: A thin line in soft soil or sand where one has inched its way back to a tree.

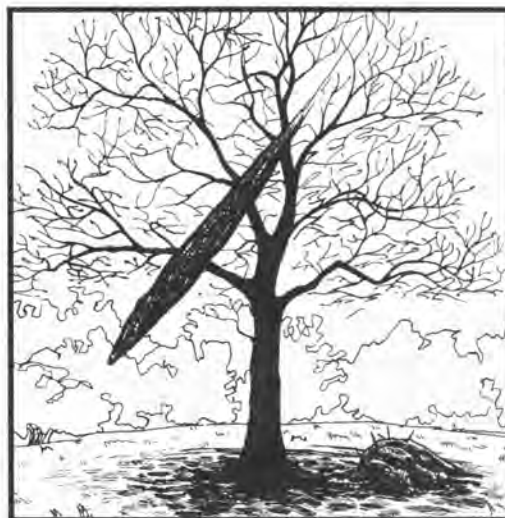
Sign: Animal carcasses and spent tapered shells strewn about the base of a tree, often with deformed branches visible.

Habitat: Temperate Forest, occasionally Grasslands or Tropical Forest

Range: All of Vinya

Tactics: There may be 1d100 Land Leeches mature enough to launch from any infested tree. If it is able to penetrate armor, a Leech will suck one point of blood per round for 1d6 rounds, when it will drop off sated. If a Land Leech misses its first attack, it will pretend that it is only a harmless fallen stick, then inch back up the tree to await the next passer-by.

Facts: Each Land Leech that draws blood from its target may be mature enough (10% chance) to reproduce. When the mature Land Leech skewers its victim, 1d4 slivers, which are its developing young, break off inside. The young will quickly burrow into neighboring tissues and lodge themselves in a place where they will feed and grow. As the young Leech feeds, it excretes toxic waste materials that slowly



poison the host. Treat this poison as Starvation (p. 96) with respect to effects. After a number of days equal to half its CON, the victim will lapse into a coma and die unless the beast is removed. The only nonviolent way to save the unfortunate host of a Leech sliver is surgical removal by a Surgeon or an ointment produced only by Kitzu Healers that will force the Leech to leave its host. The chance to kill an imbedded sliver by simple stabbing is equal to the damage done to that area on any subsequent hits. Amputation is considered a last resort.

Use:

Portion	Amount	Spoil time	Chance of disease	Market value
Meat	5/lb	1d2 days	20	5 CR each alive, 2 CR cooked
Glue	*	1d4 years	01	15 CR/lb

If properly cared for, the Land Leech will survive indefinitely, up to its average lifetime of 4 months. It must have about 1/4 its weight in blood per week, after which, in its last month of life, it will begin to form 1d4 young. One trouble with keeping the Leaches is the glue they exude tends to adhere them to any container.

*It will take 10 Leaches 1 day to produce 1 pound of glue.

Land Whale (Alien)

STR	3d4	7
SIZ	68+4d8	86
DEX	3d4	7
INT	1d4	2
MPR	3d4+10	17
LUK	1d4	2

Attack: Tongue Lash (60+1d10) Special
 Dodge: 10 + 1d10
 Bash: 40 + 1d10
 Move: Thundering 7" (3", 4")

Enhancements

Balance:	40 + 2d10	Hearing:	20 + 1d10	Smell:	20 + 1d10
Bravery:	30 + 2d10	Perception:	22	Surprise Reaction:	18
Hide:	10 + 1d10	Quiet Movement:	20 + 1d10	Vision:	10 + 1d10



Description: This creature has been adapted by life on an arboreal world to be a plant-consuming machine. In response to the harsher nature of the Vinyan atmosphere and its parasites, the beast exudes a thick, blubber-like protective coat. Algae and bacteria living on this blubber make the Land

Whale a bright green color. Its six long legs enable the Land Whale to traverse any terrain with ease; it is believed on its home world the creature traveled exclusively on the boughs of monstrous trees.

The Land Whale's feeding habits are truly remarkable. It uses its long, tentacled tongue to snare and uproot vegetation, including trees up to 10 feet tall, drawing them into its cavernous mouth to be thoroughly mashed by the huge, flat teeth. The thousands of sucker feet on the beast's underside and tail pull up and consume vegetation as it travels, depositing it directly into the vast churning gastric mill running the length of the beast's gigantic body.

The Land Whale usually will spit out any creature it inadvertently ingests, but only after ripping off and swallowing any clothing, loose articles, and body hair. The creature is almost blind, because of the same atmospheric irritation that led to the other bodily changes—explaining its tendency to attempt eating every object in its path.

Tracks: Huge, cross-shaped, tapering prints on either side of a wide trail completely denuded of vegetation.

LAND WHALE HIT POINTS

(1d100)	Hit Location	DA	SIZ							100
			72	76	80	84	88	92	96	
91-00	Head	(8)	68	78	88	100	113	125	133	150
53-90	Body	(8)	257	295	333	380	428	475	504	570
47-52	Right Fore Leg	(8)	41	47	53	60	68	75	80	90
41-46	Left Fore Leg	(8)	41	47	53	60	68	75	80	90
35-40	Right Leg	(8)	41	47	53	60	68	75	80	90
29-34	Left Leg	(8)	41	47	53	60	68	75	80	90
23-28	Right Hind Leg	(8)	41	47	53	60	68	75	80	90
17-22	Left Hind Leg	(8)	41	47	53	60	68	75	80	90
01-16	Tail	(8)	108	124	140	160	180	200	212	240
	Blood Total		679	779	879	1000	1129	1250	1329	1500
	CF		713	813	913	1040	1165	1290	1367	1542
	Weight		2700	3100	3500	4000	4500	5000	5300	6000
	Bash Factor		275	315	355	405	455	505	535	605
	Bonus Damage		+6d6	+7d6		+8d6		+9d6		+10d6

Use:	% of body weight	Spoil time	Chance of disease	Market value
Meat	60	1d4 days	15	special *
Stomach contents	10	2d4 days	05	1 CR/10 lbs
Digestive lining	03	1d4 years	03	3 CR/lb
Blubber	25	3d4 days	05	2 CR/lb

Almost nothing is wasted of the Land Whale; the contents of the stomach make a fine animal fodder, the digestive lining makes a tough and very supple leather, the blubber can be rendered down into a thick oil, which burns well, if a little smokily—even the bones of one killed by the Unspeakables were used in constructing a home to replace the one destroyed in the battle.

* It is almost impossible for the economy of any smaller town to support the purchase of one of these monsters; generally, part will be paid in cash and the rest will either be in goods or services spread over several months. Certainly the bearers of such bounty will long be remembered in that area. The most meat that can be sold in any one town is a number of pounds equal to the population.

Sign: Trails are often visible from miles away. There are no droppings as such, waste is exuded from the skin amid the blubber, creating a smell reminiscent of freshly turned soil. The bright green blubber can often be found scraped onto rocks or trees from the creature's passage. The Land Whale makes no noises other than those caused by crashing through or over trees.

Habitat: Primarily Grassland, but can be found in Temperate and Tropical Forests, Wetlands, or even Mountains

Range: East of Great River (usually)

Tactics: Although prodigious and well armored with blubber, the Land Whale would much rather avoid confrontation with anything without leaves. Certainly it will not notice minor nuisances such as a few arrows imbedded in its blubber, but any damage will send it looking for forage elsewhere.

Lassas (Vinyan)



SIZ	1d10+10	15
MPR	4d4	10

Description: Lassas is a dark green parasitic vine with shiny, rounded leaves. The leaves are the edible portion, since the vine has the consistency of cured leather. Lassas hasn't much taste, but it is nutritious.

Use:				
Portion	Amount	Spoil time	Chance of disease	Market value
Leaves	1d4+2 lbs	1d4+2 days	05	.2 CR/lb

It can be eaten raw, but is usually cooked in some manner to tenderize it.

Habitat: Temperate and Tropical Forest

Range: Central Vinya

Lenex (Alien)

STR 6d4 15
SIZ 1d6+14 17
DEX 5d4+2 14
INT 1d4+4 6
MPR 4d4 10
LUK 5d4 12

Attack: Bite (30 + 2d10) 1d6 + Paralyze
and 2 Front Claws (55 + 1d10) 1d8
or
2 Front Claws (55 + 1d10) 1d8
and 2 Fore Claws (45 + 1d10) 1d6

Dodge: 35 + 2d10

Bash: 30 + 1d10

Move: Run 7" (3", 4")

Enhancements

Balance: 60 + 2d10

Bravery: 70 + 3d10

Hearing: 40 + 1d10

Hide: 35 + 1d0

Perception: 66

Quiet Movement: 40 + 1d10

Smell: 70 + 2d10

Spoils Category: Bearer (in lair only),
1d10

Surprise Reaction: 48

Vision: 60 + 2d10



Description: Of all the varieties of giant insectoid creatures to invade Vinya, the Lenex are undoubtedly the most dangerous. Fast, heavily armored and equipped with two pairs of cruel folding claws, Lenex are also well-organized and fairly intelligent. A protuberance on the head of each Lenex emits high-speed flashes of light in bewildering patterns, a complex language allowing it to communicate over great distances in complete silence.

The Male Lenex use their two pairs of long hind legs for locomotion, and the two pairs of wickedly toothed forelimbs for attacking or manipulation. They search constantly for food for the females and their young larvae, roving about in loose packs connected by light relays. Any prey that can be paralyzed with the poisonous bite is carted back to the mound, while anything that is killed is usually eaten then and there.

The current rush of research on these deadly creatures has revealed very little of worth. The poison is unstable, rarely remaining viable once removed from the Lenex. Their light language has remained a mystery, although several theories involving it are currently in vogue.

Tracks: The many knuckles on the walking feet leave a segmented print, terminating in a two-pronged hook. The front pair point almost straight out, the hind pair straight back.

Sign: Commonly used paths may be found near the nest, bordered with neatly cut branches. A quick burst of bluish-white light is a good indication of the presence of Lenex. The

nest mound is a tall, roughly conical hill with several entrance holes in the middle of a large area completely cleared of any vegetation taller than a finger's length.

Habitat: Desert, Grasslands, Temperate Forest, occasionally Mountains and Wetlands

Range: Low-lying areas east of the Speaking Mountains

LENEX HIT POINTS

(1d100)	Hit Location	DA	SIZ						
			15	16	17	18	19	20	
93-00	Head	(4)	2	3	3	3	4	5	
83-92	Thorax	(4)	3	3	4	4	5	6	
71-82	Abdomen	(4)	3	4	4	5	6	7	
63-70	R. Front Claw	(4)	2	3	3	3	4	5	
55-62	L. Front Claw	(4)	2	3	3	3	4	5	
49-54	R. Fore Claw	(4)	2	2	2	2	3	4	
43-48	L. Fore Claw	(4)	2	2	2	2	3	4	
35-42	R. Fore Leg	(4)	2	3	3	3	4	5	
27-34	L. Fore Leg	(4)	2	3	3	3	4	5	
21-26	R. Hind Leg	(4)	2	2	2	2	3	4	
15-20	L. Hind Leg	(4)	2	2	2	2	3	4	
01-14	Tail	(4)	4	4	5	6	7	8	
	Blood Total		28	34	36	38	50	62	
	CF		95	98	101	106	115	126	
	Weight		115	125	140	160	195	240	
	Bash Factor		30	31	32	34	38	42	
	Bonus Damage		+1d4		+1d6				

Tactics: Hunting around the clock without any handicap, Lenex tend to surround prey at night, using an apparently incomplete circle of flashing lights to drive frightened victims to their brothers

waiting in the dark. In daylight they attack in tight packs from ambush or in lightning raids, often using a small segment of their force to flank the prey in case it bolts.

Facts: The larger females remain inside the mound, their tasks the raising of the larvae and defense and construction of the nest. Although they lack the digging hook on the tail and second pair of fighting claws of the males, the females' massive forelimbs are more than compensation, serving as both powerful digging tools and awesome offensive weapons. The saliva of the female is as poisonous as that of the male (Poison Intensity Level II), although their reduced jaws are effective only against very small prey. It has been rumored that they coat their formidable claws with poison before combat, but these rumors are wholly unsubstantiated.

Use:	% of body weight	Spoil time	Chance of disease	Market value
Edible glands	02	1d2 days	20	5 CR/lb
Poison glands	01	1d2 days	01	15 CR/lb

The only edible portion of the body is apparently a pair of large glands of unknown use in the abdomen.

Assuming the poison glands can be removed intact (Butcher roll), the poison will degrade one Intensity Level per day.

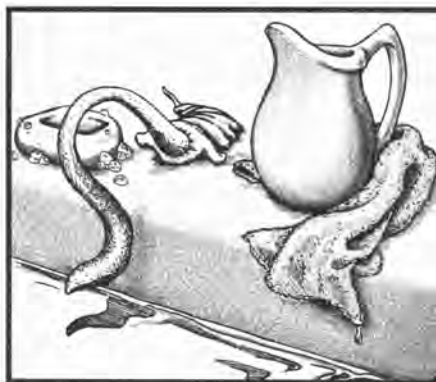
Licking Wonder (Alien)

SIZ 1d2 1
MPR 2d4 5
Move: Slither 2" (1", 1")
DA: 0

Enhancements

Bravery: 10 + 1d10
Hide: 80 + 1d10
Quiet Movement: 80 + 1d10

Description: These creatures have enormously over-sized tongues; in fact, most of their body is tongue. They slither about in damp areas licking anything within reach in search of the microorganisms that make up their diet. Although they generally glide about leisurely on their slime trail, they will often use their tongue to drag themselves along faster. The tongue is constantly undulating, and the saliva has a numbing effect on the skin, making the



Licking Wonder good for relief of tension and anxiety, and thus quite popular. Larger specimens are sometimes used in lieu of a bath. This popularity, along with the difficulty of transporting and keeping the placid creatures alive, makes them an expensive luxury.

Tracks: A trail of mucous along which it glides.

Sign: The mucous trail is often visible as a silvery film after it has dried

Habitat: Tropical Forest, almost anywhere domesticated

Range: All of Vinya

Use: The flesh of the Licking Wonder is slimy and unappetizing. Moreover, the creatures are worth 5d10 CR alive so it would be foolish to gag down what little meat is to be found.

Lofo (Alien)

SIZ 1d2 1
INT 1
MPR 5d4 12
Dodge: 10 + 1d10
Move: Waddle 2" (1", 1")
DA: 1

Enhancements

Bravery: 10 + 1d10
Hide: 80 + 1d10
Quiet Movement: 70 + 1d10



Description: The Lofo is a squatty beast, most closely resembling a soft, warty stool. Its four short legs are equally spaced around the thick, although roughly flat body. Rarely leaving silty mud beds, the Lofo is almost indistinguishable from its environment until it moves. It has a single, simple eye in the middle of its upper surface, ringed by several large pores. These pores ooze a sticky sweet fluid, attracting the insects upon which the creature feeds. Once an insect victim has landed to feast on the sugary bait, the nearest pore is thrown open, expanding to once again the beast's entire size and sucking in the hapless prey. During the mating season, the

males will forgo most of their feeding to attract and fertilize females. When the song of the male brings a receptive female wading near enough, the male sprays her with his milky seminal fluid, some of which is caught in her swollen pores. Having gathered the sperm of several males in this way, the female will bury herself in the mud for several days, after which time she will emerge and shoot hundreds of embryonic Lofo from her distended pore-sacs.

Tracks: Regularly spaced pairs of ring-like depressions.

Sign: Feeding Lofo make an audible, if muffled, popping sound as they take their prey, males have a high-pitched, buzzing chirp when calling for mates.

Habitat: Wetlands

Range: Southern Vinya

Use:		Spoil time	Chance of disease	Market value
Portion	Amount			
Meat	1d2 lbs	1d4 days	20	1 CR/lb

Lugnig (Alien Race)

STR 3d4 7
SIZ 4d4+1 11
DEX 4d4 10
INT 4d4+1 11
MPR 4d4+1 11
LUK 5d4 12

Attack: 2 Claws (30) 1d6
Dodge: 40 + 2d10
Bash: 20 + 1d10
Move: Run 5" (2", 3")

Enhancements
Balance: 40 + 2d10
Bravery: 20 + 2d10
Hearing: 50 + 2d10
Hide: 40 + 1d10
Perception: 42
Quiet Movement: 40 + 1d10
Smell: 60 + 3d10
Surprise Reaction: 36
Vision: 40 + 1d10



Description: Despite what one would deduce from their appearance and fondness for grubs and insects, Lugnigs are an intelligent race. They have been enslaved by the Trons, who use them as trackers to hunt down escaped slaves. Lugnigs have an exceptional sense of smell and, although they are capable of walking upright, usually travel on all fours to bring the nostrils of their trunks closer to the ground.

Lugnigs are extremely cowardly, normally seeking to hide at the sound of trouble, and not emerging until all sounds of battle have ceased. Their speech is slow and snuffling, and is usually so filled with whimpering and pleading that it is very difficult to understand. They are, however, adept at both Vinyan and Tron languages, and are thus used as interpreters for both sides.

Tracks: Fat palm marks with short, bulbous fingers and marks of heavy claws. Hands leave much the same print as feet when on all fours, though slightly smaller.

Sign: Droppings are usually buried or otherwise hidden. Insect nests broken open (although with much greater precision than Samot) are a good indicator.

Habitat: Tropical Forest, or wherever forced to go by Trons.

Range: Primarily found in Tron Woods

Tactics: Lugnigs are the antithesis of bravery, and will usually avoid any conflict by hiding. As their primary role among the Trons is tracking down runaway slaves through the

LUGNIG HIT POINTS

(1d100)	Hit Location	DA	5	7	9	SIZ 11	13	15	17
91-00	Head	(2)	2	2	3	3	5	6	8
71-90	Chest	(2)	3	4	5	6	9	11	15
55-70	Abdomen	(2)	2	3	4	5	7	9	13
43-54	R. Arm	(2)	1	2	2	2	3	5	6
31-42	L. Arm	(2)	1	2	2	2	3	5	6
16-30	R. Leg	(2)	1	2	2	2	3	5	6
01-15	L. Leg	(2)	1	2	2	2	3	5	6
	Blood Total		11	17	20	22	33	46	60
	CF		31	36	38	43	54	66	81
	Weight		44	62	76	93	136	180	240
	Bash Factor		22	23	25	27	31	35	41
	Bonus Damage		-1d2			0			

dense brush of the Tron Woods, they will frequently become lost themselves. Deathly afraid of the Trons, if a Lugnig is encountered alone it will be hard to convince it that it won't be returned to its former masters.

Magic Mite (Alien)

SIZ .02
MPR 1
Dodge: 100 + 3d10
Move: Fly 10" (5", 5")

Enhancements
Bravery: 100
Quiet Movement: 100

Description: Magic Mites are very small insects that glow when in the presence of magic potential. They are naturally attracted to the aura of magic, which powers their light, allowing them to attract a mate. The Mites are so small and travel at such a speed that they appear as a tiny streak of light, whirling in a maddening dance cloud over the head of any being with magic potential. The courtship dance of the Magic Mites ends at dawn, when the mated pairs deposit their fertilized eggs on a dewy leaf and die. The young are born the next nightfall, to start the dance again. Whole villages have been known to glow for weeks when the Mites are in season and the wind is insufficient to blow them away.

Any creature infested will take a one-third penalty in its Surprise and Hide percentages until it gets rid of the Mites.

Casting a Cover Magic spell will have the same effect as expending all MPT in getting rid of the creatures.

Tracks: None

Sign: Nebulous, swirling clouds of light, made up of hundreds, even thousands of individual Mites.

Habitat: Any

Range: Anywhere

Use: Magic Mites are often gathered and kept in jars as a novelty for children. Enough Mites near a strong source of magic potential will give off enough light to read by (equal to torch light), but often for only a few minutes before overcrowding causes many to die.



Metaloid Spore (Alien)

Description: These tiny mushrooms are the bane of soldiers and weaponsmiths alike. Floating as airborne spores, they alight on metal objects and grow into an almost undetectable (1/2 normal Perception) fungus that feeds on the metal itself. After a day or so, the pale yellow fruiting bodies will appear, which will then spread even more spores. If there are any other metallic objects within 20' during the spore phase, there is a 20% chance per day that a spore will land on it. A weapon loses 1 DA/day; armor loses 1 DA/week.



It takes an hour per point of armor SIZ or weapon DA to scrape the mushrooms off, but they always seem to come back (80%). The only sure way to get rid of the spores is to dunk the entire affected area into acid. As this also weakens the equipment, it is usually better to discard the object. Equipment attacked by Metaloid Spores cannot be sold.

Sign: They are almost impossible to detect until it is too late, when they appear as tiny, pale yellow mushrooms.

Habitat: Any

Range: Anywhere

Milkbush (Alien)



SIZ 1d10+3 8
MPR 2d4 5

Description: This alien plant is distinguished by brightly colored flower clusters, at the base of which is a bulbous growth containing a thick milky paste. This paste can be fried into a brownish crust and can be eaten alone or as a breeding for meat, fish, or vegetables.

Use:

Portion	Amount	Spoil time	Chance of disease	Market value
Paste	SIZ/10 lbs	1d4 hours	05	3 CR/lb

Habitat: Temperate Forest, occasionally Grasslands

Range: All of Vinya

Mind Master (Alien)

SIZ 1
INT 5d4 12
MPR 2d4 5 (added to host's)
LUK 5d4 12

DA: 1

Attack: (35) initial attachment
Move: Special

Description: This parasitic-symbiont starts its life as a large spiny spore lying on the ground. Eventually an inquisitive creature will happen along and sniff it or attempt to eat it, and the long mobile spines will affix themselves to its skull, inserting a mass of rhizoids that immediately bond with major nerve fibers of the brain stem. The new host, after a few brief fits, will fall unconscious, completely paralyzed for an entire day while the Mind Master links its rhizoids to major brain centers. Any attempt to remove the it at this point is likely (25%) to either kill the host immediately or cause permanent paralysis.

The host will experience an undeniable and maddening desire to affix to a suitable new host the new spore, which grow out every two weeks. Suitable hosts are any animal over about 50 pounds, although the Mind Master usually chooses the individual best designed to serve it from those available—the biggest, smartest, or most magically gifted. The feeling is controllable for the first part of the spore's growth; as soon as it turns blue and the spines reach full length, the host will suffer any danger or use any trick to get close enough to a new host. Once the spore is transferred a new one will begin growing to replace it. After several months of this cycle, the Mind Master will shrivel and die, leaving only a bald patch to mark its passing.



Sign: Animals infested with a Mind Master will uncharacteristically approach a party, seeking to spread the spores to another host. The spores give off a sickly sweet stench, assumedly to attract potential hosts.

Habitat: Any

Range: Anywhere there are hosts to carry them

Tactics: The Mind Master's main goal is to protect its host, and thereby itself, from any harm. The creature is ever vigilant, keeping watch for danger at all hours with the long eye-stalks, which grow out in about a week. Its control over the host's bodily functions is such that it is able to stop bleeding immediately by cutting blood flow through damaged vessels (host's Blood Total is not reduced by physical damage). The Mind Master's MPR is added to that of the host's MPT for purposes of warding off spells. The INT of the host/Mind Master combination is either that of the Mind Master or the host, whichever is higher.

Any attack aimed at the Mind Master Host that results in a 00 Hit Location roll (indicating the top of the head) will strike the Mind Master instead of the host.

Facts: There is no safe way to remove an attached Mind Master; those on which it has been attempted (assuming they didn't attack the surgeon) have all died. A Mind Master host has few choices: banishment to uncivilized lands, seeking new hosts until the creature is gone, or imprisonment in solitary confinement with several Grommets or other mindless farm animals, which are then used for medical experiments in Mind Master removal after becoming infested.

Mip (Vinyan)

STR	3d4	7
SIZ	1d4	2
DEX	5d4	12
INT	2d4	5
MPR	1d4	2
LUK	5d4	12

Attack:	Bite (30+1d10) 1d3
Dodge:	50 + 1d10
Bash:	20 + 2d10
Move:	Run 8" (4", 4")

Enhancements

Balance:	60 + 2d10
Bravery:	30 + 3d10
Hearing:	30 + 1d10
Hide:	50 + 1d10
Perception:	42
Quiet Movement:	40 + 1d10
Smell:	50 + 1d10
Surprise Reaction:	38
Vision:	30 + 1d10



Description: These furry bipeds live in colonies among the trees. They are speedy runners and climbers, but not very bright or cautious. They migrate annually from their home trees to the beaches near the Great River Delta to mate. Sometimes kept as pets, their steadfast refusal to be housebroken and their tendency to climb furniture and break whatever possible make them tolerable by only the most stalwart of Mip-lovers. Most find them nothing more than a succulent morsel; Mip-on-a-stick is a popular vendor item.

Tracks: Three equal bird-like toes with no indication of claws, often widely spaced indicating speed.

Sign: Colonies are often vocal in the cover of trees; rustling branches and dropped twigs or berries may indicate Mips.

MIP HIT POINTS

(1d100)	Hit Location	DA	SIZ			
			1	2	3	4
85-00	Head	(1)	1	1	1	1
55-84	Torso	(1)	2	2	2	3
50-54	R. Arm	(1)	1	1	1	1
45-49	L. Arm	(1)	1	1	1	1
23-44	R. Leg	(1)	1	1	1	2
01-22	L. Leg	(1)	1	1	1	2
	Blood Total		7	7	7	10
	CF		12	14	16	20
	Weight		4	9	17	32
	Bash Factor		18	19	20	21
	Bonus Damage		-1d4	-1d2		

Habitat: Temperate Forest or Grasslands, occasionally Tropical Forest

Range: Predominately in the Borderlands

Use:	% of body weight	Spoil time	Chance of disease	Market value
Portion				
Meat	75	1d4 days	20	4 CR/lb

Mip Berry (Vinyan)



SIZ	2d10+10	21
MPR	4d4	10

Description: Mip Berries are the favorite food of the creatures after which they are named. Simply approaching such a tree will usually cause any resident Mips to shake the branches in an agitated frenzy of warning, dislodging the sticky-sweet berries.

Use:	Amount	Spoil time	Chance of disease	Market value
Portion				
Berries	SIZ in lbs	1d4 days	25	.5 CR/lb

Habitat: Grasslands, Temperate Forest, occasionally Tropical Forest

Range: All of Vinya, primarily Borderlands

Mip Seat (Vinyan)

SIZ	1d6	3
MPR	1d3	2



Description: Mip Seat is a tall fungus with a wide top. The light brown color of the cap, combined with the pale golden-brown stalk, makes this fungoid easy to identify. The flavor of Mip Seat is unique; it is somewhere between buttered bread and sweet cream. The plant is usually found growing in dense forests in a 15-20 foot diameter ring of up to two dozen Mip Seats. There is an old wives' tale that destruction of a ring of Seats will bring bad luck.

Habitat: Tropical Forest, occasionally Temperate Forest

Range: All of Vinya

Use:	Amount	Spoil time	Chance of disease	Market value
Portion				
Mushroom	SIZ in lbs	1d3 days	05	15 CR/lb
The consumer who eats a stalk that has turned dark brown or black is in for trouble (15% of Mip Seat found). In this case, the eater's coordination and judgement are affected just enough to lower his LUK by 1d6 points for 1d4 days.				

Moltergrass (Vinyan)

SIZ 1d20 10
MPR 4d4 10

Description: Moltergrass is a common grass, found growing in clumps almost anywhere in the open. Distinguished by veins of purple amidst the green, it is somewhat tough raw. Boiled, it becomes



Use:		Spoil	Chance of	Market
Portion	Amount	time	disease	value
Grass	SIZ in lbs	3d10 days	15	.2 CR/lb

tender, tasting somewhat like wilted Parigold, though it is traditionally considered animal fodder.

Habitat: Grasslands

Range: All of Vinya

Mortrone (Alien)

STR 20
SIZ 16
CON 25
DEX 15
INT 22
MPT 48
APP 1
LUK 10

Enhancements
Balance: 85
Bravery: 68
Hearing: 63
Hide: 83
Perception: 75
Quiet Movement: 40
Smell: 95
Spells: Every
Common
Magic spell
Surprise Reaction: 50
Vision: 75

Dodge: 43
Bash: 32
Move: Run 4" (2", 2")



Description: Mortrone is a powerful necromancer from another world. He is rumored to have been exiled from his home planet. His powers of necromancy have enabled him to lengthen his life well beyond normal limits, but his appearance has suffered somewhat. His restorative abilities allow him to animate dead creatures. Assuming he can find enough bodies, Mortrone may animate several Zombies each day. He has been known to sell his creations for use as blindly obedient mercenaries, starting at 200 CR each.

Habitat: The Ruins of Death

Range: For presumably economical reasons, Mortrone has been known to establish temporary, camp-like facilities for his Zombie

manufacturing activities all over Vinya.

Facts: It costs Mortrone one point of MPT for each three points of SIZ to animate a corpse. The bodies Mortrone uses must be less than one month dead. Every day the creature has been dead subtracts one day from the Zombie's second life span of one month.

MORTRONE'S HIT POINTS

(1d100)	Hit Location	DA	HP
91-00	Head	(0)	5
71-90	Chest	(0)	11
55-70	Abdomen	(0)	8
43-54	Right Arm	(0)	6
31-42	Left Arm	(0)	6
16-30	Right Leg	(0)	8
01-15	Left Leg	(0)	8
	Blood Total		52
	CF		142
	Weight		187
	Bash Factor		64
	Bonus Damage		+1d4

Night Beast (Alien)

STR 5d4 12
SIZ 2d4+8 13
DEX 5d4 12
INT 2d4 5
MPR 2d4 5
LUK 5d4 12

Attack: Bite (65 + 2d10) 1d8
Dodge: 40 + 2d10
Bash: 30 + 2d10
Move: Run 7" (3", 4")

Enhancements

Balance: 60 + 1d10
Bravery: 30 + 3d10
Hearing: 60 + 3d10
Hide: 60 + 2d10
Perception: 73
Quiet Movement: 60 + 2d10
Smell: 70 + 2d10
Surprise Reaction: 48
Vision: 50 + 2d10



Description: Night Beasts are dangerous for their size, and can be very aggressive when attacking in numbers. They are nocturnal and will normally find a dark place to stay during the day. The Night Beast's large eyes are very sensitive to light and can detect firelight from miles away. However, a fire or torch light at close range will not adversely effect them, as they have a shaded nictitating membrane that protects the eye. When agitated, the Night Beast's eyes will contract and dilate rapidly. Their eyes do not actually glow, as has been rumored, but rather reflect light very well.

Tracks: Three-lobed pad behind four heavily-clawed toes.

Sign: Packs will often mark territory by urinating on trees; smell is acrid but faint to non-Night Beast noses. Scrapings where they have dug for burrowing creatures are often evident. Droppings are piles of tapered lumps about 4-5 inches long, hair and bones are often visible. The call is reminiscent of a short, sharp scream rising in pitch, softer gurgles and growls are heard between pack members.

Habitat: Grassland and Temperate Forest, rarely found in Desert, Tropical Forest, and Wetlands

Range: Anywhere

Tactics: Night Beasts will generally surround a campfire or small settlement and wait for their prey to fall asleep or go for firewood. If not, they will usually attack before the first light of day, though if they do not make a kill quickly they are likely to break off and flee.

NIGHT BEAST HIT POINTS

(1d100)	Hit Location	DA	SIZ						
			10	11	12	13	14	15	16
91-00	Head	(1)	4	4	5	6	7	8	10
71-90	Chest	(1)	6	7	8	9	11	13	16
51-70	Abdomen	(1)	2	3	3	3	4	5	6
39-50	R. Front Leg	(1)	2	2	2	2	3	3	4
27-38	L. Front Leg	(1)	2	2	2	2	3	3	4
15-26	R. Hind Leg	(1)	2	2	2	3	3	4	5
03-14	L. Hind Leg	(1)	2	2	2	3	3	4	5
01-02	Tail	(1)	3	4	4	5	6	7	8
	Blood Total		23	26	28	33	40	47	58
	CF		42	44	48	53	59	66	75
	Weight		90	100	115	135	160	190	225
	Bash Factor		27	28	29	31	34	37	40
	Bonus Damage		0			+1d4			

Use:	% of body weight	Spoil time	Chance of disease	Market value
Portion				
Meat	75	1d4 Days	15	*Special

*Night Beast goes for as high as 30 CR per pound in the western cities, where it is in high demand among the sporting set, although 15 CR is much more common east of the Speaking Mountains.

Night Hawk (Alien)

STR 5d4+8 20
SIZ 2d4+8 13
DEX 5d4 12
INT 1d4 2
MPR 3d4 7
LUK 5d4 12

Attack: 2 Claws (60 + 1d10) 1d4
or Bite (50 + 1d10) 1d6

Dodge: 50 + 2d10

Bash: 40 + 2d10

Move: Fly 20" (10", 10") / Hop 3"

Enhancements

Balance: 50 + 2d10

Bravery: 40 + 3d10

Hearing: 50 + 2d10

Hide: 40 + 1d10

Perception: 61

Quiet Movement: 70 + 2d10

Smell: 30 + 1d10

Spoils Category: Hoarder (in nest only),
1d3-1

Surprise Reaction: 44

Vision: 70 + 3d10



Use:	% of body weight	Spoil time	Chance of disease	Market value
Portion				
Breast	20	1d3 days	25	4 CR/lb
Other	50	1d3 days	25	1 CR/lb

Description: Night Hawks are vicious night predators, with darkened plumage and sinister temperament.

Tracks: They spend little time on the ground, but tracks appear as three heavy toes of equal length forward, one shorter in back.

Sign: Nests, when they make them, are messy affairs of dead branches and leaves high in a dead tree. Droppings are whitish, often with whole skeletons of small creatures visible, but are never found around nesting sites. The only known call is an airy sort of soft whistle, but the beasts often will shriek in rage when attacking an uncooperative victim.

Habitat: Air and Grasslands, but can be found anywhere

Range: Anywhere

Tactics: Their jet black feathers are fringed for silent flight, so their first strike will often be by surprise. When attacking, they will usually single out an individual, diving again and again, striking with claws, until it goes down. The beasts will then land and tear with their heavy beaks and the spurs on their legs until the victim has been immobilized, at which time they will carry it off to be eaten. They will generally concentrate on prey that is small enough to be carried, but larger prey can be torn at and squabbled over until it becomes small enough.

NIGHT HAWK HIT POINTS

(1d100)	Hit Location	DA	SIZ							
			10	11	12	13	14	15	16	
91-00	Head	(1)	2	2	2	3	3	4	5	
71-90	Chest	(1)	3	4	4	5	7	8	10	
61-70	Abdomen	(1)	2	2	2	3	3	4	5	
46-60	R. Wing	(1)	2	3	3	4	5	6	7	
31-45	L. Wing	(1)	2	3	3	4	5	6	7	
21-30	R. Leg	(1)	2	2	2	3	3	4	5	
11-20	L. Leg	(1)	2	2	2	3	3	4	5	
01-10	Tail	(1)	2	2	2	3	3	4	5	
	Blood Total		17	20	20	28	32	40	49	
	CF		55	58	61	65	72	80	91	
	Weight		60	70	85	105	130	160	195	
	Bash Factor		24	25	26	28	31	34	37	
	Bonus Damage		+1d4		+1d6					

Nord (Alien Race)

STR 4d4+2 12

SIZ 3d4 7

CON 5d4 12

DEX 5d4 12

INT 4d4 10

MPR 4d4 10

APP 3d4 7

LUK 5d4 12

Attack: Any weapon (40 + 3d10/40 + 3d10) or Bite (35 + 1d10) 1d4

Dodge: 40 + 2d10

Bash: 35 + 2d10

Move: Run 6" (3", 3")

Enhancements

Balance: 50 + 2d10

Bravery: 1d100

Hearing: 50 + 1d10

Hide: 70 + 2d10

Perception: 52

Quiet Movement: 60 + 2d10

Smell: 40 + 1d10

Spoils Category: Hoarder, 1d6-1

Surprise Reaction: 43

Vision: 50 + 1d10



NORD HIT POINTS

(1d100)	Hit Location	DA	SIZ									
			3	4	5	6	7	8	9	10	11	12
88-00	Head	(1)	1	1	2	2	2	3	3	3	4	4
68-87	Chest	(1)	1	2	3	3	4	4	5	5	6	7
53-67	Abdomen	(1)	1	2	2	2	3	3	3	4	4	5
39-52	R. Arm	(1)	1	2	2	2	2	3	3	4	4	5
25-38	L. Arm	(1)	1	2	2	2	2	3	3	4	4	5
13-24	R. Leg	(1)	1	1	2	2	2	2	3	3	3	4
01-12	L. Leg	(1)	1	1	2	2	2	2	3	3	3	4
	Blood Total		7	11	15	15	17	20	23	26	28	34
	CF		29	38	36	38	41	43	51	54	57	62
	Weight		26	46	55	65	70	80	90	100	115	130
	Bash Factor		21	23	24	25	25	26	27	28	30	31
	Bonus Damage		-1d2		0							

Description: Nords are squatter, swarthier, and generally smaller than Gudds, but they are at least as disgusting. Of all the alien races on Vinya, the Nords are the most universally despised, even among other tribes of Nord. They are so self-centered and sneaky that young Nords are sometimes sold into slavery by their fathers while mother is away. They will destroy almost anything they can't eat, and they can eat many things that would kill a Vinyan.

Nords brew their own vile beer, which, beside tasting very bad, has reportedly caused blindness in several instances. The many ceremonies the Nords have are more like wild parties than rituals of any religious significance. The incredible blow-out they have when initiating a new leader involves much drunkenness and marking (scarring) of the lucky Nord (leaders are apparently chosen at random) by every member of the tribe. The new leader bears these scars proudly since he is the ruler of the tribe for life, however short that may be. If a Nord has had anything for any length of time it will generally be in fairly poor condition. The majority of Nords carry wooden shields that absorb only half the damage of their Vinyan metal counterpart. Their weapons are usually stolen and in a state of disrepair.

Habitat: Grasslands, Temperate Forest

Range: East of Speaking Mountains

Tracks: Poorly shod or bare-foot, large flat feet with long splayed toes.

Sign: Extremely messy, these humanoids are very easy to follow. They drop whatever they are done with right where they are, and often trail bits of a meal behind them. They take pride in making designs with urine or feces, their few twisted shrines are almost unapproachable due to the smell.

Facts: The Nord monetary system is based on body parts. Teeth are the lowest, then ears, then fingers, although other parts are included on an as needed basis. The beauty of this system is that those likely to have the most of other people's body parts are the more vigorous (and dangerous) members of the group, and that everyone carries some money around with them always (if they ever get in a real bind they can always lop off an ear or something). Various creature bits are also used—the value based on size or ferocity of the beast from which the part came.

Observer (Alien)

STR	10	Enhancements	
SIZ	19	Balance:	80
DEX	12	Bravery:	0
INT	16	Hearing:	100
MPR	100	Hide:	20
LUK	12	Perception:	100
		Quiet Movement:	75
		Smell:	100
Dodge:	20 + 1d10	Surprise Reaction:	57
Bash:	40 + 2d10	Vision:	100
Move:	Stroll 4" (2", 2")		

Description: These tall, slender beings are very mysterious. They do not speak, eat, or sleep, nor do they make any threatening movements; they just watch. They can become quite unnerving.... Observers have been known to closely watch an individual or group for up to several weeks, even following them into towns and buildings. It is interesting to note that only one Observer will follow a party. Should two happen to meet, they will lock gazes for several seconds, perhaps to exchange information, then the newcomer will leave. There is no real way to distinguish between individual Observers, as they are all exactly alike. No Observer has ever been killed or captured, nor have any reciprocated communication.

Tracks: Perfectly circular depressions at regular intervals.

Sign: Observers leave little in their wake; they do not eat, sleep, or defecate. Belongings that have been thoroughly rifled through but not stolen are usually an indication of an Observer "attack."

Habitat: Any but Air

Range: Anywhere

Tactics: They always move in a calm, leisurely manner, under any circumstances. They will inspect anything that looks interesting, which includes rooting through packs or clothing, opening containers and pouring out contents, uprooting plants, groping in fires, climbing trees, or even trying to take the food out of someone's mouth. They ignore all physical threats, as few have ever encountered anything capable of harming them. If they have a weakness, it lies in this absolute confidence in their invulnerability.



OBSERVER HIT POINTS

(1d100)	Hit Location	DA	HP
91-00	Head	(20)	5
71-90	Chest	(20)	10
55-70	Abdomen	(20)	8
43-54	Right Arm	(20)	6
31-42	Left Arm	(20)	6
16-30	Right Leg	(20)	8
01-15	Left Leg	(20)	8
	Blood		57
	CF		64
	Weight		750
	Bash Factor		67
	Bonus Damage		+1d6

Observers are completely encased in a permanent, invisible protective shield, similar to an Armor spell (p.121), which will absorb 20 points of damage and reflect any Common Magic spell back at the caster. Any unabsorbed damage will strike the Observer in a random location, and all Criticals and Impales are treated as normal hits. Observers regenerate at a rate of 5 points in each Hit Location per round.

Use: Unknown

Parigold (Vinyan)

SIZ 1d8 5
MPR 2d4 5



Description: This flowering shrub grows as a tall bush, with wide, fan-shaped leaves. The leaves are harvested and cooked in water until just tender. The flavor is very mild but not particularly pleasant. The plant's most significant product, however, is not its leaves but the bract holding the developing seeds. If the wilting flower is peeled away, it will reveal a dark brown structure; hard, straight and sharply pointed

Use:

Portion	Amount	Spoil time	Chance of disease	Market value
Leaves	1d4 lbs	1d3+2 days	10	.5 CR/lb
Bract	1d10-1 ea.	1d6 months	05	3 CR/ea.

A bract inserted into meat (1 per pound necessary) will double the Spoil Time roll for that piece of meat (i.e. a Spoil Time of 1d4+1 days would become 2d4+2 days). Once the bract has been used once, whether the meat spoils or not, it cannot be used again.

at one end. This bract is inedible itself, but once inserted into a piece of meat, it will delay the process of decomposition, frequently doubling the time before the piece spoils.

Habitat: Wetlands

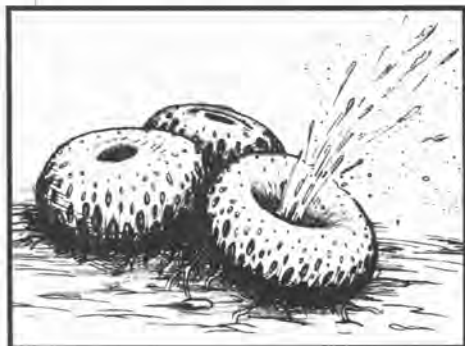
Range: All of Vinya

Pebble Puff (Alien)

SIZ 1
MPR 1d6 3
Attack: Special

Enhancements

Hide: 80 + 1d10
Spoils Category: Gatherer
1d6



Description: The bane of single travelers is the infamous but inconspicuous Pebble Puff. These fungi resemble small pebbles, but they expel clouds of toxic spores when their network of underground rhizoids detect unusual vibrations (failed Quiet Movement roll). The spores of the Pebble Puff

induce sleep, immobilizing the victim long enough for runners from the rhizoid network underground to grow into his flesh and begin to feed. If he wakes up with runners in him, the

victim may still tear himself free, but that will cause another spore barrage. The Pebble Puff never really loses; even if some creature should escape being digested, it will carry the spores to other locations and start new colonies.

Sign: Clusters of irregularly spaced small pods, often with skeletons or dead creatures strangely unmolested by scavengers.

Habitat: Grassland

Range: Plains east of the Speaking Mountains

Tactics: The Puff is a plant; it is incapable of strategy, it simply reacts to stimuli.

Treat the spores as poison of Intensity Level 2d4 (p. 96). It takes the runners one round per point of armor to reach the skin, but they cannot penetrate an Armor spell. Once the skin has been reached, the victim will take one point of damage per round in each penetrated Hit Location. Should the victim go below 0 points in the head or chest before he can wake, he becomes permanently comatose and, unless aided, will eventually be digested.

Pit Plant (Alien)

SIZ Special
MPR 1d6 3
Attack: Special

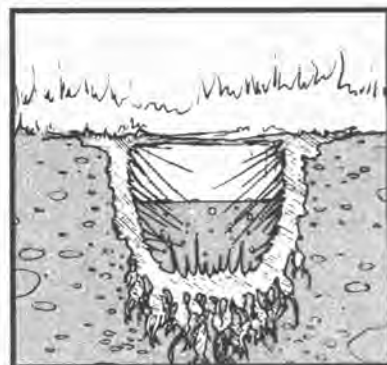
Enhancements

Hide: 80 + 1d10
Spoils Category: Bearer
SIZ-1

Description: These alien plants grow into traps for the unwary. Starting as a small cup in the earth, the Pit Plant drowns insects that fall into its collected rain water. As the plant grows, enlarging its pit, it develops spikes and feathery fronds that cover and disguise the mouth. Any creature that breaks through this thin covering will find itself immersed in water and impaled on the sharp spines at the bottom of the pit, as well as being eaten slowly by the many water-beetle larva that help the plant digest its prey. The long spines lining the

side walls are angled to prevent creatures from escaping, so it is difficult to get out of the Pit Plant without cutting them.

Once it has achieved sufficient size, the Pit Plant will develop nodules among its roots, from which runners feeding the new offshoot plants will form. The main plant will eventually



become choked with bones and other undigestible bits of prey, and the pit will die and fill in. The underground body of the plant is still alive, however, and sends a tap root down in search of water, fed by the offshoot pits, which by this time have formed runners of their own as well. If the main plant is killed (which is difficult to do, since it is virtually undetectable underground), the first generation of offshoot pits will send down taproots. As soon as the taproot from the main plant reaches water, a siphon is sent to the surface to begin spewing out seeds. The seeds are tiny, and mired in a thick, foul-smelling syrup. Insects and other prey are drawn by the smell, and are either eaten or carry the seeds off to other locations to start new pit colonies. Several Pit Plants have been known to grow together, creating one giant multi-chambered pit of death. Fortunately, such extended colonies are rare; the plants generally reach four generations or so and the whole colony dies. Apparently the taproot of the main plant reaches some sort of harmful agent at a certain strata of the Vinyan soil.

Sign: Bare patches or pits, often in concentric circles, smell.

Habitat: Grasslands, occasionally Temperate or Tropical Forest

Range: Most of southern Vinya

Tactics: It requires a Bash Weight equal to the Pit Plant's SIZ to break through the plant's covering. The Pit Plant will

engulf as many hit points as it has points of SIZ, starting with one leg. If a Pit Plant gains Surprise, the creature has fallen in. Each time a creature falls into a Pit Plant make a disease check (p. 93).

Facts: It takes one action to cut each spike and a Pit Plant victim must cut at least a quarter of the Plant's total number to be able to climb out. Each Plant has as many spikes as points of SIZ, and any creature trapped will take one point of damage per spike on falling in, divided over each location within the Pit. Any undigestible items a former Plant victim might have had will sink to the bottom of the Plant and become coated with slimy algae. There is a 25% chance for two plants to be in the same 10' area, and a 05% chance for three plants. To kill a Pit Plant, one must dig the whole plant out of the ground, making sure to get all the roots (01% chance). A Plant Wither spell (p. 134) is also effective.

PIT PLANT SIZE DETERMINATION

(1d100)	SIZ
01-69	1d4
70-89	3d4
90-98	5d4
99-00	8d4

Pit Worm (Alien)

STR 4d4+4 16
SIZ 2d10+5 16
DEX 2d4 5
INT 1d4 2
MPR 3d4+5 13
LUK 5d4 12

Enhancements

Balance: 60 + 2d10
Bravery: 50 + 2d10
Hearing: 70 + 2d10
Hide: 90 + 2d10
Perception: 47
Quiet Movement: 40 + 1d10
Smell: 30 + 1d10
Spoils Category: Bearer (in lair), 2d4-2
Surprise Reaction: 33
Vision: 20 + 1d10

Attack: Bite (60 + 2d10) 2d6 + Ambush
Dodge: 1d10
Bash: 2d10
Move: Crawl 2" (1", 1")

Description: The Pit Worm is the larval stage of the Thunder Beetle, and is at least as voracious as the adult. Awaiting prey with its flattened head covering and camouflaging the opening of its hole, the Pit Worm will snap its head back to seize an unsuspecting victim wandering too near. It will then fall down its shaft, pulling the hapless victim down to its lair for easier consumption.

Tracks: The Pit Worm never leaves its shaft voluntarily until it has changed into its adult form, so it is unlikely that there will be any tracks. Out of its pit, the worm must move backward, pulling itself along with its tail, as its legs are useful only in grasping the sides of the shaft.

Sign: Other than perhaps a disk-shaped



Use:	% of body weight	Spoil time	Chance of disease	Market value
meat	(1d4+1)×10	special*	special**	13 CR/lb
sinews	3	1d4 years	1d4 years	5 CR/lb

*Pit Worm meat spoils at a rate of 10% of the weight per day, from the outside of the mass in, turning stiff and clear. This portion can be trimmed off to the white, which will still be good.

**The black waste material is an extremely potent enemy, and leads to a deadly dysentery that can reduce the heartiest warrior to a shivering husk within a month (with a failed Cooking roll there is a 25% chance, treat as Poison of level 4).

PIT WORM HIT POINTS

(1d100)	Hit Location	DA	SIZ									
			7	9	11	13	15	17	19	21	23	25
83-00	Head	(5)	3	5	6	7	9	11	14	16	22	27
81-82	R. Fore Leg	(3)	1	1	1	1	1	1	2	2	2	3
79-80	L. Fore Leg	(3)	1	1	1	1	1	1	2	2	2	3
77-78	R. Leg	(3)	1	1	1	1	1	1	2	2	2	3
75-76	L. Leg	(3)	1	1	1	1	1	1	2	2	2	3
73-74	R. Hind Leg	(3)	1	1	1	1	1	1	2	2	2	3
71-72	L. Hind Leg	(3)	1	1	1	1	1	1	2	2	2	3
55-70	Thorax	(1)	3	4	5	7	8	10	12	14	19	24
26-54	Abdomen	(0)	5	7	10	12	15	17	22	25	35	44
01-25	Tail	(0)	5	6	8	10	13	15	19	22	30	38
	Blood Total		22	28	35	42	51	59	79	89	118	151
	CF		43	49	58	65	75	85	100	113	146	176
	Weight		75	100	135	165	200	240	300	350	480	600
	Bash Factor		23	25	29	32	35	39	45	50	63	75
	Bonus Damage		0	+1d4				+1d6				

slight irregularity in the soil, it is almost impossible to spot a Pit Worm until it strikes. It evacuates no waste, storing it all in its lengthening tail until metamorphosing, and a sticky excretion from its head allows dirt to cling there, which may even have small plants growing in it.

Habitat: Grasslands, occasionally Desert

Range: Plains areas east of the Speaking Mountains

Tactics: It is almost impossible to pull the worm from its lair; a pair of hooks on its back are dug deep into the tunnel walls,

and the worm would rather lose its prey, falling to safety down its shaft, than risk having its soft body exposed above the ground. When a creature tries to pull a Pit Worm out of its tunnel, the Worm's weight is effectively doubled due to the back hook's anchorage.

A successful Bash means the Worm has dragged its victim by sheer weight down the shaft (3d4×10 ft) to an open chamber. Creatures will not take Falling Damage as they go down the pit since the Worm slows their descent.

Rules for Concealment (p. 75) apply against strikes at the Pit Worm while it is still in its shaft, which will conceal its Abdomen and Tail.

Facts: To prevent contaminating the hole that forms its home for the half-year until it metamorphizes into the adult Thunder Beetle, the Pit Worm stores all its waste in its body. This waste is highly concentrated and pools in the tail, gradually filling the pudgy body of the beast. In times of lean hunting, the Pit

Worm can draw on some of the incompletely digested bits remaining to delay starvation until new prey comes. It will not voluntarily leave its hole for any reason.

The concentrated waste material is visible through the translucent skin of the abdomen, and serves as a good indicator of not only the Worm's age, but its edibility as well. If the Worm is mostly white, say three quarters or more, it is under 3 months old, and probably quite safe, even good, to eat.

Poke Bird (Alien)

STR	4d4+2	12
SIZ	1d4+2	4
DEX	4d4+4	14
INT	1d3	2
MPR	5d4	12
LUK	5d4+4	16

Attack: Poke (60) 1d4

Dodge: 70 + 2d10

Bash: 40 + 2d10

Move: Fly 10" (5", 5")/Hop 2"

Enhancements

Balance:	40 + 2d10
Bravery:	70 + 3d10
Hearing:	20 + 1d10
Hide:	30 + 1d10
Perception:	39
Quiet Movement:	50 + 1d10
Smell:	20 + 1d10
Surprise Reaction:	43
Vision:	60 + 1d10

Description: This ugly little bird is as obnoxious as it is un-gainly. The feet are huge and splayed, the bill is enormous and ends in a cruel blade. The feathers, garishly colored, are not well tended, and often become smeared with excrement and other debris flung about their chaotic nesting communities.

The Bubble Beasts' greatest nemesis, the Poke Bird pierces the Bubble's soft membrane with its long, sharp beak, slashing the embryo and drawing it out piece by piece with its long barbed tongue. Chemicals in the bird's saliva deaden the sphere membrane to prevent the Bubble from absorbing the Bird's beak and broad feet, which it continually licks to keep coated.



Use:	% of body weight	Spoil time	Chance of disease	Market value
Breast	20	1d2 days	30	10 CR/lb
Bill	1	1d6 years	05	2d10 CR each

Unfortunately for the Poke Bird, its stupidity has it poking on any round object larger than itself, including jugs, toy balls, and even helmets. The Poke Bird's attack is highlighted by a screeching war cry.

Tracks: The Poke Bird's oversized feet are ill-suited to walking; it usually moves on the ground with little fluttering hops, which leave perfect, thin, splay-toed (two forward one back) prints.

Sign: Nests are usually on a rocky outcropping, and are messy affairs of pulled feathers and droppings, cemented into a hard ring to contain the two or three oblong eggs. Poke birds have little concern for secrecy, stray feathers and white splashes of droppings are generally quite evident. The attack scream of the Poke Bird is raucous and unornamental; even quiet nest conversation is carried out in as loud a tone as the bird is apparently capable. Nesting communities are audible from quite a distance; apparently the noise aids in attracting their prey.

Habitat: Air and Grasslands predominately, may appear anywhere

Range: Plains areas east of the Speaking Mountains

Tactics: These obnoxious creatures are really hard to dissuade from poking once they have begun their attack.

Facts: As Bubbles are protected under a recent Vinyan Common Law, most militia outposts will offer a reward for bills or whole bodies brought in.

POKE BIRD HIT POINTS

(1d100)	Hit Location	DA	SIZ			
			3	4	5	6
91-00	Head	(1)	1	1	1	1
71-90	Chest	(1)	1	1	2	2
53-70	Abdomen	(1)	1	1	1	2
42-52	R. Wing	(1)	1	1	1	1
31-41	L. Wing	(1)	1	1	1	1
21-30	R. Leg	(0)	1	1	1	1
11-20	L. Leg	(0)	1	1	1	1
01-10	Tail	(1)	1	1	1	1
	Blood Total		8	8	9	10
	CF		25	26	28	30
	Weight		15	25	32	40
	Bash Factor		25	26	26	27
	Bonus Damage		-1d2		0	

Pond Chomp (Alien)

STR 3d4+10 17
SIZ 4d4+1 11
DEX 5d4 12
INT 1d4 2
MPR 2d4 5
LUK 5d4 12

Enhancements

Balance: 40 + 2d10
Bravery: 30 + 2d10
Hearing: 30 + 1d10
Hide: 40 + 1d10
Perception: 46
Quiet Movement: 30 + 1d10
Smell: 40 + 1d10
Surprise Reaction: 39
Vision: 50 + 1d10

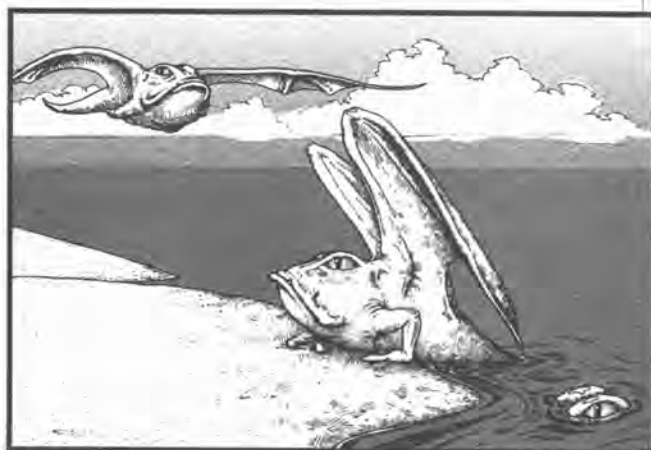
Attack: Bite (60) 1d10
Dodge: 30 + 1d10
Bash: 40 + 2d10
Move: Swim 8" (4", 4")/
Fly 10" / Crawl 2"

Description: These voracious winged amphibians will launch themselves out of the water into flight to attack almost any creature smaller than themselves, or to seek fresh hunting areas or watering holes. They sometimes migrate in large packs, pausing frequently to reabsorb moisture; although their excreted coating allows them to survive for several hours out of the sea, water stored in their bodies makes them too heavy to fly and they must expel it to get airborne.

Tracks: Four irregular toes on either side of a wide, flat body mark. Occasionally marks of toe webbing or wings evident.

Sign: Protective mucous coating body often leaves a slime trail in the creature's wake, which dries to a silvery film. Droppings are green to black liquid spatter, frequently containing small bones and scales. Chomps will occasionally make a soft chirruping sound while sunning; they make a rather loud popping noise when surprised or threatened.

Habitat: Air, Wetlands, Water



Use:	% of body weight	Spoil time	Chance of disease	Market value
Portion				
Oil	1d4x1/4 lb	special*	01	special**

*The oil itself will not deteriorate, thus its value to craftsmen, but the gland will only last 1d20 days. If not transferred to a better receptacle, the oil will be lost as the membrane leaks.

**The oil will bring 45 CR per pound from any Carpenter of at least Journeyman level, 15 CR per pound for use as fuel.

Range: Southern Vinyan coast, occasionally up the Great River as far as Riversheart Pass

Tactics: The Pond Chomps' favorite attack is a lightning ambush on creatures that wander too near the water. The main staple of the Chomp diet is fish; their speed and maneuverability, gaping mouth and needle-sharp teeth make them expert fishers, but they often go ashore in search of more prey. Hunting inland, they will generally only attack something small enough to scoop up on one pass, but near water they will try to drive in larger prey, where their hideous brethren await. Occasionally one will pause to sink its teeth into the victim before leaping into flight again.

Facts: Pond Chomps have some difficulty taking off from land, leaping and grunting feebly until they achieve flight again. From the water they burst into flight, often taking larger prey by surprise in lightning-fast pack attacks.

Pond Chomps swim using their wings, in much the same manner as they fly, leaping clear of the water to breathe and play. The webbed feet are used only occasionally while

swimming, to maneuver sharply; they are used to steer in flight and to drag the creature about on the ground. Pond Chomps are uncomfortable stranded on dry land, generally coming ashore on a bar or branch just to sun themselves after a heavy meal.

The flesh of the Pond Chomp is quite unappetizing and causes vomiting and cramps when eaten. The creatures are valued for another reason, however. A waxy oil produced in the cheek glands is cherished by Vinyan woodworkers as a finish. The Pond Chomps use this substance to protect their sensitive skin from parasites and harsh impurities in the water; they can often be seen squeezing oil from the cheek pores to smear over their bodies and wings while sunning themselves out of the water. There is not a single area of their bodies that cannot be reached by the two stubby arms.

POND CHOMP HIT POINTS

(1d100)	Hit Location	DA	5	6	7	8	9	10	SIZ 11	12	13	14	15	16	17
85-00	Head	(0)	1	2	2	2	2	3	3	4	4	5	5	6	6
60-84	Chest	(0)	2	3	3	3	4	4	5	6	6	7	8	9	10
50-59	Abdomen	(0)	1	1	1	1	2	2	2	2	3	3	3	4	4
36-49	R. Wing	(0)	1	1	2	2	2	2	3	3	4	4	5	5	6
22-35	L. Wing	(0)	1	1	2	2	2	2	3	3	4	4	5	5	6
19-21	R. Leg	(0)	1	1	1	1	1	1	1	1	1	1	1	1	1
16-18	L. Leg	(0)	1	1	1	1	1	1	1	1	1	1	1	1	1
01-15	Tail	(0)	1	2	2	2	2	3	3	3	4	4	5	5	6
	Blood Total		9	12	14	14	16	18	21	23	27	29	33	36	40
	CF		31	32	33	35	36	38	42	46	50	53	56	60	64
	Weight		35	40	45	52	60	69	79	90	102	115	129	144	160
	Bash Factor		22	22	23	23	24	25	26	27	28	30	31	32	34
	Bonus Damage		0		+1d4								+1d6		

Popper (Alien)

SIZ .5
MPR 1

Use:

Portion	Amount	Spoil time	Chance of disease	Market value
Popper	2d10 poppers	2d4 hours	10	2 CR ea.



Description: Poppers are small, clear saprophytes found in large patches in damp, dark areas. They grow from spores to full size in a matter of hours, becoming tight balls of air mixed with

spores. So named for the loud pop they make when stepped on, they are rapidly becoming a favorite snack of children (especially among the Bruff, in whose caves the Poppers are primarily found). Poppers can be lightly roasted and popped in the mouth with that characteristic sound.

Anyone who does not Perceive Poppers when they are encountered will suffer a penalty of 1/2 Quiet Movement.

Habitat: Tropical Forest, also found underground

Range: All of Vinya

Protector (Alien)

STR 3d4+12 19
 SIZ 2d6+15 22
 DEX 4d4+10 20
 INT 2d4 5
 MPR 5d4 12
 LUK 5d4 12

Attack: 2 Claws (70) 2d6
 Dodge: 50 + 1d10
 Bash: 50 + 1d10
 Move: Fly 24" (12", 12") /
 Run 4"

Enhancements

Balance: 30 + 3d10
 Bravery: 70 + 2d10
 Hearing: 50 + 1d10
 Hide: 20 + 1d10
 Perception: 97
 Quiet Movement: 50 + 1d10
 Smell: 20 + 1d10
 Surprise Reaction: 64
 Vision: 200 + 2d10

Description: Protectors are incredibly large hunting birds whose presence on Vinya is directly benefitting the beleaguered natives. Normally solitary hunters preying on large herd animals, mated pairs are fiercely protective of their nesting sites and chicks. They will attack any creature on the wing anywhere within visual range, and many on the ground as well. They are the fastest creatures on Vinya, and, although they will not accept a rider, they are capable of carrying heavy loads as well.

Tracks: On the ground, the Protector moves with slow, deliberate steps, leaving definite, four-toed (three forward, one back) prints, occasionally with a mark from the dragging tail.

Sign: With no natural predators, the Protector can afford to be conspicuous. Its nest is a continuously growing mass of branches, feathers, guano, and bones. Droppings, nest parts, and animal heads often litter the ground below the nesting site. Droppings are copious, white, and often contain whole headless skeletons. The call is a long, two-part scream, and only rarely goes unanswered by the mate.

Habitat: Air, Mountains, possibly anywhere, frequently around major cities

Range: Seen throughout Vinya

Tactics: Protectors make no calls when hunting. There is a 15% chance of a Protector attacking an unfamiliar creature approaching on the ground, it will surely attack any unfamiliar individuals within 2 hexes of its nest. There are severe penalties for harming a Protector; killing one, even in self-defense, would be most unwise.

Facts: Vinyans have managed to attract these birds to mate and nest within cities by providing attractive nesting areas and convenient herd animals. Situated on the tallest buildings, water towers, or mere platforms erected for just this purpose, the nests are maintained and protected, not only by the parent birds themselves, but by an appointed caretaker and his family. While Protectors will allow the caretaker to approach the nest, and in some cases even handle the eggs or chicks, they will not allow anyone else near and will almost always attack a flying creature within sight of their nest, hungry or not. For this reason, Protectors provide an excellent defense against Dragonkind Flying Mounts and many other nasty flying creatures, and have even been trained, to some extent, to differentiate between Vinyans and aliens. Unfortunately, many a wise Birdman must walk into a city rather than fly. At present there is at least one mated pair in every major city.



It is not considered proper by most Vinyans to eat the flesh of the Protectors, out of respect for their service to the Vinyan people, and as an additional incentive to protect the Protectors from poachers or other humanoid hazards. Of course, the heavy penalties for disturbing one of the birds help to prevent anyone foolish enough to try to make a meal of these creatures. One thousand CR and up to a year in jail is the penalty levied against one whom the city council decides has "abused" a bird; at least one year in jail and forfeiture of all property is the penalty for killing one. It is doubtful anyone would get the chance to try eating one anyway, as a dead Protector is almost always eaten by its mate.

PROTECTOR HIT POINTS

(1d100)	Hit Location	DA	SIZ					
			17	19	21	23	25	27
86-00	Head	(2)	6	7	8	10	13	15
61-85	Chest	(2)	9	11	14	17	21	25
51-60	Abdomen	(2)	4	5	6	7	8	10
36-50	R. Wing	(2)	6	7	8	10	13	15
21-35	L. Wing	(2)	6	7	8	10	13	15
15-20	R. Leg	(2)	2	3	3	4	5	6
09-14	L. Leg	(2)	2	3	3	4	5	6
01-08	Tail	(2)	3	4	4	6	7	8
	Blood Total		38	47	54	68	85	100
	CF		81	90	99	113	128	148
	Weight		150	180	220	275	335	400
	Bash Factor		36	39	43	48	54	61
	Bonus Damage		+1d6		+2d6			

Proxor (Alien)

STR	5d4	12	Enhancements	
SIZ	3d10	16	Balance:	60 + 2d10
DEX	5d4	12	Bravery:	30 + 2d10
INT	1d2	1	Hearing:	70 + 1d10
MPR	2d4	5	Hide:	80 + 2d10
LUK	5d4	12	Perception:	62
Attack:	2 Claws (50)1d10		Quiet Movement:	40 + 1d10
	Bite (30) 1d8		Smell:	50 + 1d10
Dodge:	40 + 1d10		Surprise Reaction:	45
Bash:	30 + 2d10		Vision:	50 + 1d10
Move:	Scurry 8" (4", 4")			

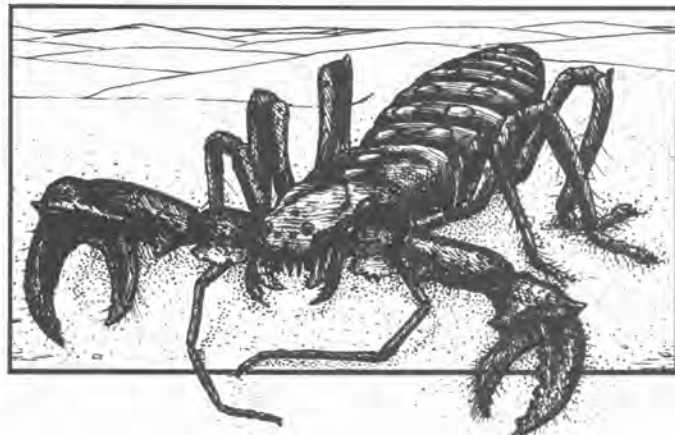
Description: These savage desert insects use their speed and ambush ability to get prey within reach of a pair of wicked claws.

Tracks: The Proxor's six legs each end in a pair of powerful hooks, which usually leave holes in sand or soil, often accompanied by marks from the leg up to the next joint, which is used for additional support on unstable surfaces.

Sign: Low digs in sand are often an indication that a Proxor has laid an ambush in the spot recently. They are almost impossible to locate when buried thus, as even their eyes are covered. Occasionally a slight rise and fall in the sand can be detected as the creature breathes. Droppings are dry black balls buried in the sand. They will often make an almost inaudible clicking sound, presumably as a lure for potential victims.

Habitat: Desert, Grassland

Range: Primarily the desert east of the Limtil mountains, but occasionally seen as far south as the edge of the Tron Woods



Tactics: Proxor use their sensitive pedipalps to detect vibrations of approaching prey (failed Quiet Movement). They are territorial creatures, and will often protect their domain to the death, even from other Proxor. They will eat almost anything they kill, but they will not touch carrion.

Proxor are capable of lightning-fast charges, but they rarely run far, and will almost never chase prey into the territory of a rival. Preferring to strike from ambush, the creature will usually try to begin eating a victim before it has even stopped struggling; the many tearing mouth-parts can strip even sizable quarry down to bone in minutes.

If a Proxor is successful with a claw attack, the monster has captured its victim. On the following rounds, there is a (25%) chance the creature will automatically bite, or squeeze the

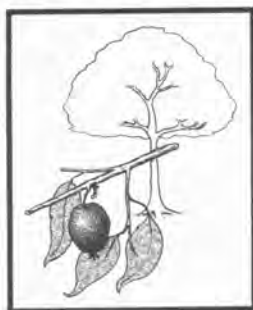
victim (75%) additionally without having to roll a successful attack (fail on 00 only). The only way to get a Proxor to release its grip is to cut off the offending claw or to kill the monster. Escape from the claw is also possible if the captured creature has a Lifting Capacity equal to the weight of the Proxor.

Facts: Proxor, like the other giant insects thought to be from the same world, do not breathe through tracheae as Vinyan insects, rather, the rows of spiracles along the abdomen open into rudimentary lungs that oxygenate the thick yellow blood.

PROXOR HIT POINTS

		SIZ															
(1d100)	Hit Location	DA	3	5	7	9	11	13	15	17	19	21	23	25	27	29	
91-00	Head	(5)	1	1	1	2	2	2	3	4	5	6	7	9	11	15	
66-90	Thorax	(5)	1	2	3	4	5	6	8	10	13	15	18	22	28	38	
55-65	Abdomen	(5)	1	1	1	2	2	3	3	4	6	7	8	10	12	17	
45-54	R. Pincer	(5)	1	1	1	2	2	2	3	4	5	6	7	9	11	15	
35-44	L. Pincer	(5)	1	1	1	2	2	2	3	4	5	6	7	9	11	15	
30-34	R. Fore Leg	(5)	1	1	1	1	1	1	2	2	3	3	4	4	6	8	
25-29	L. Fore Leg	(5)	1	1	1	1	1	1	2	2	3	3	4	4	6	8	
20-24	R. Leg	(5)	1	1	1	1	1	1	2	2	3	3	4	4	6	8	
15-19	L. Leg	(5)	1	1	1	1	1	1	2	2	3	3	4	4	6	8	
10-14	R. Hind Leg	(5)	1	1	1	1	1	1	2	2	3	3	4	4	6	8	
05-09	L. Hind Leg	(5)	1	1	1	1	1	1	2	2	3	3	4	4	6	8	
03-04	R. Pedipalp	(5)	1	1	1	1	1	1	1	1	1	1	1	2	2	3	
01-02	L. Pedipalp	(5)	1	1	1	1	1	1	1	1	1	1	1	2	2	3	
	Blood Total		13	14	15	20	21	23	34	40	54	60	73	87	113	154	
	CF		37	42	47	49	53	59	65	76	87	97	110	127	152	189	
	Weight		16	35	48	60	75	95	120	160	200	240	290	350	450	600	
	Bash Factor		20	22	23	24	26	28	30	34	38	42	47	53	63	78	
	Bonus Damage		-1d2	0				+1d4				+1d6				+2d6	

Red Globes (Vinyan)



SIZ	5d10	27
MPR	4d4	10

Description: Red Globes are red-skinned fruit whose sweet-sour taste is considered a rare treat. The Red Globe tree is tall and slender and usually located in

Use:				
Portion	Amount	Spoil time	Chance of disease	Market value
Fruit	1d10-1 lbs	1d6+2 days	20	1 CR/lb

an area with plenty of ground moisture. The fruit is skinned or cut up, and is eaten raw.

Habitat: Wetlands

Range: All of Vinya

River Throttlr (Alien)

STR	3d4+12	19
SIZ	2d10+12	23
DEX	5d4	12
INT	2d4	5
MPR	5d4	12
LUK	5d4	12

Attack: Bite (40 +3d10) 1d6 + Grapple/Suffocation

Dodge: 30 + 1d10

Bash: 40 + 2d10

Move: Swim 7" (3", 4")/Crawl 13"

Enhancements

Balance:	60 + 2d10
Bravery:	50 + 2d10
Hearing:	40 + 1d10
Hide:	0 + 2d10
Perception:	36
Quiet Movement:	6 + 2d10
Smell:	30 + 1d10
Surprise Reaction:	36
Vision:	20 + 1d10

Description: The River Throttlr resembles a huge serpent, with heavy head and jaws and a double row of sharp horny studs running along its belly. It often kills creatures that survive its crushing bite by bashing them about or holding them underwater until drowned. The teeth and belly studs can easily puncture plate armor; unarmored creatures may be torn to shreds as the beast constricts, before they can even asphyxiate.

Tracks: Scratch marks spiralling up a tree trunk, occasionally a sliding mud trough where one has left or entered the water.

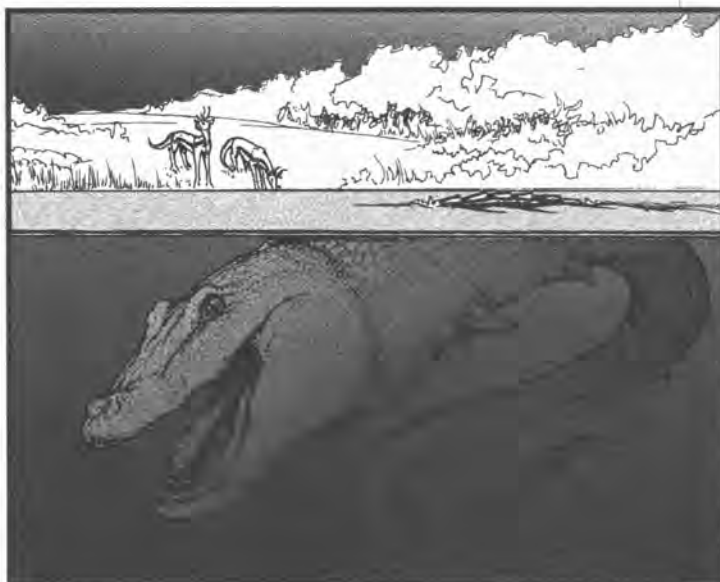
Sign: Droppings are very rarely found on land. Nests are mounds of grass in thick vegetation. Nesting females will make a deep-throated huffing noise; males and any other smart creatures will stay away.

Habitat: Wetlands, Water, may be found in Tropical Forest as well

Range: The Tron Woods and Great River delta, but may be found in almost any stream or marsh

Tactics: Waiting along a branch overhanging the river, or cruising through still water with only eyes and nostrils above water, the River Throttlr is a master of ambush, ready to seize the unwary, to crush them or drag them to a watery death. Throttlrs are slow on land and very rarely give chase.

Facts: Late in spring, the female finds a marshy bank on which to build a nest of mounded grass for her eggs, then guards them jealously until they hatch. The young head straight for the water as they emerge, already hunting for small creatures, and trying to avoid their fathers, who will eat them.



RIVER THROTTLER HIT POINTS

(1d100)	Hit Location	DA	SIZ									
			14	16	18	20	22	24	26	28	30	32
86-00	Head	(2)	8	9	12	14	17	21	24	29	33	38
51-85	Chest	(2)	18	22	27	33	40	48	57	67	77	88
31-50	Abdomen	(2)	10	13	16	19	23	28	33	38	44	50
01-30	Tail	(2)	15	19	23	29	35	41	49	57	66	75
	Blood Total		51	63	78	95	115	138	163	191	220	251
	CF		69	84	98	115	135	158	185	212	242	272
	Weight		200	250	310	380	460	550	650	760	880	1000
	Bash Factor		38	43	49	56	64	73	83	94	106	118
	Bonus Damage		+1d6			+2d6			+3d6			

Use:				
Portion	% of body weight	Spoil time	Chance of disease	Market value
Meat	50	1d3 days	20	3 CR/lb
Studs	2/point of SIZ	2d10 years	05	1 CR each

The studs running the length of its abdomen are attached to the tips of every fourth rib, and can be detached and carved into intricate shapes.

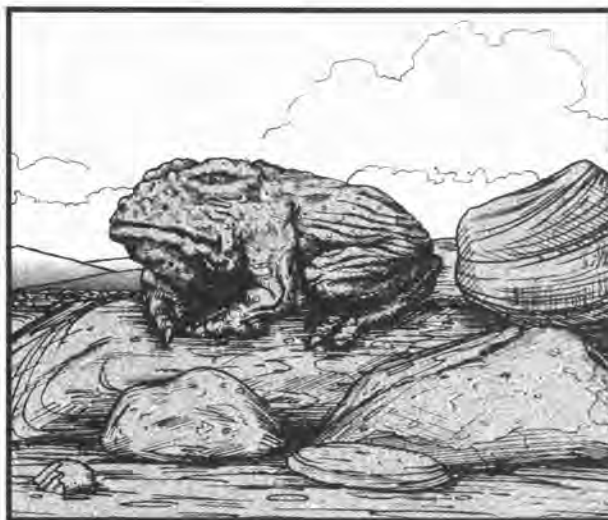
Rock Beast (Alien)

STR	5d4	12	Enhancements	
SIZ	4d10-3	19	Balance:	40 + 2d10
DEX	4d4+4	14	Bravery:	60 + 2d10
INT	1d2	1	Hearing:	70 + 1d10
MPR	4d4+1	11	Hide:	80 + 3d10
LUK	4d6	14	Perception:	39
			Quiet Movement:	30 + 1d10
			Smell:	20 + 1d10
Attack:	Bite (50+4d10)		Surprise Reaction:	41
	1d10+Special		Spoils Category:	Hoarder
Dodge:	1d10			1d4-1 per Beast
Bash:	40 + 2d10		Vision:	10 + 1d10
Move:	Waddle 4" (2", 2")			

Description: The stealthy patience of these creatures makes them the bane of mountain travelers, as their irregular shape and ability to alter the texture and color of their skin to match that of the surrounding rock makes them very difficult to spot. Their relative stupidity and blind territoriality, however, as well as fine tasting meat and valuable skin make them the prize of hunters.

Unfortunately for the creatures, but of great benefit to Vinyans, the Rock Beast will not move from its post even under attack. Apparently they consider themselves invisible when sitting still, and, if there is nothing to attack within their territorial range, they will remain completely still even under heavy bow fire. Also, the glands in the skin that provide them extra poison protection smell vaguely of fish, so the alert traveller is often forewarned when approaching an infested area.

The Rock Beast's skin is soft and very smooth, thin, and strong, and amazingly elastic. The wrinkled texture mimicking several types of stone is the result of micro-muscles beneath the skin, which shape it and squeeze varying amounts of pigment to the surface from tiny glands to match the surroundings. The remarkable qualities of the Rock Beast's skin have spawned a new fashion craze. In response in a increasingly depleting supply of able-bodied men, the females of all races have drastically altered fashions to compete for those remaining. Beaches have seen record attendance by even pre-gate standards, as the available young ladies try to tan their skins (or lighten them in the case of Geffren) and show off their figures in some tight and tiny Rock Beast bikinis.



The skin has a deadly component as well, though. Interspersed among the pigment glands are poison glands to help protect its soft skin from parasites, and larger antagonists as well. Rock Beasts are immune to their own poison, but anything which pierces the skin will become coated.

Tracks: Rock Beast limbs are irregular in shape; what few tracks they leave are rarely consistent.

Sign: A vague smell of fish, incongruous in the mountains, is often the only warning upon entering Rock Beast territory. Droppings are short and tapered, and usually dropped directly into a small hole on which the beast then sits. This, of course, will not be noticed until the creature moves off the hole, which happens only rarely.

Habitat: Mountains

Range: All Vinyan Mountains

Tactics: Rock Beast will wait in stealthy patience to take prey by ambush. The Rock Beasts' Surprise Reaction will be increased by 5% for each Beast within visual range, as an individual rock is more conspicuous.

ROCK BEAST HIT POINTS

(1d100)	Hit Location	DA	1	3	5	7	9	11	13	15	17	SIZ 19	21	23	25	27	29	31	33
79-00	Head	(2)	1	1	3	4	6	8	10	13	17	20	24	28	32	37	42	49	57
51-78	Forequarters	(2)	1	2	4	5	7	10	13	17	21	25	30	35	41	47	54	62	72
31-50	Hindquarters	(2)	1	1	3	4	5	7	10	12	15	18	22	25	29	34	39	45	52
22-30	R. Fore Leg	(2)	1	1	1	2	2	3	4	5	7	8	10	11	13	15	17	20	23
13-21	L. Fore Leg	(2)	1	1	1	2	2	3	4	5	7	8	10	11	13	15	17	20	23
07-12	R. Hind Leg	(2)	1	1	1	1	2	2	3	4	5	5	6	8	9	10	12	13	15
01-06	L. Hind Leg	(2)	1	1	1	1	2	2	3	4	5	5	6	8	9	10	12	13	15
	Blood Total		7	8	14	19	26	35	47	60	77	89	108	126	146	168	193	222	257
	CF		24	27	36	40	46	56	69	81	96	114	131	149	168	191	216	247	281
	Weight		6	25	55	70	100	140	190	240	300	360	430	500	580	670	770	890	1030
	Bash Factor		20	22	25	26	29	33	38	43	49	55	62	69	77	86	96	108	122
	Bonus Damage		-1d2		0				+1d4				+1d6				+2d6		

Once a Rock Beast has successfully attacked it will maintain its hold (if it hasn't swallowed the prey whole) and bite that area subsequently at 90%.

Impaling or slashing weapons, upon inflicting damage to a Rock Beast, will be coated in poison following the blow. The level of poison depends on the dose which is extracted, which is equal to one intensity level per point of damage done to the Rock Beast (beyond its DA). Any subsequent attack by that weapon will shed one intensity level per point of damage done (including DA), and deliver one intensity level of poison to the target's blood stream for every point of damage beyond its DA.

Thus if a character successfully hits a Rock beast for 4 points of damage (excluding DA), he now has 4 levels worth of poison on his blade. If he next hits a Tron for 7 points (including DA), 2 levels of poison are wasted on the skin, and 2 levels get into the wound. The blade, however, is now cleaned of poison. A weapon may hold a maximum Intensity level equal to its maximum damage.

Remember that Rock Beasts are immune to their own poison, and therefore this effect tends to become more hazardous than helpful for the characters.

Facts: The Rock Beast typically sits, literally stone-still, in a rocky fosse or grotto, waiting even months for prey to wander close. The territory of each beast may be as small as 20' square, and still maintain the illusion of a rocky outcropping. They can sit motionless for months without eating, although they may attack each other if desperate for food. It is thought that perhaps their camouflage is so complete that they don't realize themselves which rocks are actually beasts, their vision being extremely poor, and remain still to avoid inadvertently trespassing on another's territory and being attacked. Only if a Rock Beast has caught something too large for it to swallow will any intrude on another's territory, and then they return immediately to their stations after the prey has been torn to bits in a mad frenzy. Rock Beasts have

small and inefficient teeth, so they must swallow prey whole after crushing it to death in the powerful jaws or ripping a small enough portion off another's meal. There seem to be no differences between the sexes, even in dissection, and though young have been found (merely smaller versions of the adult), it is uncertain how they were made.

While the flesh is edible, and the poison is only effective when administered directly into the blood-stream, it is considered too great a risk to bother eating the creatures. When preparing the beast for eating or merely skinning, it is very important that the one performing the operation not have any broken skin, and that he wash **thoroughly** afterward.



Use:	% of body weight	Spoil time	Chance of disease	Market value
Portion				
Meat	75	1d4+1	special*	20 CR/lb
Skin	15	1d10 days (untreated)	special*	special**
Poison	1 level per point SIZ	special***	special*	10 CR/level

*A missed Butcher roll indicates that the preparer has gotten some poison into his system, one Intensity level for each 10% rolled over his percent to successfully Butcher.

**The price of the skin is determined by the size of unbroken pieces, equal to the Rock Beast's SIZ + 1/2 the Butcher's % in CR.

***Poison: once removed from the skin 4d10 rounds, in the skin 1d3 days.

Sad Fish (Vinyan)

SIZ	1d2	1	Enhancements
MPR	3d4	7	Bravery: 30 + 2d10
			Hide: 30 + 1d10
			Quiet Movement: 30 + 1d10
Dodge:	20 + 1d10		
Move:	Swim 4" (2", 2") /		
	Wriggle 2"		
DA:	1		

Description:

These perpetually frowning fish often creep out on land on their highly developed pectoral fins. Although quite sour tasting, they are easy to catch because of their less than amazing speed and intelligence.

Tracks: A furrow of the body being dragged through light mud, bordered by indistinct depressions of the lobed fins.

Sign: Emit a very low rumbling vibration through the mud to attract a mate or threaten rivals.



Habitat: Wetlands, Water

Range: Southern Vinya

Use:	% of body weight	Spoil time	Chance of disease	Market value
Portion				
Meat	60	1d2 days	25	1.5 CR/lb

Samot (Alien)

STR 3d4+10 17
SIZ 4d4+10 20
DEX 4d4 10
INT 3d4 7
MPR 3d4 7
LUK 5d4 12

Attack: Tongue-Lash (70+1d10) [d1]
Dodge: 30 + 1d10
Bash: 20 + 2d10
Move: Run 5" (2", 3")

Enhancements

Balance: 40 + 2d10
Bravery: 10 + 2d10
Hearing: 80 + 1d10
Hide: 20 + 1d10
Perception: 59
Quiet Movement: 30 + 1d10
Smell: 60 + 1d10
Surprise Reaction: 42
Vision: 20 + 1d10



Description: The Samot, while it looks ferocious and nasty, is quite harmless and would not even attempt to attack anything larger than a small insect. The powerful shoulders and huge claws are used mainly to tear open insect nests to get at the fat grubs that form most of the creature's diet. It will run away from anything larger than its normal meal, and, if cornered, the Samot will not even defend itself, but will cower in fear. About the only way a character could get himself hurt by a Samot would be to bury himself and make sounds like an insect.

While examinations have revealed the powerful jaws contain sharp cutting teeth, no one has ever reported having been attacked by a Samot. The long sticky tongue used to pick up insects is apparently the only weapon it will use.

Normally solitary creatures, Samots have sometimes been seen to gather in packs, although no sexual differentiation has been noticed and the packs seem to do much the same things as the solitary creatures, namely, shuffle around slowly and sniff for bugs.

Tracks: The huge claws of this brute usually tear up the prints as the creature passes, although sometimes a palm print is left.

Sign: Insect nests, in mounds or rotten logs, torn open, with scars from the huge tearing claws evident. Droppings are tapered dry pellets, frequently sparkling with the crushed carapaces of insects.

Habitat: Grasslands, Temperate Forest, Tropical Forest

Range: All of low lying Vinya, though rarely seen west of the Great River

Tactics: While Samots are largely inoffensive and defenseless, many having been killed without a fight; it is advisable to remind players of the murderous potential of those huge claws driven by the powerful forelimbs.

Facts: In fact, they may not necessarily be so docile. At certain times during the mating cycle, some of the normally genderless Samots will become female (05% chance per encounter). When this happens, all Samots within smelling range will rush to her side, pawing and wandering around, waiting to see which will be the first to spontaneously turn male and fertilize her.

The impregnated female will then become a complete terror, staking out a birthing territory and savagely defending it against any creature foolish enough to enter. Having delivered, the female will once again become neuter, indifferently wandering away from her fully functional young. The Attack of the pregnant female is as follows:

Attack: 2 Claws (40+3d10) 2d8
or Bite (20+3d10) 3d6

SAMOT HIT POINTS

(1d100)	Hit Location	DA	14	16	18	SIZ 20	22	24	26
85-00	Head	(0)	8	11	14	17	20	23	26
58-84	Forequarters	(0)	14	18	23	28	33	38	45
43-57	Hindquarters	(0)	8	10	13	16	18	21	25
31-42	R. Fore Leg	(0)	6	8	10	13	15	17	20
19-30	L. Fore Leg	(0)	6	8	10	13	15	17	20
10-18	R. Hind Leg	(0)	5	6	8	9	11	13	15
01-09	L. Hind Leg	(0)	5	6	8	9	11	13	15
	Blood Total		52	67	86	105	123	142	166
	CF		69	83	101	120	139	159	181
	Weight		210	270	340	420	490	570	660
	Bash Factor		38	44	51	59	66	74	83
	Bonus Damage		+1d4	+1d6				+2d6	

Use:	% of body weight	Spoil time	Chance of disease	Market value
Portion				
Meat	75	1d4 days	15	15 CR/lb

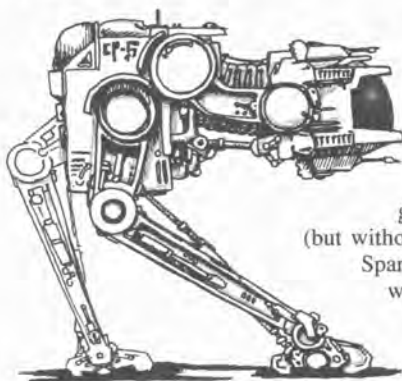
Scout Robot (Alien)

SIZ 40

Attack: Special
Move: Stroll 10" (5", 5")
DA: 25
CF: 1,855
Weight: 14,318 lbs

Description: This device is actually a robot, a product of a highly advanced war-like civilization, that has wandered through the Gate on to Vinya.

The Robot's "last meal" is actually the remains of the Scout's crew who were killed during the Gatekeeper's attack. The on-board computers now run the Robot, but seem to have forgotten its intended mission.



PULSE/BEAM

Range	ATT
0"-9"	(95)
10"-15"	(75)
16"-25"	(50)
26"-75"	(35)
75"+	(25)

Tracks: Large pair of deep, beveled rectangular depressions at consistent intervals

Sign: blasted, singed or burned, ground or vegetation (but without the acidic stench of Spark Beasts), dead animals with gaping, but bloodless wounds.

Habitat: Desert, Grasslands

Range: All over Vinya

Tactics: The Scout Robot is equipped with two laser turrets; each can fire two pulses or one beam each per round. Damage inflicted by a pulse is 15 points, a beam does 30. If a target appears unaffected by 2 hits, or is an Observer, the Robot will fire at least one beam per round until the creature is downed. As the wounds caused by the laser are automatically cauterized, there is no need for a Heal spell to stop the bleeding.

Facts: For every 5 points of internal damage, there is a 1% cumulative chance that the Robot will short-circuit and break down. Should this occur, it first rolls on the Break-down table,

ROBOT BREAK DOWN

(1d100) Result

01-03	Explodes (see Shrapnel Hit table).
04-06	Top turret stops firing.
07-09	Target computers damaged (all attacks 1/2).
10-18	Fluid leak (movement cut to 1/2).
19-36	Loud humming.
37-60	Flood lights turn on/off.
61-72	Black smoke emits from underside.
73-78	Visible fire.
79-84	High pressure gas leak 10' radius, treat as death poison (Intensity Level 10).
85-99	Bottom turret stops firing.
00	Rampage; fires a pulse at everything that doesn't fit the contour of the land—if for more than 10 turns (25%), the Robot will be consumed in flames and explode (see Shrapnel Hit table).

then after 1d4 turns it will become inoperative for an additional 1d10 turns as it initiates repairs. During the course of repairs, an electrified energy field will be erected, which will cause 10d6 damage (GM note: treat as Spark beast attack) if touched or incredible pyrotechnics if wetted. There is a 40% chance that repairs will be impossible. If so, it will resume operation in its damaged state if possible. It may break-down again, but will never duplicate an existing malfunction.

A Cell Blast, the only Common Magic spell that can affect the Robot, has a 25% chance of working.

SHRAPNEL HIT

Range	# of Hits	ATT	Damage
0"-3"	1d6	(75)	5d6
4"-10"	1d4	(50)	5d6
11"-15"	1d2	(30)	5d6
16"-20"	1	(25)	5d6
21"-75"	1	(10)	5d6

Screamer (Alien)

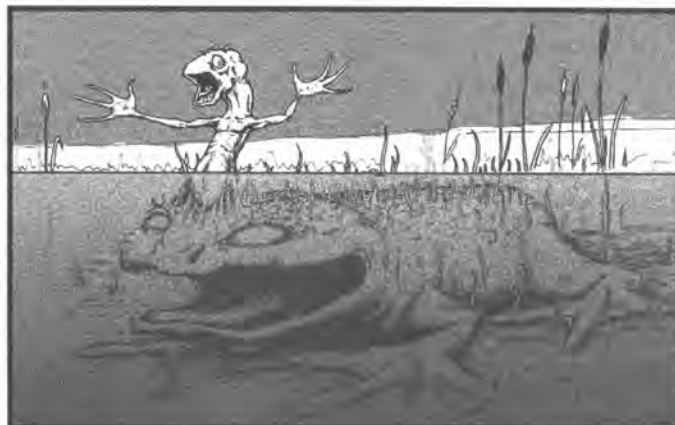
STR 4d4 10
SIZ 1d10+20 25
DEX 4d4 10
INT 1d4+1 3
MPR 4d4+5 15
LUK 5d4 12

Attack: Bite (50+2d10) 3d4
Dodge: 20 + 1d10
Bash: 20 + 2d10
Move: Wade" (2", 2")

Enhancements

Balance: 60 + 2d10
Bravery: 30 + 4d10
Hearing: 50 + 1d10
Hide: 50 + 1d10
Perception: 39
Quiet Movement: 60 + 1d10
Smell: 30 + 1d10
Surprise Reaction: 35
Vision: 20 + 1d10

Description: This freak of nature uses a humanoid-shaped appendage to lure victims into the deep water in which the beast waits.



SCREAMER HIT POINTS

(1d100)	Hit Location	DA	SIZ									
			21	22	23	24	25	26	27	28	29	30
86-00	Head	(3)	14	15	16	18	20	22	25	29	33	38
56-85	Forequarters	(3)	27	29	32	36	39	44	50	57	66	77
26-55	Hindquarters	(3)	27	29	32	36	39	44	50	57	66	77
21-25	R. Fore Leg	(3)	5	5	5	6	7	7	8	10	11	13
16-20	L. Fore Leg	(0)	5	5	5	6	7	7	8	10	11	13
11-15	R. Hind Leg	(0)	5	5	5	6	7	7	8	10	11	13
06-10	L. Hind Leg	(0)	5	5	5	6	7	7	8	10	11	13
05	Fake Head	(0)	1	1	1	1	1	1	2	2	2	3
03-04	Fake Torso	(0)	2	2	2	2	3	3	3	4	4	5
02	R. Fake Arm	(0)	1	1	1	1	1	1	2	2	2	3
01	L. Fake Arm	(0)	1	1	1	1	1	1	2	2	2	3
	Blood Total		93	98	105	119	132	144	166	193	219	258
	CF		116	124	135	146	156	173	192	217	247	282
	Weight		360	390	430	480	520	580	660	760	880	1020
	Bash Factor		53	56	60	65	69	75	83	93	105	119
	Bonus Damage		+1d4		+1d6							

Tactics: The unique hunting style of this alien creature make it both a treacherous predator and an almost ridiculously easy prey. The modified nose, which from above the surface of the water appears to be a struggling, screaming humanoid, is actually a elaborate decoy to lure both would-be rescuers and overconfident predators to their death in the vise-like jaws. Apparently the creatures' home-world had few large or intelligent competitors. The Screamer is hunted mercilessly by both Vinyans and aliens alike. While its little gag is rather effective against lesser predators and an occasional foolish Nord; Trask, River Throttlers, and many Vinyans routinely hunt the Screamer, as it is conspicuously easy to find. It is rumored, however, that many Screamers are learning to distinguish their betters, and forego the decoy, attacking from a surprise ambush instead. (See Concealment for hitting the Screamer, p. 75.)

Facts: The humanoid-shaped "nose" consists mainly of cartilage and tendons that operate the decoy. Damage to this area does not really hurt the Screamer; many have been seen bearing the scars of hungry Trask or Throttlers, some even missing fake arms or even heads. Though inedible, the decoy is valuable both for the glue that can be boiled from it and as a souvenir, quite popular among the "sporting" set of the well-to-do, especially if it shows the scars of an embattled life.

The kidneys filter from the body fluids absorbed from the surrounding sediment, and also store great amounts of Magic Mineral, which the creature's body is apparently ill-used to processing, and which therefore backs up in the filtration system. (Regain lost points of MPT at twice the normal rate, a number of points equal to 2x the number of pounds eaten, but not more than the original total.)

The liver, which filters the blood of impurities, is similarly congested with Magic Mineral generally in solution, in even higher concentrations than in the kidneys. (Same effect as kidneys, except that points equal to the number of pounds of liver eaten can be gained OVER the original total. These points will remain until they are used or dissipate, at the rate of one per hour, after which the MPT will return to its previous maximum. There is a chance equal to the number of pounds eaten for the MPT maximum to increase by one permanently. Each pound of Screamer liver eaten in one week has a 05% cumulative chance to have the same effect as poison of intensity level 1d10.) Note that this is the only way Magic Mineral may be usefully ingested.

Use:	% of body weight	Spoil time	Chance of disease	Market value
Meat	50	1d3 days	25	7 CR/lb
Kidneys	02	1d4 days	30	30 CR/lb
Liver	15	1d2 days	40	45 CR/lb
Decoy	07	1d6 years	01	special*

* To be boiled down for glue: 8 CR/lb

As a trophy: base 10 CR/lb + 10(1d10-1) for old scars, minus 5 CR per point of damage incurred by the decoy at the time of the Screamer's death.

Tracks: Flat-footed, with three fat toe prints facing forward, each wider toward the tip than at the base.

Sign: The only sign will be an obviously insane humanoid creature screaming and flailing about in apparently waist deep water. They have been known to follow in the water a party walking along the shore, screaming and flailing all the while.

Habitat: Wetlands, Water

Range: Southern Vinya, particularly the Great River delta

Scrup Weed (Vinyan)



SIZ	3d10	16
MPR	2d4	5

Description: This aquatic plant thrives in any kind of water. Rooted to the bottom, it grows in segmented sections, each with several buoyancy chambers. Once the end of the plant reaches the surface, the single stem branches out into a large fan of long, fibrous leaves. The stem below the surface is edible, but, if pulled from the surface, the stem will generally break off into segments.

Use:	Amount	Spoil time	Chance of disease	Market value
Stem	SIZ in lbs	1d2 days	25	.3 CR/lb
Leaves	2xSIZ in lbs	1d6+2 days	10	.1 CR/lb

The leaves of the Scrup plant are edible only by Dremles or other not-too-picky herbivores. Thoughtless Scrup-gatherers often discard the leaf-fans of the Scrup Weed, sometimes causing serious blockages in the city sewage systems.

Habitat: Water, can be found in Wetlands

Range: Southern Vinya

Sea Dragon (Alien)

STR 4d4+5 15
SIZ 4d6+20 34
DEX 5d4 12
INT 1d4+1 3
MPR 5d4 12
LUK 5d4 12

Attack: Bite (50+2d10) 2d6
Dodge: 20 + 1d10
Bash: 30 + 2d10
Move: Swim 6" (3", 3") Run 4"

Enhancements

Balance: 60 + 2d10
Bravery: 60 + 2d10
Hearing: 40 + 1d10
Hide: 20 + 1d10
Perception: 46
Quiet Movement: 20 + 1d10
Smell: 40 + 1d10
Surprise Reaction: 39
Vision: 40 + 1d10

Description: These large carnivores are the terrors of the Vinyan seas. They are heavy-bodied and lizard-like, but relatively intelligent. While not as prone to random violence as are Trask, they are very territorial, and their territories are vast and unmarked stretches of sea. While most fishermen are aware of the danger zones of local Sea Dragons, an occasional boat is still lost when blown off course or a new Sea Dragon stakes an claim.

Tracks: Four splayed, stubby toes leading a pudgy palm, reduced thumb print frequently evident.

Sign: Sea Dragons will often leave a trail of bubbles when swimming, visible as they break the surface. Often a wide depression is visible where they frequently drag themselves out of the water. At night they can be heard bellowing from a considerable distance.

Habitat: Water, occasionally Wetlands

Range: Southern coast of Vinya, only rarely travels up the Great River

Tactics: Sea Dragons spend most of their time basking in the sun, and are frequently rather placid, even approachable while thus engaged. Attacking them, invading their water territory, or approaching the Dragon Lizard Island (Dragon Lizards are their private prey, and several territories usually overlap on the island) are nearly certain ways to draw an attack.



Use:	% of body weight	Spoil time	Chance of disease	Market value
Thalamus	01	1d4 days*	01	40 CR/lb southern coast town only
Teeth	special**	1d1000 years	01	special**

*The thalamus will remain potent for up to 1d4 days, at which time it will begin to stink horribly and turn black; both the smell and color will permanently taint whatever the gland was contained in, and cause any other Sea Dragon smelling it to attack immediately.

**The teeth will bring 1 CR per point of Dragon's SIZ for the canines (4), half that for the rest (30 + 1d10), but only in a southern coastal town.

The meat is very alkaline, inedible, and will kill plants around where it has been buried.

Facts: Many southern Vinyans mix a pinch of dried Sea Dragon thalamus (the large, spongy gland running from neck to fore-quarters) in with their pipeweed, for strength and supposed protection from the beast itself. The usual response of

the first-time smoker is a fit of violent coughing, generally followed by vomiting and hot flashes. (Treat as poison of intensity level 3.) If the smoker does not fall prey to the previous effects, he will find colors to be somewhat brighter, and he will feel fully alert and more alive (+ 1/4 to Surprise Reaction, + 1" to movement, -1 to STR) with a strange desire to talk or sing for the next 2 hours. There is also a 20% chance per smoking (cumulative for a week) to have Insomnia (as per the spell, p. 124) for 1d4 days.

SEA DRAGON HIT POINTS

(1d100)	Hit Location	DA	24	26	28	30	32	SIZ 34	36	38	40	42	44
85-00	Head	(8)	17	19	22	25	28	32	35	39	44	48	54
62-84	Forequarters	(8)	30	35	40	45	51	58	64	72	80	88	99
43-61	Hindquarters	(8)	21	24	27	31	35	39	44	49	54	60	68
37-42	R. Fore Leg	(8)	14	16	18	21	23	26	29	33	36	40	45
31-36	L. Fore Leg	(8)	14	16	18	21	23	26	29	33	36	40	45
25-30	R. Hind Leg	(8)	12	14	16	18	21	24	26	29	33	36	41
19-24	L. Hind Leg	(8)	12	14	16	18	21	24	26	29	33	36	41
01-18	Tail	(8)	18	20	23	27	30	34	38	42	47	52	59
	Blood Total		138	158	180	206	232	263	291	326	363	400	452
	CF		165	185	209	234	262	292	324	357	395	431	481
	Weight		550	630	720	820	930	1050	1170	1300	1450	1600	1800
	Bash Factor		73	81	90	100	111	123	135	148	163	178	198
	Bonus Damage		+1d6 +2d6				+3d6				+4d6		

Shadow Wolf (Alien)

STR	6d4	15	Enhancements	
SIZ	6d4	15	Balance:	40 + 2d10
DEX	5d4	12	Bravery:	100
INT	3d4	7	Hearing:	20 + 1d10
MPT	5d4	12	Hide:	40 + 1d10
LUK	5d4	12	Perception:	33
			Quiet Movement:	Off the scale
			Smell:	20 + 1d10
			Surprise Reaction:	35
			Vision:	40 + 1d10
Attack: Bite (55) 1d8+1d4				
Dodge: 30 + 1d10				
Bash: 40 + 2d10				
Move: Run there 14" (7", 7") /				
Run here 4"				

Description: It is very fortunate that these creatures are rare; they are as vicious and deadly as they are mysterious. Shadow Wolves exist on another plane, appearing as shadows to those on Vinya. They resemble the wolves of Kitzu legend, creatures now extinct, which roamed Vinya before the arrival of the Four Races.

Due to the time differential between the two planes, the Wolves appear to be moving very slowly on Vinya, while on their own plane they are quite fast. They can only harm, or be harmed by, things on their plane. They can, unfortunately, warp the pan-dimensional fabric and drag beings from this plane to their own. The summoned creature is returned to his own plane only after the wolf summoning him has been killed. If he is killed in the other plane, all that remains of him after the wolves feed is returned.

Those who have survived the summoning describe it as beginning with a high-pitched but faint whine, growing to a thunderous roar as the world blurs and, with a sudden flash, the objects of this world are replaced by hazy, indistinct shadows on a flat dry plane, occupied only by themselves and the wolves, no longer in shadow. The beasts themselves are said to be long of fang and claw, with heavy-set forequarters and grizzled grey fur. The attack comes quickly, although it is rare that more than one wolf will attack an individual. Once the prey is killed it is quickly and messily devoured; the remains return to our world as the Shadow Wolf moves on to its next victim.



A Shadow Wolf attack can be quite unsettling for those not taken, as they are forced to be spectators to the shadows of their companions' slow-motion slaughter. It is unknown how the wolves detect their prey, Vinyans on their plane are unable to see their companions left on ours.

Sign: Shadow Wolves leave no droppings or any signs of passage other than the badly mutilated carcasses of their prey. They appear to those on our plane as a black nothingness in the shape of a legendary wolf, moving soundlessly in slow motion.

Habitat: A plane of existence other than our own. Appear anywhere but Air

Range: Anywhere

Tactics: Shadow Wolves are attracted to creatures with high MPT, as the aura is quite visible to them from their plane. Only creatures with a lower MPT score than the sum of the Wolves' may be transported. Although they can be rather easily outrun, they are excellent trackers over any terrain (50% per day). Once they lose the trail, however, they will just seek other prey.

Facts: Whatever holds a Shadow Wolf together on its own plane is apparently lost when the beast dies. The shadow gradually becomes insubstantial, eventually fading away into nothing.

Shadow Wolf Magic

Shadow Summoning

Range	Current MPT in hexes
Duration	Current MPT in rounds
Area	One creature
MP Cost	4

The captured creature will be returned to his own plane when he has killed the summoning Shadow Wolf or the Wolf's MPT in rounds expires. The Wolves must be within spell-casting range to summon someone, but are usually undetectable until they reach that distance.

SHADOW WOLF HIT POINTS

			SIZ									
(1d100)	Hit Location	DA	11	12	13	14	15	16	17	18	19	20
86-00	Head	(2)	4	4	5	4	7	8	10	12	14	16
61-85	Forequarters	(2)	6	7	8	7	12	14	17	19	23	26
41-60	Hindquarters	(2)	5	6	7	6	10	11	13	16	18	21
33-40	R. Foreleg	(2)	2	2	3	2	4	5	5	6	7	8
25-32	L. Foreleg	(2)	2	2	3	2	4	5	5	6	7	8
16-24	R. Hind.Leg	(2)	2	3	3	2	4	5	6	7	8	9
07-15	L. Hind.Leg	(2)	2	3	3	2	4	5	6	7	8	9
01-06	Tail	(2)	2	2	2	2	3	3	4	5	5	6
	Blood Total		25	29	34	27	48	56	66	78	90	103
	CF		50	53	58	53	73	81	90	104	116	130
	Weight		100	115	135	110	190	225	265	310	360	415
	Bash Factor		28	30	32	29	37	41	45	49	54	60
	Bonus Damage		+1d4					+1d6				

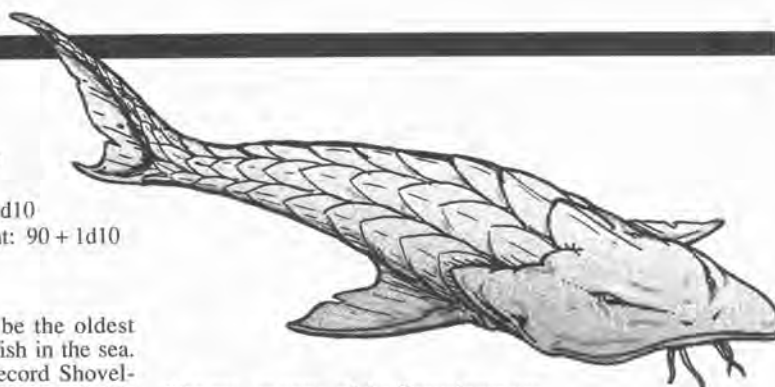
Shovelnose (Vinyan)

SIZ 1D100 50
MPR 2D4 5

Dodge: 20 + 1d10
Bash: 40 + 2d10
Move: Swim 7" (3", 4")
DA: 4

Enhancements

Bravery: SIZ
Hide: 20 + 1d10
Quiet Movement: 90 + 1d10



Description: The Shovelnose is believed to be the oldest animal species on Vinya, as well as the largest fish in the sea. It grows continuously throughout its life; the record Shovelnose was over 5,000 pounds, brought in on a 20 Unspeakable gang-line in 47 P.G. A major food source for the entire south and east coasts of Vinya, dried Shovelnose meat is eaten throughout the continent.

A flattened, armored behemoth that shuffles through the bottom mud, the Shovelnose senses its stirred-up prey with four long barbels, or whiskers, just in front of its broad, toothless mouth. The mouth is adapted for sucking; prey is held in the protruding lips before being crushed with the bony jaws or merely swallowed whole. Five rows of scutes, scale-like armor plates run along the back from head to tail. The freshwater sub-species is considerably smaller, but otherwise much like its salt water cousin.

The Shovelnose has long been a staple of the coastal Vinyan diet, and due to its wide range and amazing ability to navigate some of the smallest streams, can be found fresh in almost any inn. The huge fish are usually caught with a baited hook, weighted to lie in the bottom mud and tied off to a big tree with sturdy line. Many fishermen disdain even baiting the hook, as the bottom-grubbing Shovelnose is just as likely to suck up the bare hook as a baited one, without the chance of a lesser fish being caught instead.

The roe, or eggs, of the Shovelnose are considered a delicacy, and even the famines induced by the war have not diminished demand for this specialized palate-pleaser.

The roe are contained in two long, membranous sacks, which can be easily removed whole through a slit cut into the belly (only 15% chance to find pregnant female). A successful Butcher roll (p. 39) is required to remove the egg sacs without tearing or puncturing them, which will result in the loss of (1d10-1)×10% of the roe. These are usually stored in covered crocks sunken below floor level, and left for several weeks to really build flavor, before being eaten raw, generally spread on small cakes.

Sign: Powerful swirls in shallow water

Habitat: Any large body of water, prefers large rivers

Range: All of Southern Vinya

Use:

Portion	Amount	Spoil time	Chance of disease	Market value
Meat	SIZ x 5 in lbs	1d3 days	25	1.5 CR/lb
Roe	SIZ in lbs	1d2 days	15	10 CR/lb

Silver (Vinyan)



SIZ 1
MPR 1d4 2

Move: Swim 8" (4", 4")
DA: 1

Description: Despite its small size (almost never over 5 pounds) this fish feeds more Vinyans than any other.

Many large southern fishing fleets seek it almost exclusively, even though they must sail for days into northern waters, and the Silver run only for about 1 week each year. One reason for the Silver's popularity is that it is so easy to catch. In the mating season the females gather in huge ball-shaped shoals near the surface of calm bays on the south and east coasts of Vinya. The males then swarm tightly around the mass of females; as the females release eggs they drift through the encircling males, which fertilize them. The fertilized eggs then drift aimlessly through the sea, growing from a planktonic larval stage to a small version of the adult, which will be ready to breed the next year. The sinking eggs attract a great many other predators than

fisherman, Shovelnose and other bottom-feeders swarm to feed, and to be eaten by bigger fish in turn. A line drawn under a Silver spawning shoal is guaranteed to reward the angler with something.

Silver are fished with large seine nets, expensive and hard to maintain, as the small size of the quarry makes a fine, tight mesh necessary. The boat simply maneuvers near a spawning shoal and a skiff draws a net with floats along one edge around the milling fish. Once the end is brought back, a line running through the bottom edge of the net is winched aboard, drawing the catch up into a huge purse.

Sign: Wide swath of dimpled water as a shoal feeds, large shoals will turn water to a glimmering silver.

Habitat: Water

Range: Most of Northern Vinya

Use:

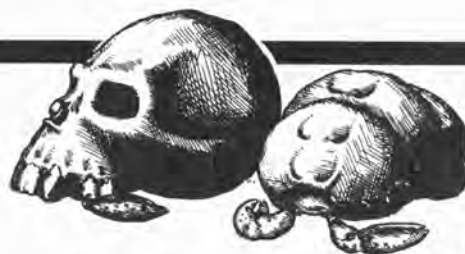
Portion	Amount	Spoil time	Chance of disease	Market value
Meat	1d4+1 lbs	1d2 days	25	2 CR/lb

Skull Skuttler (Alien)

SIZ 1
MPR 1d3 2

Move: Creep 2" (1", 1")
DA: by type (skull 3 points)

Description: These horrid creatures inhabit the skulls of the dead. To protect their soft bodies, they will crawl into an empty skull, helmet, or gourd. Thus encased, they crawl about and scavenge for food. They are not, however, restricted to empty skulls. They will sometimes attack sleeping creatures in an attempt to get into their heads, by entering through eyes, ears, nose, or mouth (1 point of damage per turn). Luckily, their small clawed feet require several uninterrupted minutes to enter the



brain case of a creature, so they can usually be stopped. They have become a popular form of torture, by rendering a person immobile and placing a Skuttler on his face. They are also used as a practical joke, as the sight of a crawling skull can be most unnerving.

Tracks: Indiscriminate scrapings of claws and feet.

Sign: A single, clean, vacant skull or other such object is a sign that a Skull Skuttler found a better home.

Habitat: Tropical Forest

Range: Southern Vinya

Soft Spheres (Vinyan)

SIZ 1d4 2
MPR 1d4 2

Description: These are spherical white fungi with very thin stalks that often allow the spheres to lie on the ground. As they become covered with dry leaves, they can be hard to locate in the dense forests in which they grow. Firm, but soft in texture, they can be thinly sliced and fried, which brings out their delicate, pleasant taste.

Use:		Spoil	Chance of	Market
Portion	Amount	time	disease	value
Sphere	1d4 lbs	1d4+3 days	10	2 CR/lb

Habitat: Temperate and Tropical Forest

Range: All of Vinya

Spark Beast (Alien)

STR 6d4 15 **Enhancements**
SIZ 2d4 5 Balance: 40 + 2d10
DEX 5d4+4 16 Bravery: 30 + 1d10
INT 4d4 10 Hearing: 50 + 1d10
MPR 5d4 12 Hide: 30 + 1d10
LUK 5d4 12 Perception: 35
Attack: Special (95) Quiet Movement: 30 + 1d10
Dodge: 60 + 1d10 Smell: 20 + 1d10
Bash: 30 + 2d10 Surprise Reaction: 40
Move: Fly 10" (5", 5")/
Hop 2" Vision: 40 + 1d10

Description: Spark Beasts appear as fleshy, featherless birds, with dark grey backs and white fronts. They travel in nuclear family units—parents and unmated offspring.

Spark Beasts build up an internal static charge while flying through the air which they can then discharge in an electrical arc, shocking opponents and thrilling spectators. While the shock of a single Spark Beast is only strong enough to stun the small creatures on which it preys, several will often combine their blasts to attack larger victims. They channel their arcs through the larger parent, whose blast is then much stronger.

Tracks: Spark Beasts rarely land on the ground as they are not adept at walking. When found, tracks will resemble two pitchforks side by side, from the feet and forearm to elbow, which touch down with every fluttering hop.



Sign: At night they will often leave a glowing contrail of excess electricity in the wake of their flight, occasionally burned or blasted marks on trees or rocks are visible, perhaps territorial markings or practice shots. Droppings are small black balls, very shrivelled and dry.

Habitat: Air, Mountains, occasionally Desert, Grasslands

Range: Impa and Great Cliffs mountain ranges and surrounding regions

Tactics: Since it takes the Spark Beasts a while to build up enough energy to discharge another blast, they prefer hit-and-run attacks, hopefully from surprise. After closing to 3 hexes,

they will group, fire, and quickly wing away. One beast's charge will do three points of damage, but they prefer a combined attack focused through one, usually the parent whose charge is increased by one point for every additional beast.

Opponents wearing metal armor are allowed to disperse the charge to metal-clad locations adjacent to the original metal blast point, divided equally among the parts affected. If the original point being struck is not metal armored, that location absorbs the full damage; only non-metal armor will reduce the damage, point for point. The charge may be parried like a missile. If the parrying object is non-conductive, no damage is received.

It takes four rounds for the Spark Beast to build up a charge.

Facts: There is no edible material to be gotten from the Spark Beast; those cutting into the bodies of even dead ones have sometimes received a considerable shock. The flesh is extremely acidic, not so as to melt flesh, but definitely enough to burn the soft tissues of mouth and throat if ingested.

Discovery of this creature has "sparked" research on creating electricity under controlled situations. So far, of course, not much has been achieved beyond standing the hair of several noted and nervous sages on end. The tissues of the Spark Beast have been the basis of most of the research on how to safely store electricity once produced. For this reason, the bodies of Spark Beasts, both living and dead, are drawing a high price among the sage community.

SPARK BEAST HIT POINTS

(1d100)	Hit Location	DA	SIZ						
			2	3	4	5	6	7	8
91-00	Head	(1)	1	1	1	1	1	2	2
71-90	Chest	(1)	1	1	1	2	2	3	4
61-70	Abdomen	(1)	1	1	1	1	1	2	2
46-60	R. Wing	(1)	1	1	1	1	2	2	3
31-45	L. Wing	(1)	1	1	1	1	2	2	3
21-30	R. Leg	(1)	1	1	1	1	1	2	2
11-20	L. Leg	(1)	1	1	1	1	1	2	2
01-10	Tail	(1)	1	1	1	1	1	2	2
	Blood Total		8	8	8	9	11	17	20
	CF		27	29	31	34	36	40	43
	Weight		8	15	25	35	45	60	70
	Bash Factor		20	21	22	23	24	26	27
	Bonus Damage		0						

Use:	% of body weight	Spoil time	Chance of disease	Market value
Portion				
Body	100	special*	01	SIZ x 10 CR

*If bled immediately after death, the body of the Spark Beast can last for 3d4 days, left unbled, the body will digest itself in 1d4+6 hours, beginning with the metallic-looking bones, leaving it a mushy sack of poisonous flesh.

Spinner (Alien)

STR	5d4	12
SIZ	3d10	16
DEX	6d4	15
INT	1d2	1
MPR	5d4	12
LUK	5d4	12

Enhancements

Balance:	70 + 2d10
Bravery:	60 + 2d10
Hearing:	20 + 1d10
Hide:	50 + 1d10
Perception:	46
Quiet Movement:	40 + 1d10
Smell:	20 + 1d10
Spoils Category:	Bearer (hanging with victims in nearby trees), 1d8-1
Surprise Reaction:	42
Vision:	80 + 1d10

Attack: Bite (60+1d10) 2d4 +Paralyze

Dodge: 40 + 1d10

Bash: 40 + 1d10

Move: Run 7" (3", 4")

Description: These huge insectoids are at home in the trees and on the ground, but they prefer to immobilize their prey quickly and retreat back into the safety of the branches. Silk spun from special glands in their tails is very light and tough, although it degrades quickly. They use it for transportation, running along strands of it from tree to tree or ground and back, nest building, and hanging their victims while the injected poison turns their insides to drinkable jelly.

Tracks: Tracks are rarely found, but appear as irregularly spaced double-puncture marks in the earth.

Sign: The most common sign is old silk blown against nearby brush, or silken web nests high in the branches of trees. Often the drained carcasses of past victims may be found, although they are usually hung in another tree out of sight.

Habitat: Tropical Forest, occasionally Temperate Forest or Mountains



Use:	% of body weight	Spoil time	Chance of disease	Market value
Portion				
Meat	20	1d2 days	15	5 CR/lb
Head (poison)	10	1d4 days	02	SIZ x 5 CR
Abdomen (silk)	30	1 day	05	SIZ x 10 CR

Properly prepared, the liquid silk contained in the spinneret assembly can be used for a variety of applications, from fine thread to tough monofilament to small elastic machine parts; the rarity of the raw material makes these items extremely expensive.

The only edible tissues are those located in what would normally be the thorax in insects, the rear portion of the head to which the legs are attached, and the legs themselves.



Range: East of the Great River, although many have been killed in the Bruff and Geffren homelands.

Tactics: Spinners will attempt to strike from ambush, dropping on victims from a tree, outcropping, or even cave ceiling. They will concentrate as much as possible on poisoning

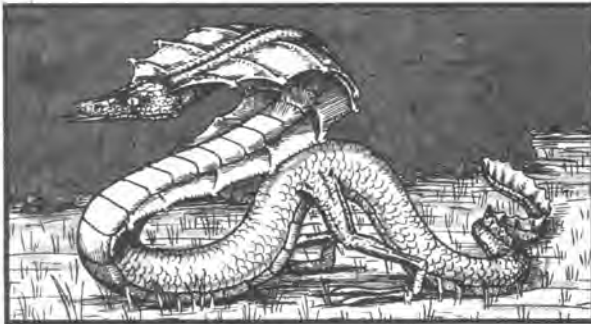
(poison intensity level 2) one victim and carrying it off to feed. Spinners are not intelligent enough to grasp that a victim's comrades may attempt a rescue; they will usually not go very far. They dislike fire, as it destroys their silk and singes their sensitive body hairs.

SPINNER HIT POINTS

(1d100)	Hit Location	DA	SIZ													
			3	5	7	9	11	13	15	17	19	21	23	25	27	29
91-00	Head	(2)	1	1	1	2	2	2	3	4	5	6	7	9	11	15
81-90	Thorax	(2)	1	1	1	2	2	2	3	4	5	6	7	9	11	15
49-80	Abdomen	(2)	1	3	4	5	6	8	10	13	16	19	23	28	36	48
37-48	R. Front Leg	(2)	1	1	1	2	2	3	4	5	6	7	9	11	14	18
25-36	R. Hind Leg	(2)	1	1	1	2	2	3	4	5	6	7	9	11	14	18
13-24	L. Front Leg	(2)	1	1	1	2	2	3	4	5	6	7	9	11	14	18
01-12	L. Hind Leg	(2)	1	1	1	2	2	3	4	5	6	7	9	11	14	18
	Blood Total		7	9	10	17	18	24	32	41	50	59	73	90	114	150
	CF		25	29	34	36	41	45	51	62	72	82	95	111	136	173
	Weight		16	35	48	60	75	95	120	160	200	240	290	350	450	600
	Bash Factor		21	23	24	25	27	29	31	35	39	43	48	54	64	79
	Bonus Damage		-1d2	0				+1d4				+1d6				+2d6

Facts: In order to be sold, the poison and web fluid must be carried in their original glands, which are too sensitive to be removed without destroying them. The only way to carry the poison is within the head and the wet fluid must be carried in the abdomen.

Spring Serpent (Alien)



STR 1d4+10 12
SIZ 1d10 5
DEX 6d4 15
INT 2d2 3
MPR 3d4 7
LUK 5d4 12

Attack: Bite (50+2d10) 1d4+Poison
Dodge: 30 + 1d10
Bash: 10 + 1d10
Move: Slither 3" (1", 2") / Fly 8"

Enhancements

Balance: 90 + 2d10
Bravery: 10 + 2d10
Hearing: 80 + 1d10
Hide: 70 + 3d10
Perception: 76
Quiet Movement: 60 + 2d10
Smell: 100 + 1d10
Surprise Reaction: 52
Vision: 30 + 1d10

SPRING SERPENT HIT POINTS

(1d100)	Hit Location	DA	SIZ				
			2	4	6	8	10
91-00	Head	(1)	1	1	2	3	4
41-90	Body	(1)	1	5	9	14	21
36-40	Right Leg	(1)	1	1	1	1	2
31-35	Left Leg	(1)	1	1	1	1	2
01-30	Tail	(1)	1	2	6	9	12
	Blood Total		5	10	18	28	41
	CF		33	38	46	56	69
	Weight		20	40	70	110	165
	Bash Factor		24	26	29	33	39
	Bonus Damage		0				

Description: All poisonous to at least some degree, Spring Serpents shoot their fanged heads at prey with their tensely coiled bodies, using a long, fanning hood to extend its striking range by gliding through the air, often from high in a tree. The fangs swivel forward to act as skewers. Poison from a bite will be of Intensity Level 1d10.

The ligaments connecting their bones are loose and elastic; even the bones in the skull and jaws are not firmly connected, allowing the beast to swallow larger prey or squeeze through small spaces. Kitzu and Unspeakables beware! They can swallow any creature up to their own SIZ, after which they will sleep for several weeks. The legs are actually modified ribs, usually ending in a two-tined fork that serves as a foot.

Tracks: Except in sand or mud, only the largest will leave evidence of the cylindrical body's passage impressed in dirt or grass, tracks of the feet may show up as small scrapings.

Sign: As with other reptiles, the droppings of serpents are rare and widely various, due to their low metabolism and slow rates of digestion, but most consist of a single small skeleton, crushed into a tight spike of bones, hair, and hide.

Habitat: Any but Air

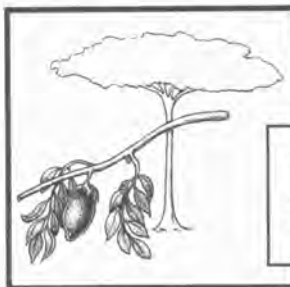
Range: All of Vinya

Tactics: Serpents will usually (95%) only target creatures of smaller SIZ than themselves. The Spring Serpent can glide up to a maximum distance equal to its STR in hexes.

Sweet Fruit (Vinyan)

SIZ 2d10+20 31
MPR 5d4 12

Description: Sweet Fruit are slightly sour, with a pale green rind and whitish pulpy flesh. They grow on tall (1 foot per point of SIZ), spreading trees, which often must be climbed to reach fruit undamaged from the fall. Domesticated, this fruit tree is kept pruned back so that it will spread even wider, and bear fruit at a more manageable height.



Habitat: Temperate and Tropical Forest

Range: All of Vinya

Use:

Portion	Amount	Spoil time	Chance of disease	Market value
Fruit	1d10-1 lbs	3d4 days	05	.7 CR/lb

Teenies (Vinyan)

SIZ .5 Move: Swim 3" (1", 2")
MPR 1 DA: 0

Use:

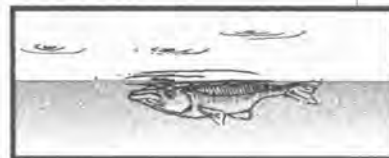
Portion	Amount	Spoil time	Chance of disease	Market value
Bait	1d4-1 lbs	3d4 days	05	.5 CR/lb

Description: A common Vinyan expression referring to any fingerling fish, Teenies are actually a species unto themselves. They inhabit shallow waters, in both salt and fresh, hugging the shore to escape the larger fish lurking at the bottom. Surface feeders, they have flattened heads, wide mouths, and reduced dorsal fins.

Sign: Small dimples and trails as they dart about near the surface.

Habitat: Wetlands, Water

Range: All of Vinya



Thornwrapper (Alien)

STR 5d4+7 19
SIZ 4d10 22
MPR 2d4 5
LUK 5d4 12

Enhancements

Bravery: 100
Hearing: 100
Hide: 60 + 1d10
Perception: 33
Spoils Category: Bearer, 1d6-1
Surprise Reaction: 33

Attack: 1d10 Tendrils (20+2d10)
1d4 and
1d4 Roots (10+1d10)
1d8+Grapple

DA: Fibers 1, Stump 4

Description: This strange plant supplements its solar diet with the bodies of creatures it snares with long, fibrous tentacles. From the bulbous crown of the short trunk hang tough fibers, each tipped with a sharp, hooked thorn. Long, heavy root fibers studded with short thorns radiate out from the sloping base. When these roots are disturbed, they retract into tight coils with lightning speed, tripping prey into the smaller fibers hanging from the stump. Quickly wrapping the victim up in their entangling coils, the fibers work their hooks into its body as it is drawn into the open maw at the top of the stump. The victim suffocates in the unrelenting fibrous grip, the thorns working further into its body to begin digestion, even as it is pulled down into the plant's base. There prey is torn slowly apart by the internal root network; even bones and hair are digested.

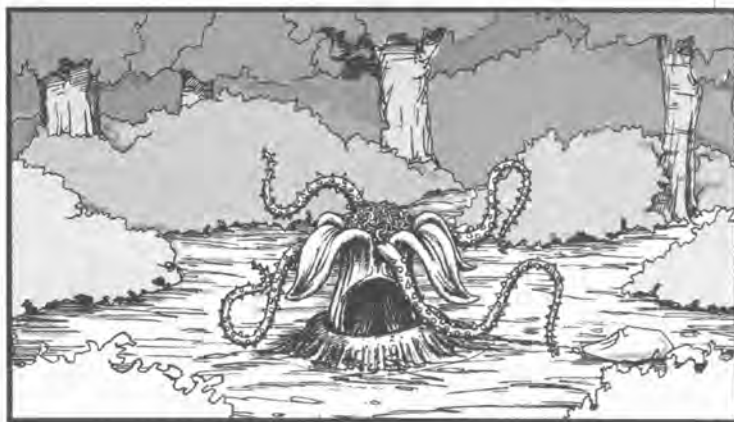
Sign: A shaggy stump in the center of a circular clearing, often atop a small mound.

Habitat: Temperate Forest

Range: Northern hills

Tactics: Once a Thornwrapper has grabbed a victim, the creature will be drawn into its mouth on a successful Grapple attack (p. 23) at the rate of one hex per Physical Action.

Creatures may choose what part of the plant they wish to hit if they are within the same 10' hex. Each tendril has 1 Hit Point,



Use:

Portion	% of body weight	Spoil time	Chance of disease	Market value
Small fibers	15	1d4 years	01	15 CR/lb

The smaller fibers make excellent cordage. Subjected to a hearty pounding, they can even be woven into much longer rope, stronger and thinner than the standard. The hooked fibers are often used as fishing leaders, or, if long enough, as a complete fishing line. Unwoven fibers cannot be effectively tied together, as the strain of the knot will usually break them.

each root has 3. Damage to the stump will not affect the coiling of the fibers and roots.

Facts: The coiling fibers die once they have constricted, whether successfully or not, to be replaced by new growth. A thriving plant will often have very short fibers, as they have less time to regrow between attacks, while a plant out of busy animal traffic will often have very long fibers, greatly increasing its trapping range (1d4" radius).

Thunder Beetle (Alien)

STR 6d4 15
 SIZ 3d6+12 22
 DEX 4d4 10
 INT 1d4 2
 MPR 4d4 10
 LUK 5d4 12

Attack: Bite(60+1d10) 2d8
 +Special

Dodge: 20 + 1d10

Bash: 40 + 2d10

Move: Run 6"(3", 3")/Fly 15"

Enhancements

Balance: 40 + 2d10

Bravery: 70 + 2d10

Hearing: 50 + 2d10
 (halved in flight)

Hide: 20 + 1d10

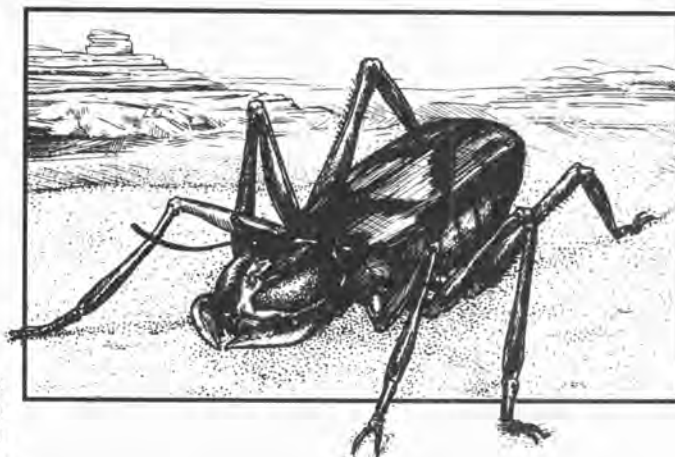
Perception: 47

Quiet Movement: 10 + 1d10

Smell: 20 + 1d10

Surprise Reaction: 38

Vision: 50 + 1d10



Description: Thunder Beetles are enormous, aggressive killers (much like the Pit Worm, of which they are the adult form). Rather than waiting in ambush, however, they are swift and persistent, chasing prey relentlessly, running it down until within reach of the terrible jaws. They are enduring if not particularly good flyers; while they will take prey on the wing if given the opportunity, they will always alight to run down land-based prey on foot. Generally solitary creatures, the Thunder Beetles' speed, unpredictability, and ferocity make them feared more than many larger alien predators.

The Thunder Beetle hunts by flying at tree-top level, often many miles at a stretch, landing only to chase down prey startled from hiding by the din of the Beetle's flight. Once sated, the Beetle will fly or walk to the nearest available tree, climb as high as its bulk will allow, and cling head-down to digest and spend the night. The next morning, it will adhere the waste material of the night's digestion to the bole and take wing, often leaping into flight straight from the tree.

Tracks: Three pairs of sharp, two-tined prong marks pointing out.

Sign: Nomadic hunters, Thunder Beetles rarely are in an area long enough to leave much sign. Torn bark and scratch marks

high in a tree, along with a sticky glob of dung, are a good indication that a Thunder Beetle has spent the night there. The sound of their flight begins as a low hum, rising to a frightfully loud clacking (the beating wings clapping the wing covers together) as the beast approaches.

Habitat: Air, Desert, Grasslands, may appear anywhere

Range: Almost anywhere

Tactics: Should a Thunder Beetle land a successful hit, it will continue to strike at that location at 90 % until it is severed.

Facts: The heavy jaws of the Thunder Beetle are renowned as exceptionally deadly. One survivor/songwriter once stated in a famous ballad, "I never thought that I'd be so happy/ To see my leg come off so snappy!" He was fortunate enough to have lost only one leg in the encounter; many were not as lucky. (A happy note; that songwriter made enough money from his hit song to pay the Drazzi fee to replace his lost limb.)

THUNDER BEETLE HIT POINTS

		SIZ																		
(1d100)	Hit Location	DA	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30		
85-00	Head	(5)	6	7	7	8	10	11	13	16	18	22	25	29	34	38	44	48		
45-84	Abdomen	(5)	15	17	19	21	24	28	33	39	46	54	63	73	84	96	109	120		
38-44	R. Fore Leg	(5)	3	3	3	4	4	5	6	7	8	9	11	13	15	17	19	21		
31-37	L. Fore Leg	(5)	3	3	3	4	4	5	6	7	8	9	11	13	15	17	19	21		
24-30	R. Leg	(5)	3	3	3	4	4	5	6	7	8	9	11	13	15	17	19	21		
17-23	L. Leg	(5)	3	3	3	4	4	5	6	7	8	9	11	13	15	17	19	21		
09-16	R. Hind Leg	(5)	3	3	4	4	5	6	7	8	9	11	13	15	17	19	22	24		
01-08	L. Hind Leg	(5)	3	3	4	4	5	6	7	8	9	11	13	15	17	19	22	24		
	Blood Total		39	42	46	53	60	71	84	99	114	134	158	184	212	240	273	300		
	CF		69	74	77	84	91	101	114	129	144	166	189	214	241	271	304	333		
	Weight		150	165	185	210	240	280	330	390	460	540	630	730	840	960	1090	1200		
	Bash Factor		32	34	36	38	41	45	50	56	63	71	80	90	101	113	126	137		
	Bonus Damage		+1d4			+1d6													+2d6	

Torpod (Alien)

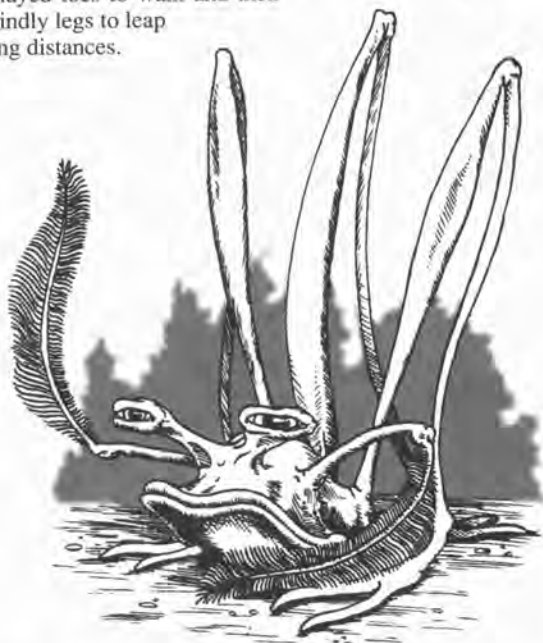
STR 2d4 5
 SIZ 1d6+10 13
 INT 1d4 2
 DEX 2d4 5
 MPR 3d4 7
 LUK 5d4 12

Enhancements

Balance: 60 + 2d10
 Bravery: 10 + 2d10
 Hearing: 40 + 1d10
 Hide: 20 + 1d10
 Perception: 39
 Quiet Movement: 30 + 1d10
 Smell: 40 + 1d10
 Surprise Reaction: 30
 Vision: 20 + 1d10

Dodge: 20 + 1d10
 Bash: 40 + 2d10
 Move: Walk 3"(1",2")/Leap 7"

Description: This strange-looking creature comes from a world of very low gravity. On its home world, it uses its three very long legs to raise its small body up into the cloud layers rich in nutrients and microorganisms, on which it feeds. On the higher-gravity world of Vinya, the Torpod keeps its legs folded, bringing its wide-mouthed face and baleen arms closer to the surface. They seem to be adjusting to Vinya fairly well, scraping dust and pond surfaces for food and using their long, splayed toes to walk and their spindly legs to leap long distances.



TORPOD HIT POINTS

(1d100)	Hit Location	DA	SIZ							
			11	12	13	14	15	16		
00	Right Eye Stalk	(2)	1	1	1	1	1	1		
99	Left Eye Stalk	(2)	1	1	1	1	1	1		
91-98	Head	(1)	1	1	2	2	2	3		
49-90	Body	(1)	6	7	8	10	12	15		
45-48	Right Arm	(1)	1	1	1	1	1	1		
41-44	Left Arm	(1)	1	1	1	1	1	1		
38-40	Right Leg	(1)	1	1	1	1	1	1		
13-37	Middle Leg	(1)	3	4	5	6	7	9		
01-12	Left Leg	(1)	2	2	2	3	3	4		
	Blood		17	19	22	26	29	36		
	CF		27	30	33	37	42	48		
	Weight		55	65	80	95	115	140		
	Bash Factor		21	22	23	25	27	29		
	Bonus Damage		1d2							

Tracks: Bipedal with three long toes, often scuffed from shuffling gait, or paired and widely intermittent from leaping

Sign: Droppings white and dark-green smudge

Habitat: Wetlands, occasionally Grasslands or even Water

Range: Lowlands, primarily around Great River

Use:	% of body weight	Spoil time	Chance of disease	Market value
Portion				
Meat	40	1d2 days	10	8 CR/lb
Baleen	2 each	1d4 years	05	SIZ×4 CR

The feathery baleen arm fronds are valued for a variety of purposes including fashion, dusting, and as elegant fans; as each strand is hollow, they can also be used to make fine writing instruments.

Traikor Seeds (Vinyan)

SIZ 2d8 9
 MPR 2d4 5

Use:	Amount	Spoil time	Chance of disease	Market value
Portion				
Seed	1d6 lbs	1d3 weeks	15	.7 CR/lb

Description: Formerly an inedible ground plant, the Blue Toad-Flax was bred by Traikor into one of Vinya's more common sources of food. This small bush sends runners from the tip of each twig into the ground, each capped by a small gourd-like protuberance, the Traikor seed. The seeds can be dug up or uprooted with the plant itself; each is encased in its own spiny shell, which cracks open when roasted.

Habitat: Grasslands

Range: All of Vinya



Trask (Vinyan)

STR	4d4+8	18
SIZ	5d100-4	25
DEX	4d4	10
INT	1d4	2
MPR	2d4	5
LUK	5d4	12

Attack: Bite (60+2d10) 3d6
 Dodge: 40 + 1d10
 Bash: 40 + 2d10
 Move: Swim 10" (5", 5")

Enhancements

Balance:	100
Bravery:	100
Hearing:	80 + 1d10
Hide:	60 + 1d10
Perception:	78
Quiet Movement:	90 + 1d10
Smell:	100 + 1d10
Spoils Category:	Bearer (in stomach) 1d4-1
Surprise Reaction:	48
Vision:	40 + 1d10



Description: The Trask is the terror of every major body of water on Vinya; even the savage River Throttler will flee before a pack of these monsters. The huge, razor-sharp teeth in the powerful jaws seem to merge right into the bony plates protecting the head; smaller plates adorn the rest of the creature's body, making its skin very tough and abrasive. Trask may hunt in packs of dozens, or singly. They can survive in freshwater for several days with no ill effect; one was even found washed ashore ABOVE Riversheart Pass. They have a phenomenal sense of smell; any blood in the water has a good chance to attract at least one Trask. Prey is shaken and torn to bite-sized bits, swallowed whole, or pulled apart by several Trask.

Sign: The tall, hooked dorsal fin and occasionally the tip of the tail may stick above the surface as the creature closes in on its prey.

Habitat: Water

Range: Beaches and bays of southern Vinya, but may range up the Great River as far as Riversheart Pass



Use:	% of body weight	Spoil time	Chance of disease	Market value
Meat	30	1d2 days	20	12 CR/lb
Skeleton	10	2d4 days	01	1 CR/lb
Plates	02	1d100 years	01	SIZ×2 CR
Skin	05	2d4 days untreated	01	SIZ×3
Jaws	03	1d100 years	01	SIZ×1 CR

The high ridge of muscle along the back is usually cut into steaks and grilled, while the fins are boiled in a soup. The cartilaginous skeleton is rendered down for glue, the bony plates covering the head are used as sand-paper, and the skin, once boiled and scraped of its thorny projections, makes a fine, soft leather. The triangular, serrated teeth are often sold for souvenirs, sometimes even the whole set of jaws.

TRASK HIT POINTS

SIZ

(1d100)	Hit Location	DA	1	4	7	10	13	16	19	22	25	28	31	34	37	40	43	46	49
81-00	Head	(10)	1	2	4	6	8	11	15	20	26	33	46	55	65	75	88	100	115
51-80	Thorax	(7)	1	3	6	9	12	17	23	30	39	50	69	83	98	113	131	150	173
26-50	Abdomen	(7)	1	3	5	7	10	14	19	25	33	41	58	69	81	94	109	125	144
01-25	Tail	(7)	1	3	5	7	10	14	19	25	33	41	58	69	81	94	109	125	144
	Blood Total		4	11	20	29	40	56	76	100	131	165	231	276	325	376	437	500	576
	CF		27	35	46	56	66	81	102	128	159	194	259	306	356	408	471	532	608
	Weight		5	40	75	115	160	220	300	400	520	660	920	1100	1300	1500	1750	2000	2300
	Bash Factor		18	21	25	29	33	39	47	57	69	83	109	127	147	167	192	217	247
	Bonus Damage		0		+1d4			+1d6			+2d6		+3d6			+4d6			+5d6

Treasure Critter (Alien)

STR 4d4 10
SIZ 4d4 10
DEX 4d4+6 16
INT 4d4 10
MPR 4d4 10
LUK 6d4 15

Attack: Special
Dodge: 40 + 1d10
Bash: 20 + 2d10
Move: Run 5" (2", 3")

Enhancements

Balance: 40 + 2d10
Bravery: 50 + 2d10

Hearing: 30 + 1d10
Hide: 50 + 1d10
Perception: 39
Quiet Movement: 40 + 1d10
Sight: 20 + 1d10
Smell: 50 + 1d10
Surprise Reaction: 44



Description: These harmless creatures do nothing but try to buy friends. They do this by giving up objects they have collected in exchange for food and protection. After a satisfying repast they will usually try to steal something to give to someone else. Treasure Critters are very tall and thin and are completely covered with impossibly thick gray or brown fur, giving the impression of great size. Once encountered, the Critter will dog the party, gibbering endlessly in their unintelligible tongue and doing amazing little feats, all in an attempt to disguise its pick-pocketing activities. The creature is not particularly intelligent and many of their race have been lost by trying to make friends with the wrong people or creatures, or by trying to return the loot to the person from whom it was stolen. Consider the Treasure Critter a Thief with a BC of 50+5d10.

Tracks: Humanoid print with toes of equal size.

Sign: The only consistent trail Treasure Critters leave is one of random trinkets.

Habitat: Any but Air

Range: All of Vinya

TREASURE CRITTER HIT POINTS

(1d100)	Hit Location	DA	SIZ												
			4	5	6	7	8	9	10	11	12	13	14	15	16
91-00	Head	(2)	1	1	1	1	1	1	1	2	2	2	2	3	3
71-90	Chest	(2)	1	2	2	2	2	3	3	3	4	4	5	6	7
55-70	Abdomen	(2)	1	1	1	2	2	2	2	2	3	3	4	5	5
43-54	R. Arm	(2)	1	1	1	1	1	2	2	2	2	2	3	4	4
31-42	L. Arm	(2)	1	1	1	1	1	2	2	2	2	2	3	4	4
16-30	R. Leg	(2)	1	1	1	2	2	2	2	2	3	3	4	5	5
01-15	L. Leg	(2)	1	1	1	2	2	2	2	2	3	3	4	5	5
	Blood Total		7	8	8	11	11	14	14	15	19	19	25	32	33
	CF		22	25	26	27	29	30	31	32	36	38	41	47	51
	Weight		25	31	36	41	46	51	56	61	71	81	96	121	132
	Bash Factor		22	22	23	23	24	24	25	25	26	27	29	31	32
	Bonus Damage		-1d2			0								+1d4	

Tree Caps (Vinyan)



SIZ 1d4 2
MPR 2d4 5

Description: These mushrooms grow on logs, stumps, and living trees, often at considerable heights. They never grow on the ground. Their stems (normally absent) are short, lateral, and attached off center. All are fleshy and

Use:		Spoil	Chance of	Market
Portion	Amount	time	disease	value
Cap	1d4 lbs.	2d4 days	20	.3 CR/lb.

somewhat tough. Fresh tree caps grow in clusters and are flavorful when young.

Habitat: Temperate and Tropical Forest

Range: All of Vinya

Triplex (Vinyan)

SIZ 1d6 3
MPR 1d4 2

Use:		Spoil	Chance of	Market
Portion	Amount	time	disease	value
Ball	1d3 lbs	2d4 days	25	1 CR/lb

Description: The thick outer layer of this fungus splits into pointed sections, producing a star-like effect. This layer is very bitter, but can be peeled back to reveal an inner ball with a thin, papery coat. The ball, once peeled and boiled, is quite tasty.

Habitat: Wetlands

Range: All of Vinya



Tron (Alien)

STR 4d4+10 20
 SIZ 3d4+15 23
 CON 4d4+10 20
 DEX 5d4 12
 INT 5d4 12
 MPR 5d4+4 16
 APP 3d4 7
 LUK 5d4 12

Attack: (50 + 2d10/40 +
 2d10) by weapon
 Dodge: 30 + 1d10
 Bash: 40 + 1d10
 Move: Run 8" (4", 4")

Enhancements

Balance: 60 + 1d10
 Bravery: 100
 Hearing: 40 + 2d10
 Hide: 20 + 1d10
 Perception: 54
 Quiet Movement: 10 + 1d10
 Smell: 40 + 1d10
 Surprise Reaction: 42
 Spoils Category: Hoarder 1d3-1
 Vision: 60 + 1d10

Description: Trons are an race of apparently genderless fighting machines. Burly and intelligent, with two opposable thumbs and a double spine for tremendous power in gripping and lifting (although they are not particularly good dancers), they live to fight. They have a simple code to live by; every creature has the choice of slavery or death.

Trons are cannibalistic, performing a small ceremony at the dinner featuring the fallen, wherein the name of the deceased is reviled in drunken shouts on a liquor/blood punch, after which the large old drones usually clout the smaller ones around the clearing a couple times. They are not opposed to eating non-Tron victims as well.

The hierarchy of the Tron military and social culture is based on size and age of the drones, as they continue to grow throughout their lifetime. The clan of Vinyan Trons is actually made up of members from several clans, who have banded together as the only members of their race on the planet. The beam of the Gate



has apparently moved away from the orbit of the Tron world; no new Trons are arriving.

The great sword is their primary weapon, the technique employed: a basic hacking through armor and bodies with sheer power. Although many Trons are used to wearing armor, the much warmer climate of Vinya finds most Trons stripped of extra garments for comfort. The heavy armor is reserved for use by only the oldest of the clan, as each suit takes far too long to produce to be rapidly grown out of (or lost in battle).

Generally the status of the wearer is determined by the size of the major spikes.

The standard of the Steel clan is a steel cross 10' tall with a large embossed shield at its center, surmounted by a bleached drone skull studded with steel spikes. The cross-arms are sword-blades, the bottom edge of which have been pierced to hang scalps and various other trophies and ceremonial brick-a-brack.

Habitat: Prefer Tropical Forest, but may be found everywhere but Air

Range: East of Speaking Mountains, primarily in Tron Woods

Tracks: Humanoid of extraordinary size

Sign: Trons are not shy. Even when surprise is required, they prefer to use power alone in a frontal assault, crashing through brush and hurling insults and challenges. Tron drones urinate and defecate through a single orifice directly between their legs; the mixed excrement forms a sticky paste. Younger Trons often turn, bend over, and fire a sticky gob at an adversary as an insult before attacking, or to mark trees or walls (the higher the better).

Tactics: Although intelligent, Trons don't seem to see the point for employing intricate tactics during battle. Instead, they tend to employ full frontal charges, relying on their tremendous size and strength to deliver them to victory.

Vinyan strategists have had great difficulty in finding a flaw in this attitude, and Trons remain one of the greatest threats to Vinyan survival.

An unusually cautious Tron leader might have his soldiers launch a barrage of javelins at an enemy before the charge, but this is quite rare.

Facts: The favorite weapon of the larger Trons is the Glaive, essentially a Great Sword with a Great Axe-like head at the end.

TRON HIT POINTS

		SIZ											
(1d100)	Hit Location	DA	18	19	20	21	22	23	24	25	26	27	
91-00	Head	(2)	8	9	9	10	11	12	14	17	20	23	
71-90	Chest	(2)	16	17	18	20	22	25	29	34	40	45	
55-70	Abdomen	(2)	12	14	14	16	18	20	23	27	32	36	
43-54	R. Arm	(2)	9	10	11	12	13	15	17	20	24	27	
31-42	L. Arm	(2)	9	10	11	12	13	15	17	20	24	27	
16-30	R. Leg	(2)	12	13	14	15	17	18	21	25	30	34	
01-15	L. Leg	(2)	12	13	14	15	17	18	21	25	30	34	
	Blood Total		78	86	91	100	111	123	142	168	200	226	
	CF		107	113	119	127	139	154	173	198	231	255	
	Weight		310	340	360	390	440	490	570	670	800	900	
	Bash Factor		49	52	54	57	62	67	75	85	98	108	
	Bonus Damage		+1d6			+2d6							

Weapon		Damage	Weapon Ability	Weight in lbs	DA
AC II	♥ Tron Glaive (2H)	3d6	140	25	35

Tugger (Vinyan)

STR	6d4	15
SIZ (male)	4d6+5	19
SIZ (female)	3d6+4	14
DEX	5d4	12
INT	2d4	5
MPT	5d4	12
LUK	5d4	12

Attack: Magic blast (special) or
Gore (30+2d10) 3d4 (Male only) or
Trample* (20+2d10) 4d4
*Trample victim must be on ground or
1/2 Tugger SIZ or less.

Dodge: 40 + 1d10

Bash: 50 + 2d10

Move: Run 8" (4", 4")

Description: The Tugger has been herded as a Vinyan beast of food and burden since its discovery by the first settlers on the continent. An eyeless creature, the Tugger "sees" by detecting various levels of magical energy through short sensitive nubs where its eyes should be. The males are large, strong, and aggressive, while the females are placid beasts well-suited to standing about or hauling small loads. They are cheaper and easier to keep than Horners, and give milk and very tasty meat.

The main weapon of the Tugger is a painful magical blast, which will stun or even kill smaller creatures. The females emit their weaker blast only in a dire emergency, but the bulls, particularly in the spring rut, are likely to rush up and blast innocent passerby, even bushes or wagons. The male's blast is similar to the Common Magic spell Cell Blast, except that it costs 2 MPT and does 2d4 damage. The female's blast costs 1 point and does 1d4. The bull's huge horns, driven by its colossal neck muscles, are also very deadly.

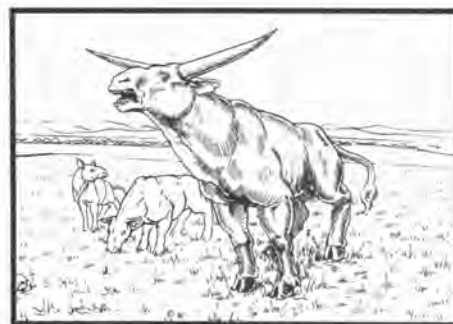
While the male is much stronger than the female; he is often too aggressive to be useful for carrying and pulling, and is usually left in a pasture for stud duty while the smaller but far more tractable females are used for labor. Females are the preferred pack beast on Vinya; they are sure-footed and strong, if a bit lazy. They can also bind to their owner's magical aura, shying away from strangers and giving early warning of approach. They are rather skittish though, and often have to be blinded with a Cover Magic spell (p. 122) to keep them from bolting in a fight.

In the space and food-starved atmosphere of modern Vinya, there are very few males left west of the Speaking Mountains; the remaining municipal bulls, whose pastures have been taken over by homesteaders, are jealously guarded from hungry poachers by the town militias. Large herds still roam the Borderlands, guarded by the bulls and rounded up by Dragon Lizards under the command of the herdsman. The females shy away from the shrieking, pecking, and powerful magic aura of the flying Lizards; the bulls reluctantly follow their harems.

Tracks: Double tear-drop shaped hoof prints, pointed forward and curved in.

Enhancements

Balance:	60 + 2d10
Bravery:	Male: 100 Female: 30 + 2d10
Hearing:	40 + 1d10
Hide:	20 + 1d10
Perception:	45
Quiet Movement:	20 + 1d10
Smell:	20 + 1d10
Surprise Reaction:	37
Vision (magic):	60 + 1d10



TUGGER HIT POINTS

(1d100)	Hit Location	DA	SIZ											
			7	9	11	13	15	17	19	21	23	25	27	29
91-00	Head	(3)	3	4	5	6	8	10	12	16	19	23	29	39
71-90	Chest	(3)	5	6	9	11	13	16	21	26	31	38	49	66
51-70	Abdomen	(3)	4	5	7	9	11	13	17	21	25	30	39	53
39-50	R. Front Leg	(3)	2	2	3	3	4	5	7	8	10	12	16	21
27-38	L. Front Leg	(3)	2	2	3	3	4	5	7	8	10	12	16	21
15-26	R. Hind Leg	(3)	2	2	3	4	5	6	7	9	11	14	18	24
03-14	L. Hind Leg	(3)	2	2	3	4	5	6	7	9	11	14	18	24
01-02	Tail		1	1	2	2	3	3	4	5	6	8	12	16
	Blood		21	25	35	43	53	65	83	103	125	152	197	264
	CF		49	54	65	73	83	95	114	136	156	181	228	296
	Weight		80	100	140	170	210	260	330	420	500	600	780	1050
	Bash Factor		26	28	32	35	39	44	51	60	68	78	96	123
	Bonus Damage		0	+1d4				+1d6				+2d6		

Use:	% of body weight	Spoil time	Chance of disease	Market value
Portion				
Meat	75	1d4 days	15	6 CR/lb
Hide	15	5d10 years	05	SIZ×2 CR

Sign: Bulls may thrash low shrubs with their horns during the spring rut, leaving a rather tattered mess, and often make a low, flat bugle. Droppings are large soft piles full of bits of grass.

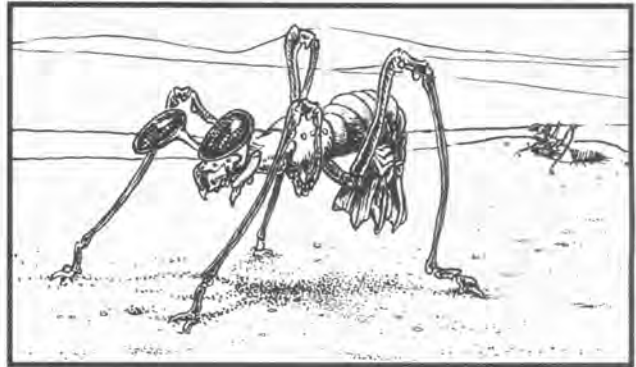
Habitat: Grasslands, though may wander into Mountains or Temperate Forest

Range: Formerly almost all of Vinya, lately restricted to plains west of the Great River, except for small feral herds or mavericks.

Tactics: A charging bull Tugger may be dissuaded by extravagant behavior such as shrieking and jumping about; while this may anger him all the more, it's actually less dangerous than fighting or laying down and hoping he doesn't press the attack. Casting spells on other members of the party may sometimes confuse and calm a Tugger, casting a spell at a charging bull will usually send him into a killing rage. West of the Great River, any Tugger is probably domesticated, protecting his herd of females. There are heavy penalties for poaching Tugger, particularly in the west.

Tunnel Runner (Alien)

STR	3d4+12	19	Enhancements	
SIZ	1d4	2	Balance:	70 + 2d10
DEX	5d4+5	17	Bravery:	40 + 2d10
INT	1d4	2	Hearing:	50 + 1d10
MPR	3d4	7	Hide:	40 + 1d10
LUK	5d4	12	Perception:	55
			Quiet Movement:	50 + 1d10
Attack:	Bite (50+1d10) 1d8		Smell:	50 + 1d10
	+Poison		Spoils Category:	Hoarder
Dodge:	60 + 1d10			1d2-1(2d10
Bash:	30 + 2d10			in lair)
Move:	Run 9" (4", 5")		Surprise Reaction:	49
			Vision:	50 + 1d10



Description: Tunnel Runners are large (by Vinyan standards) insects that live in underground colonies, racing about to gather food to take back to their holes. They are very quick, running down small animals, immobilizing them with their poisonous bite (Intensity Level equal to SIZ), and gathering them up in their curled, fanning tail. Not at all picky, Runners will pick up carrion or animal droppings, anything to feed to the Breeders and larvae back at the nest.

Tracks: Three pairs of three widely splayed hooks, with evidence of a wide stance and fast motion.

Sign: One or several foot-wide holes in the ground, surrounded by the tiny tracks

Habitat: Desert and Grassland, may enter Temperate Forest

Range: East of Speaking Mountains

Tactics: Tunnel Runners will sometimes follow a party for miles, hoping for a dropped tidbit or fresh kill, and may attack sleepers (when startled by a victim's waking suddenly). They are not frontal assault-type attackers, usually remaining out of range, if not out of sight, waiting for a good opportunity.

Facts: The nest consists of a vertical shaft leading to a bulb-shaped chamber, which fans out into many side channels leading to separate breeding chambers or alternate exits. The fat, grub-like Breeder is much larger than the Runners, but it is virtually helpless.

The only females in a nest full of male Runners, the Breeders can only be fertilized by Runners from a different nest. Although rare, it is possible for several Breeders to inhabit a single nest; if the last Breeder dies for some reason without replacement, the Runners will gather all the eggs and larvae under their tails and seek a new nest to join. If none can be found, one of the Runners is fed several of the eggs, transforming it into a Breeder, and the remaining Runners set about excavating a new nest.

Tunnel Runners come from the same world as the Dragonkind, who have an intense hatred of the insects. Dragonkind pictographs depict the Runners flocking to a Dragonkind Shaft of Life, rolling their eggs down into the embryo chamber to feast upon literally thousands of developing Dragonkind. Many Dragonkind pilgrimages involve rooting out the nests of the Tunnel Runner, which they call Kresh-res-Trenss, or "Devil of the Cavities."

TUNNEL RUNNER HIT POINTS

(1d100)	Hit Location	DA	SIZ			
			1	2	3	4
86-00	Head	(3)	1	1	1	1
51-85	Body	(3)	1	1	1	2
46-50	R. Fore Leg	(3)	1	1	1	1
41-45	L. Fore Leg	(3)	1	1	1	1
36-40	R. Hind Leg	(3)	1	1	1	1
31-35	L. Hind Leg	(3)	1	1	1	1
01-30	Tail	(3)	1	1	1	2
	Blood Total		7	7	7	9
	CF		21	22	24	26
	Weight		3	8	15	25
	Bash Factor		20	21	22	23
	Bonus Damage		0			

Vimm's Bulbs (Vinyan)



SIZ	1d8	4
MPR	2d4	5

Description: This tree, discovered in what is now the Tron Woods by the famous Husbandman Vimm Gesticpli, often loses branches to the weight of its oversized fruit. The fruit is the size of an Unspeakable's head, obscurely six-sided, with a smooth leathery orange skin. Within, it is divided into several cells, containing many thin, transparent

Use:

Portion	Amount	Spoil time	Chance of disease	Market value
Pulp	2d10-2 lbs	2d4 days	05	2 CR/lb

vesicles of reddish juicy pulp, each surrounding an angular seed. The flavor of the fruit is described as being insipid. Although the fruit is not very filling, it is, however, nutritious.

Habitat: Tropical Forest

Range: All of Vinya

Vygroot (Vinyan)

SIZ 1d3 2
MPR 1d4 2

Description: The thick taproot of this plant is topped by a small cluster of thin stems, each with two pointed leaves. Vygroot has a slightly sweet, smoky taste; however, it is mildly narcotic. If someone eats more than a pound at a time, he will be at -10% per pound in all skills and abilities for the next hour, but Bravery is increased by +10%.



Use:

Portion	Amount	Spoil time	Chance of disease	Market value
Root	1d2 lbs	1d4 days	05	6 CR/lb

Habitat: Tropical Forest

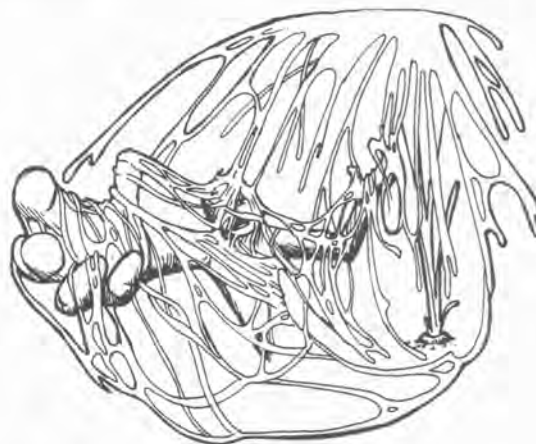
Range: All of Vinya

Webber Plant (Alien)

SIZ 2d6 7
MPR 2d4 5

Description: The Webber Plant is a failure on Vinya. The only parts of these immense plants that show above ground are the tips of their pods. On their home world, these pods spew forth large quantities of amber digestive syrup to entrap, suffocate, and consume their prey. However, the higher moisture in the Vinyan atmosphere thins the syrup to a sugary nuisance rather than a deadly threat, and also renders the digestive enzymes inactive. They are called Webber Plants because the syrup is only strong enough to capture small insects. The pressure-sensitive outer membrane of the pod triggers the squirting action. Each pod triggered (failed Quiet Movement roll) will thoroughly coat everything within a ten foot area.

Any coated creature must make a Random Encounter Check twice as often as normal until he is completely bathed.

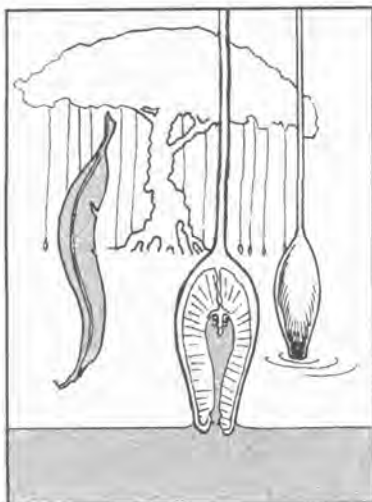


Habitat: Grasslands

Range: Eastern Vinya

Wet Fruit (Alien)

SIZ 1d8 5
MPR 2d4 5



Description: These large, dark green fruit have a thick rind surrounding a central cavity, which opens onto a hole on the bottom tip. They hang from runners on low, spreading trees, usually touching water or the wet ground in which they grow. They are highly valued for their filtering

Use:

Portion	Amount	Spoil time	Chance of disease	Market value
Fruit	1d10 lbs	1d6 days	05	.5 CR/lb

abilities; aside from the bitter but palatable meat, each fruit stores a fair amount of pure water in the spongy tissue between its inner cavity and the rind.

Habitat: Wetlands

Range: Great River Delta

Wild Beans (Vinyan)



SIZ	1d8	4
MPR	2d4	5

Description: These low, tangled shrubs carry hooked thorns to protect their treasure of tiny fruit. Beneath each cluster of minute white flowers hangs a single bean; many may be found on a

Use:

Portion	Amount	Spoil time	Chance of disease	Market value
Beans	1d6-1 lbs	3d6 days	05	1 CR/lb

single branch. The beans are usually boiled and ground into a paste, but they can be roasted and brewed into a pleasant tea or even smoked.

Habitat: Wetlands

Range: All of Vinya

Zombie (Dead)

STR	1/2 living	Enhancements
SIZ	By type	Balance: 20 + 2d10
CON	1/2 living	Bravery: 0
DEX	1/2 living	Hearing: 10 + 1d10
INT	1/2 living	Hide: 10 + 1d10
MPR	1/2 living MPR or MPT	Perception: 16
APP	1/2 living	Quiet Movement: 20 + 1d10
LUK	4d4 10	Smell: 10 + 1d10
		Vision: 10 + 1d10

Attack: By type (1/2 living)
 Dodge: Will not Dodge
 Bash: 10 + 2d10
 Move: 1/2 living

Description: A Zombie is the temporarily animated remains of any deceased creature. Only Mortrone (p. 198) has the ability or knowledge to give them this second life, although it is only for one month, after which time they instantaneously decay, leaving only a mass of bones and rotting meat.

Tracks: by type

Sign: Zombies do not eat, sleep, defecate, or really do anything other than what they are told, although they will sometimes drop bits of flesh or whole limbs.

Habitat: Any but Air, although most are in the Desert

Range: Anywhere

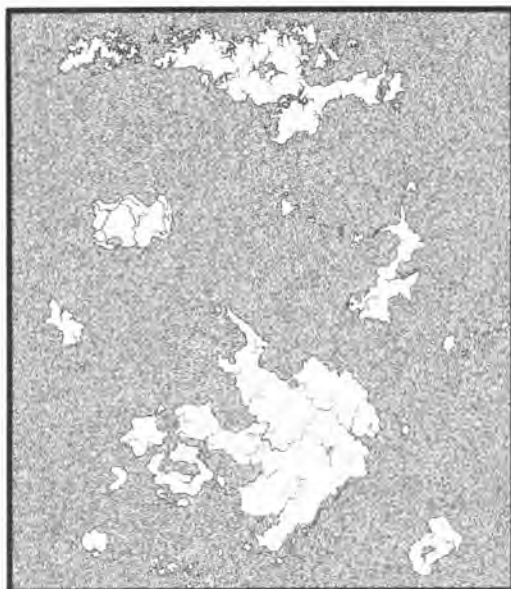
Tactics: Zombies retain their normal Hit Points, but will be maimed when they reach zero in a location. Any damage a Zombie incurs cannot be healed, but they will not bleed or even notice the loss of a limb; they do not seem even to realize the new limits imposed by such an injury. They will continue trying whatever they were last ordered to do even if that action is now physically impossible.

Zombies made from flying creatures will not be able to fly.

Facts: Mortrone sinks dead bodies in large clay cisterns, working spells and tossing strange materials into the swirling, steaming waters. After about an hour, the fully animated Zombie emerges. They will remain in exactly the same state of preservation from this time until their collapse 30 days from the day they originally died, performing mindlessly whatever tasks are given them by their assigned master until their second death.



Several sages have bought Zombies and performed various experiments on them in hopes of finding Mortrone's method of mummifying.



4

Vinya and Southeast
Environs
(Unspeakable
Exploration Map
Est. 1796 P.G.)

THE VINYAN CAMPAIGN

The Environment section has dealt with the world of Vinya as it exists when the characters begin adventuring. The following is a brief synopsis of Vinyan history to help the GM establish campaign background.

The latter part of the P.G. (Pre-Gate) era is considered by most modern historians to be the height of Vinyan civilization and culture.

VINYA'S HISTORY TO THE PRESENT

Year	Event
2000	The continent of Vinya is discovered by Unspeakable explorers
1850	The Vinyan Experiment is proposed by the Wellans
1800	The first settlers arrive on Vinya
1450	Element Magic is discovered
1400	The first unified government presided over by an Element Master
230	More than one thousand years of peace and prosperity
110	The invention of the Spell Sphere
40	The first powerful Council composed of ten Element Masters
20	The creation of the first Transporter
15	The completion of the Transporter network
5 P.G.	The most powerful Council of Elders (The Council of Twelve)
0	The creation of the Gateway of the Worlds
1 A.G.	The loss of first five World Explorer Groups
1	First alien contact (Nords)
1	The invasion of the Giant Insects and Night Creatures
1	The discovery of alien plants on Vinya
2	Invasion of the Dragonkind, the first magic-using alien race
2	The first great battle/massacre and the first fall of a Vinyan city
2	The first use of Element Magic as a weapon
2	The death of the Peacekeepers
2	The fall of all cities east of the Limtil Mountains
2	The tragic loss of the Council, collapse of the Capitol and unified government
5	The arrival of the Golden Heroes
7	Completion of the fortification of Tennek
8	Invasion of the Gudds and the introduction of alien poison use
14	The fall of the last two Vinyan cities east of the Great River
15	The great battle at the Natural Bridge and loss of the Golden Heroes
38	Invasion of the Trons and rumors of the Gatekeeper and Observers
60	The present

The following information is provided to aid the GM in the customization and development of a unique GateWar campaign. These are merely guidelines and the GM should feel free to modify or eliminate any portion. The GM may wish to expand his campaign, exploiting the open-ended nature of the Gateway of the Worlds to add anything he can imagine.

4.1 THE VINYAN CAMPAIGN LINE

The position along the Campaign Line influences the path of Vinyan history. The GM plots the relative position of how the war is going for the Vinyans after each designated scenario (by awarding the appropriate Campaign Points) in the Vinyan Campaign Module series. The current status of the Vinyan Campaign Line will also influence some of the random encounters, new creatures, spells, or devices found within the modules.

At the beginning of each month of game time the GM randomly determines from the following tables what additional historical events will occur. He should also note the continuance or termination of any current events, in addition to the occurrence of any predetermined events by noting their activation dates.

To use the Vinyan Campaign Line:

- (1) Determine current position along the line. (Starting value for the year 60.0 A.G: -5. Future events will likely shift the position as campaign points are gained or lost)
- (2) Roll a d100 and cross reference the result on the column below the current position with the Event Type.
- (3) Roll a d100 on the appropriate Event table to determine the exact nature of the event.

VINYAN CAMPAIGN LINE

-8	-7	-6	-5	-4	-3	-2	-1	0	0	1	2	3	4	5	6	7	8	Event Type
11-00	86-00	81-00	76-00	71-00	56-00	41-00	26-00	11-00	(V) Vinyan Victory Event									
02-10	11-85	21-80	31-75	41-70	31-55	21-40	11-25	02-10	(S) Vinyan Setback Event									
01	01-10	01-20	01-30	01-40	01-30	01-20	01-10	01	(W) Wild Card Event									

Example:

After 1 month of game time has passed, the GM consults the present value of the Campaign Line—let's say it's at -4 due to an adjustment for a previous successful adventure from Edself's Guide to Fun and Profit. The GM rolls a d100, and the result of 88 under the -4 column indicates that a Vinyan Victory has occurred. A subsequent roll on the Vinyan Victory Event table (an 82) indicates that a new Common Magic spell has been developed. Another d100 roll on the New Spell table (a 21) shows that Dance of the Dead is now available to learn from the friendly neighborhood Magic Instructor. The next month (60.2), another roll on the Campaign Line indicates that the Tron Killer has been invented.

VINYAN VICTORY EVENT

d100 Vinyan Victory Event

- 96-00 Alien setback:
Tron Slave Bridge swept away in flood or is currently unusable []
(40% chance to continue in the following month)
- 91-95 New Vinya Weapon development/Advancement:
(Roll on Inventions table)
- 86-90 Spell Sphere trove found prices drop by 1/4: []
(50% chance to continue in the following month)
- 81-85 New Vinyan Spell Development/Advancement:
(Roll on New Spells table)
- 76-80 Herbal Medicine Cures:
(Roll on New Cures table)
- 71-75 Battering Slugs repelled! Bruff ore production increases causing
weapon and armor prices to fall by 1/4 []
(50% chance to continue in the following month)
- 66-70 Major Alien Setback:
(Roll on Alien Setback table)
- 61-65 Mortrone wishes to give something back to his best customers, he
offers his zombies at half price to any Vinyan militia member []
(30% chance to continue in the following month)
- 56-60 Native Vinyan mundane creature recovers from near extinction:
- | d100 | Species Saved | Module | Date |
|-------|--------------------|--------|------|
| 67-00 | Red Whooper [] | V5 | 64.1 |
| 34-66 | Tanned Hooter [] | | |
| 01-33 | Three-toed Mip [] | | |
- 51-55 Infamous Unspeakable recruiting posters were highly effective and
Training prices decrease by 1/4 as several Instructors enter the
market (25% chance to continue in the following month)
- | d100 | Instructors Affected |
|-------|----------------------------------|
| 67-00 | Weapon Masters [] |
| 34-66 | Magic Instructors [] |
| 01-33 | Non-combat skill Instructors [] |
- 46-50 Vinyan Communication Breakthrough:
(Roll on Communication Breakthrough table)
- 41-45 Another individual discovered with Element Magic Potential
- 36-40 Roll once on Wild Card table (p. 235)
- 01-35 Roll twice on Vinyan Victory table (ignore this result if rolled again)

Note: [X] indicates event is currently in effect

Also note: It is quite possible that many listed events will occur earlier
than indicated if they are rolled randomly.

COMMUNICATION BREAKTHROUGH

d100	Breakthrough	Module	Date
97-00	A real insight roll twice (ignore this result if rolled again)		
85-96	Dragonkind "Hiss" deciphered []	V4	63.3
73-84	Lenex "Flash" language deciphered []		
61-72	Tron "Taunt" deciphered []		
49-60	Gudd "Grunt" language deciphered []		
37-48	Nord "Nasal" language deciphered []		
25-36	Improved Communication Crystal: (Functions: night & day) []		
13-24	Improved Communication Crystal: (Functions: night/day & underground) []		
01-12	Improved Communication Crystal: (Functions: Extended Range: Transcontinental) []		

INVENTIONS

d100	Event	Date	Description Location
91-00	Tron Killer [X]	60.2	p. 120 (this book)
81-90	Bola [X]	61.1	p. 84 (this book)
71-80	Multiple-Firing Crossbow []	61.1	Module V2
61-70	Boomerang [X]	62.5	p. 84 (this book)
51-60	Re-folded Weapons []	62.9	Module V3
41-50	Bubble Beast Bombs []	63.4	Module V4
31-40	Hot Air Balloon []	63.4	Module V4
21-30	Crossbow Sight []	64.2	p. 237 (this book)
11-20	Gunpowder []	65.6	Module V5
01-10	Anti-grav Power Gem []	65.8	p. 237 (this book)

NEW SPELLS

d100	New Spell
01-03	Blather []
04-06	Bloodlet []
07-09	Chitin []
10-12	Concentration []
13-15	Color []
16-18	Consumption []
19-21	Dance of the Dead []
22-24	Distract []
25-27	Deflection []
28-30	Doom Worm []
31-33	Enhanced Armor []
34-36	Foreboding []
37-39	Foretell []
40-42	Free Buckler []
43-45	Grip []
46-48	Growth []
49-51	Hallucination []
52-54	Imarock []
55-57	Land Mine []
58-60	Mana Momentum []
61-63	Mana Needles []
64-66	Mana Push []
67-69	Missile Guidance/ Improved Deflection []
70-72	Poison []
73-75	Power Lance []
76-78	Sharp Ears []
79-81	Suspicion []
82-84	Target []
85-87	Unbalance []
88-90	Voices []
91-95	Roll Again
96-00	Roll Twice

(See Optional Common Magic
Spells p. 237 for individual spell
descriptions)

NEW CURES

d100	New Cure for:
91-00	Dots []
81-90	Mip Bumps []
71-80	Scale Face []
61-70	TS []
51-60	Fire Fever []
41-50	Pressure Eye []
31-40	Ear Block []
21-30	Vocal Spasm []
11-20	Lung Spores []
01-10	Yellow Skin []

ALIEN SETBACK EVENT

d100	Setback	Module	Date
81-00	Vinyans discover underground route to eastern side of Great River []	V2	61.4
61-80	Dragonkind attack Drazzi []	V3	62.2
41-60	Aqualoids catch devastating disease []	V3	62.7
21-40	Vinyans mine Power Gems from the Fire Island Chain []	V4	63.3
01-20	Gudds attack Mortrone []	V6	65.11

VINYAN SETBACK EVENT

d100	Vinyan Setback Event	Module	Date
91-00	Food Shortage: prices increase by 1/4. (60% chance to continue in the following month)		
	d100 Cause of Shortage		
67-00	Bad weather destroys crops []		60.7
34-66	Red tide spoils fishing season []		
01-33	Alien predators take large numbers of small game []		
81-90	Bruff ore production decrease: weapon and armor prices increased by 1/4 [] (50% chance to continue in the following month)	V1	60.3
71-80	Battering Slugs advance! Bruff production decrease causes weapon and armor prices to increase by 1/2 [] (50% chance to continue in the following month)	V1	60.3
61-70	New alien disease plagues Vinya: (Roll on New Diseases table)		
51-60	City Government Collapses: Anarchy ensues, all non-residents barred from the city, the militia border patrols will be recalled and the city will not make any contribution to the Vinyan war effort. (i.e. food, shelter medical services etc.) (Roll on City Affected table) (30% chance to continue in the following month)		
41-50	Training prices increase by 1/4 as several Instructors leave the market (25% chance to continue in the following month)		
	d100 Type of Instructor		
67-00	Weapon Masters []		
34-66	Magic Instructors []		
01-33	Non-combat skill Instructors []		
31-40	Spell Sphere shortage prices increase by 1/4 as current stock contains more than expected Tar Worm eggs. [] (50% chance to continue in the following month)		
21-30	Major Alien Advancement: (Roll on Alien Advancement table)		
11-20	Roll once on Wild Card table (p. 235)		
01-10	Roll twice on the Vinyan Setback table (ignore this result if rolled again)		

Note: [X] indicates event is currently in effect

NEW DISEASES

d100	New Disease	Description Location	Date
85-00	Mip Sucker Sickness []	p.147	60.3
70-84	Gudd Flu []	V2	61.8
55-69	Green-eyed Fungal Blight []	V3	62.6
40-54	Dysentery []	V4	63.0
25-39	Zombie Death []	V5	64.7
01-24	Food Poisoning []	V6	65.7

CITY AFFECTED

d100	City Affected
91-00	Birchwood []
81-90	Geffren Forest []
71-80	Faine []
61-70	Land of Unspeakables []
51-60	Old Capitol []
41-50	Ostland []
31-40	Tennek []
21-30	Trebor []
11-20	Twin-City East []
01-10	Twin-City West []

ALIEN ADVANCEMENT

d100	Situation	Module	Date
91-00	Merchant Ruins infested []	V2	61.1
81-90	Hamlet of Narril devastated []	V2	61.3
71-80	Tron weapon advancement []	V3	62.5
61-70	Tron Bridge Complete []	V3	62.7
51-60	Twin-City East attacked []	V3	62.8
41-50	Faine attacked []	V3	62.1
31-40	Timekeeper infested []	V5	64.3
21-30	Bohatet Marsh infestation []	V5	64.5
11-20	Plight of Hopeful Sunbeam []	V6	65.8
01-10	Gateway Flamers []	V6	65.1

WILD CARD EVENT

d100 Vinyan Wildcard Event

- 96-00 Roll on Vinyan Victory Table
- 91-95 Gateway of the Worlds activated [X]
(The GM will be required to roll on this table every month until the characters close the Gateway.) Note: There is a 01% chance that due to magic mineral energy fluctuations the Gateway will temporarily lose power for month.
(Roll on Gateway table)
- 86-90 Cache of Golden Hero Defender Crossbows found by:
(Roll on Finders Keepers table)
- 81-85 Transporter Network changes:

d100	Nature of Change	Module	Date
------	------------------	--------	------

51-00	Random Transporter permanently deteriorates, (teleports to one less destination)		
21-50	Random Transporter permanently improves, (teleports to an additional destination)		
01-20	Flooding Transporters	V4	63.1

- 76-80 It rains Observers (i.e. they fall from the sky) [] 63.2
- 71-75 Natural Phenomenon:
(Roll on Phenomenon table)
- 66-70 Assassination attempt on:
(Roll on Victims table)
(50% chance to continue in the following month)
- 61-65 Blue Moon:
(Roll on Blue Moon table)
- 56-60 Food Price Change

d100	Result
------	--------

66-00	Move one block to the right
34-65	Move one block to the left
01-33	No Change

[] [] [] [] [] [] [X] [] [] [] [] [] []

-3X -2X -1/2 -1/3 -1/4 Normal +1/4 +1/3 +1/2 +2X +3X

- 51-55 Vinyan sages make advances duplicating Mortrone's zombie creation process.
(Roll on Zombie Process table)
- 46-50 Due to Zombie Glut...Mortrone has a sale! Zombies 1/2 price []
(25% chance to continue in the following month)
- 41-45 Zombie Dip Component Shortage. . . Mortrone charges 150% of normal [].
(25% chance to continue in the following month)
- 36-40 Avatar saves the day by completing a task that benefits Vinya's struggle (it happened to fit in his plans), permanently add +1 to the Current Campaign Line.
- 31-35 Avatar's plans conflict with the Vinyan struggle, permanently subtract 1 from the Current Campaign Line.
- 26-30 Multiple Spell Sphere Price Increases. Since Spell Sphere are not being manufactured they become even more rare as time progresses, exerting pressure to raise prices on the supply and demand curve. Note: The chance to get an Tar Worm Egg also increases per year. Use the following table to determine changes in the Spell Sphere market.

Strength	Base Price	Level increase
Low Intensity	200 CR	+ 25 CR
Medium Intensity	300 CR	+ 50 CR
High Intensity	500 CR	+ 75 CR

- 21-25 Roll on Vinyan Setback Table
- 19-20 Roll twice Vinyan Wildcard table (ignore this result if rolled again)
- 01-15 Change is in the air (Roll on Possible Race Relations with Vinyans table, p. 236)

Note: [X] indicates event is currently in effect

Also note: It is quite possible that many listed events will occur earlier than indicated if they are rolled randomly.

GATEWAY

d100 Gatekeeper Health Check:

- 96-00 Lean Mean Hungry Machine (No new aliens)
- 26-95 Healthy (Introduce 1d4-3 new aliens)
- 06-25 Sick (Introduce 1d4-2 new aliens)
- 01-05 Leaves (Introduce 1d4-1 new aliens)

d100	New Alien type:	Module	Date
------	-----------------	--------	------

91-00	Roll on table twice (ignore this result if rolled again)		
81-90	Alien finds Vinyan atmosphere poisonous and dies instantly!		
71-80	Battering Slugs []	V1	60.3
61-70	Sluggard []	V2	61.8
51-60	Crimpies []	V3	62.2
41-50	Bagundi []	V4	63.12
31-40	Sand Trapper []	V4	63.9
21-30	Fear Ghobel []	V5	64.3
11-20	Super-Killer Beastie []	V5	64.6
01-10	Bosetti Flame Demons []	V6	65.4

FINDERS KEEPERS

d100 Finders keepers*

- 51-00 Vinyan Militia patrol []
- 41-50 Treasure Critters []
- 31-40 Avatar []
- 21-30 Gudds []
- 11-20 Nords []
- 01-10 Zod Bowmen []

*There is a 05% chance that any random encounter with the finder group rolled will contain an individual with a Golden Hero weapon in their possession.

PHENOMENON

d100 Event

- 91-00 Solar conjunction []
- 81-90 Meteor shower []
- 71-80 Comet []
- 61-70 Earthquake []
- 51-60 Flood []
- 41-50 Hail storm []
- 31-40 Tidal wave []
- 21-30 Volcano erupts []
- 11-20 Magic-enhancement storm []
- 01-10 Anti-magic storm []

VICTIMS

d100 Victim

- 81-00 Leader of city Government (25% of anarchy) []
- 61-80 Weapon Master: (training price 1/4 increase) []
- 41-60 Magic Instructor: (training price 1/4 increase) []
- 21-40 Non-combat skill Instructor: (training price 1/4 increase) []
- 01-20 Sage: (no new weapon developments) []

BLUE MOON

d100 Unusual Event

- 76-00 Bruff bathe in warm, mineral-rich water
- 51-75 Vinyan Dragon gives birth
- 26-50 A highly intelligent and attractive mate becomes available for random PC
- 01-25 There is something good on television (skip gaming for an evening)

ZOMBIE PROCESS

d100 Zombifying results

- 76-00 Total success, subject retains memory and personality and can still use MPT and attuned magic items.
- 51-75 Partial success, subject retains only partial memory and personality, can't use MPT or attuned magic items.
- 26-50 Minor success, subject does not retain memory, but can respond/react to simple commands, can't use MPT or attuned magic items.
- 01-25 Major Failure...process backfires and body turns to dust.

POSSIBLE RACE RELATIONS WITH NATIVE VINYANS

1d100	Result
66-00	Move one random race one block to the right
34-65	Move one random race one block to the left
01-33	No Change

STATE OF RELATIONS

d100	Race	Extremely Hostile	Hostile	Cold	Neutral	Helpful	Loyal	Extremely Loyal
92-00	Aqualoid	[X]	[]	[]	[]	[]	[]	[]
84-91	Birdmen	[]	[]	[]	[]	[]	[]	[X]
76-83	Dragonkind	[X]	[]	[]	[]	[]	[]	[]
68-75	Drazzi	[]	[]	[]	[]	[X]	[]	[]
60-67	Gudd	[]	[]	[X]	[]	[]	[]	[]
52-59	Lugnig	[]	[]	[]	[]	[X]	[]	[]
44-51	Mortrone	[]	[]	[]	[X]	[]	[]	[]
36-43	Nequitar	[]	[]	[]	[]	[]	[X]	[]
28-35	Nord	[]	[X]	[]	[]	[]	[]	[]
20-27	Tron	[X]	[]	[]	[]	[]	[]	[]
12-19	Zod Bowman	[]	[]	[]	[X]	[]	[]	[]
04-11	Roll again (ignore this result if rolled again)							
01-03	Roll twice (ignore this result if rolled again)							

4.2 Optional GM Campaign Intervention

Case #1: The Vinyans are losing badly

Make the following old Vinyan history addition:

Before the major races attempted the "Vinyan Experiment" they had lived more or less a few thousand years in a semi-peaceful coexistence, where the Bruff and Geffren lived on one major continent and the Wellans and Unspeakables on another. The "Vinyan Experiment" was so successful that the majority of the remaining individuals from the old homelands soon moved to this new utopia.

After the fall of the first Vinyan city many Vinyans took to the high seas in anything that could float and attempted to go back home, leaving the remaining folks to deal with the invading hordes. Now, years later, several hundred Bruff, Geffren, Wellans and Unspeakables return to Vinya from the homelands to give a hand to their idealistic kin in defending against the off-world threat. Permanently add 1d4-1 to the Current Campaign Line.

Case #2: The Aliens are losing badly

Make the following Vinyan history addition:

As multiple successes vs the invaders become more commonplace, the Vinyan focus begins to shift and internal conflicts begin to rise:

Magic Instructors vs the Drazzi

The Magic Instructors start feuding with the Drazzi, because they believe that newly learned information should be shared. Specifically they feel the Drazzi should be teaching the rest of the Vinyans their new & improved versions of spells. The MIs do not believe that all of the enhanced magic abilities of the Drazzi are due to genetic differences (which is what the Drazzi proclaim). The current hot argument lies with the limb regrowth spells that the Drazzi accomplish in secret as part of their religious rituals.

Various other factions start to emerge:

- Peace Movement: Stop fighting and start making friends with the remaining Aliens
- Alien Rights Supporters
- Gray-haired Vinyans vs Nequitar etc.

Permanently subtract 1d4-1 from the Current Campaign Line

4.3 Awards for Supplemental Scenarios (Mission Results)

The GM will find the following types of mission results with each GateWar scenario:

Fame

A measure of a character's renown, Fame affects when a character can obtain followers/henchmen and when non-player characters can recognize (Identify a character by name on sight) and then Know Legends about them.

Campaign Points

Represents a significant contribution or setback to the Vinyan war effort. These points will change the Vinyan Campaign Line.

Political Points

Is a rather nebulous quantity that measures the individual or group's popularity and power of influence over a given segment of the Vinyan population. Once a majority of the population is "influenced" a character would be able to successfully run for and hold a political office. Track acquired Political Points on the accompanying Current Political Groupings table.

Note: To elect world leaders, a total of over 50% in each race category would be required to be possibly successful in a Vinya-wide election

Also note: You may want to give the Birdmen, Drazzi and Zod Bowmen etc. a voting block each if their state of Vinyan relations is "helpful" or better.

CURRENT POLITICAL GROUPINGS

(Based on % of Vinyan population)

Geffren:15

☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Bruff:25

☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Kitzu:2

☐ ☐

Unspeakables:20

☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Wellan:40

☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Nequitar: 3

☐ ☐ ☐

1/2 Trons: 1

☐

Here are some Political Point award examples from the Vinyan Campaign Module Series.

Positive (Yea votes)

Saving the Geffren Forest
Putting Madjack behind bars
Saving the Fist of Surcrew
Top Mip count
Purging the Drazzi shaft
Responsible for Red Whooper come-back

Negative (Nah votes)

Killing the Old Barge Man
Dealings with Avatar
Defacing the Cave of Swords

4.4 VINYAN CAMPAIGN LINE EFFECTS

The following items may be added into a campaign either by date or as a result of a roll on the Vinyan Victory Effects Table.

4.4.1 Optional Inventions

Crossbow Sight (Magic glass magnifier)

A scope for crossbows made with polished glass lenses. Requires a mental action to aim, however, it reduces the negative modifiers due to range by one full level (i.e. "Long" becomes "Medium," etc.).

Anti-gravity Power Gem

Can lift 100 lbs per energy level put into it. The force always acts straight up (away from the center of the planet). Maximum height is equal to 1/2 the total MPs powering the gem in feet.

4.4.2 Optional Spell Invention List

Blather

Duration	Current MPT score in rounds
Area of Effect	One individual
MP Cost	Fixed (1)

This spell causes the target individual to hear the sound of his own voice with a several second delay, making it virtually impossible to say more than a few words before falling into complete gibberish (speaking skills reduced to 1/4 normal).

Bloodlet

Duration	Current MPT score in rounds
Area of Effect	One individual
MP Cost	Fixed (3)

If successful, this spell will cause the affected individual to bleed at twice the normal rate. It was originally used for medicinal purposes for elderly patients with heart problems, or as part of the treatment for certain infections. When it was discovered that the supposed treatment was actually making most of the patients worse, the spell was lost and almost completely forgotten—until the opening of the Gate.

Chitin

Duration	Current MPT score in rounds
Area of Effect	One individual
MP Cost	Fixed (8)

This spell causes the skin or other outer covering of a creature's body to harden. The DA over the entire body, including eyes and lining of the mouth (anything exposed to the atmosphere) is increased by 4, and is protected against incoming spells as well. Before being compared to the target's MPT, the incoming spell is compared to the 4 points of Chitin, as if the Chitin were a being with MPT. From a base of 50% chance, each point of difference between the caster's MPT and the 4 points of Chitin adjusts the chance by 5% in the direction of the higher. The detrimental factor of this spell is that the skin becomes so hard it impedes movement, reducing all Physical skills, including speech, by 1/2.

Concentration

Duration	Current MPT score in rounds or
Special	
Area of Effect	One creature
MP Cost	Variable

This spell allows hyper-concentration by channeling one's mind to focus more sharply on a specific skill, which will in effect also block any distractions. Any skill that is attempted while under the affects of this spell yields a +05% bonus per energy level invested in the spell. Only one skill may be enhanced or performed at a time, if another skill is attempted, the spell will have to be recast. Note: this spell is equally effective with any physical or mental skill. Unfortunately, this spell also reduces the recipient's Surprise Reaction % by an amount equal to the skill increase.

Color

Duration	Current MPT score in rounds
Area of Effect	One individual
MP Cost	Fixed (2)

This spell alters the surface properties of the affected creature or object such that it appears to change color to that of the caster's choosing. The color is uniform and will not wash, scrape, fade, or even be covered with a different color (paint, blood, or dye would simply appear to change to the color in question.) This spell can be very useful for camouflage, particularly at night. The color change remains in effect whether within the caster's sphere of influence or not. "Clear" or "Invisible" are not colors. Some GM discretion may be necessary to determine the effects of the spell on Hiding or Surprise, but figure somewhere between +/- 1/2 normal depending on the dissimilarity of the new color to the surroundings is probably appropriate.

Consumption

Duration	Special
Area of Effect	One individual
MP Cost	Variable

If successful, this spell breaks down the victim's blood, causing it to be absorbed into the renal system and voided. The Blood Count of the victim is reduced by one point per round, for as many rounds as levels of spell cast. This blood loss neither affects nor is affected by any damage or spells, except Dispel Magic. Following the blood reducing effects of the spell, even if it is cut short by a Dispel Magic, the blood point total will return to normal at the standard rate.

Dance of the Dead

Duration	Current MPT score in rounds
Area of Effect	One dead individual
MP Cost	Fixed (3)

This spell causes one recently deceased body to writhe and shriek to the extent of whatever abilities are left it. Body parts separated from the target must be affected individually. The more decayed or damaged the body, the slower or more subdued the reaction will be. The reaction of the affected body will not necessarily be predicated on its temperament in life, the spell merely activates random nerves and muscles enough to elicit spasms. The spell can be very effective for distracting attackers from remaining survivors, though it is the bane of undertakers, as the bodies are often further mutilated, and are permanently twisted in advanced rigor mortis.

Deflection

Duration	1 action
Area of Effect	One individual or object
MP Cost	Fixed (2)

This spell causes one object to alter its path in flight. It is not effective against objects which are grounded in some way, such as a swung sword, but will even alter the trajectory of flying creatures enough to cause a miss. The disadvantage is that a thrown, shot, or flying attack which would normally have missed has a chance equal to the SIZ of the intended victim as a % to deflect in such a way as to hit him anyway.

Distract

Duration	One round
Area of Effect	One individual
MP Cost	Fixed (2)

This spell causes the affected individual's reactions to be slowed to the point where he is almost guaranteed to be Surprised (Surprise Reaction will be reduced to 01%). The spell is only effective in the initial round of any confrontation, or upon a new participant entering, otherwise, the spell is harmless.

Doom Worm

Duration	Current MPT score in rounds
Area of Effect	MPT in hexes
MP Cost	Fixed (5)

Casting this spell produces a needle-thin streak of undulating light which flashes about randomly within the caster's sphere of influence, possibly stabbing through the bodies of any creatures in the area. There is a chance equal to each creature's SIZ (including the caster) in the area of effect each round to receive 1d6 points of damage in a random location. The worm

will continue to fly within the caster's sphere of influence until the spell expires, it is dispelled, or it strikes an Armor spell which absorbs all of its damage. Magic Shield or Armor spells which do not absorb all the damage will protect against the damage normally, as will physical armor, but the worm will continue on through. More than one worm may be in the air at any one time.

Enhanced Armor

Duration	Current MPT score in rounds
Area of Effect	One location
MP Cost	Variable

This spell is similar to the standard Armor spell, except that the protection gained is 2 points of DA per spell level, and covers one location only. The spell can be cast in addition to a normal Armor or Magic Shield. More than one location can be protected by an Enhanced Armor, though this would be a costly means of protection.

Foreboding

Duration	Instantaneous
Area of Effect	One individual
MP Cost	Fixed (4)

The recipient of this spell is granted the opportunity of rolling any single dice roll BEFORE choosing whether the activity requiring the die roll is decided upon. Thus a missed weapon strike could be aborted before the attack was even made, however, one physical action will have been lost (i.e. the action he choose not to accomplish).

Foretell

Duration	Instantaneous
Area of Effect	One individual
MP Cost	Fixed (6)

The recipient of this spell is granted the opportunity of rerolling any single dice roll, and may accept as final either result.

Free Buckler

Duration	Current MPT score in rounds
Area of Effect	MPT in hexes
MP Cost	Fixed (5)

This spell creates a glowing ball of energy, similar to a Element Magic Focus, which may be used to intercept weapon strikes of the caster's choice. The DA of the Free Buckler is equal to the MPT of the caster immediately prior to the casting of the spell. The Parry ability of the Free Buckler is equal to the caster's MPT x 5%.

Grip

Duration	Current MPT score in rounds
Area of Effect	One gripping appendage
MP Cost	Fixed (2)

This spell locks the muscles of the hand into a death-grip, assuring that whatever is being held in that hand is there to stay. The strength of the Grip is equal to 2x normal STR of the affected individual. This spell can be used to maintain a grip on a weapon in combat, or a handhold to prevent falling while climbing. Grip can also be used offensively, to prevent an opponent from grabbing something else, or bind him to some undesirable object with his own hands.

Growth

Duration	Permanent
Area of Effect	One individual
MP Cost	Fixed (10)

This spell causes the recipient to gain one point of SIZ permanently. The growth is not noticeable, taking place over the course of a week or more. There are complications, however. The affected individual's food requirements are doubled for the week, after which time they're reduced to normal for the new weight. DEX and APP are reduced by 1 point per point of SIZ gained. Finally, there is 05% cumulative chance each time the individual is affected by a Growth spell to suffer a debilitating stroke. The effects of the stroke are determined on the accompanying table.

1d100 Result of Stroke

01-30	Numbness in hands and face. (All Physical Abilities reduced by 1/4)
31-50	Comatose 1 week - SIZ gain is lost
51-70	Partial Paralysis - Lose 1/2 Sight, 1/2 ALL Interracial Relations, 1/2 DEX, and 1/2 APP
71-80	Seizures - 50% chance to be affected as if by Muscle Spasm at any inopportune moment for the rest of life (GM's discretion).
81-90	Pituitary Imbalance - gain 1d4-1 SIZ, lose 1d4 DEX, lose 1d4-1 APP
91-00	Death

Hallucination

Duration	Current MPT score in rounds
Area of Effect	One individual
MP Cost	Fixed (3)

This spell causes the affected individual's senses to mislead him in such a way that surrounding creatures will appear different in either size or number. Friends or opponents can be made to appear doubled or halved (caster's choice) in CF (either SIZ or number, caster's choice).

Imarock

Duration	Current MPT score in rounds
Area of Effect	One individual
MP Cost	Fixed (2)

This spell allows an individual to remain entirely still and appear, for all intents and purposes, just like a rock. Any creatures which fail Perception rolls will be fooled by this ruse. The individual thus stoned, however, must remain completely still, as few people would be fooled by a moving rock. Unlike Invisibility, this spell allows the stoned individual to see normally.

Land Mine

Duration	Current MPT score in rounds
Area of Effect	One hex
MP Cost	Fixed (4)

This spell causes a localized build-up of Mana energy which will be violently released when an MPT-bearing creature enters the hex. In the first round of its casting, the spell will cause 1 point of damage to any MPT bearing creature entering the target hex. If no MPT-bearing creature enters the hex that round, the energy will build to 2 points the following

round, and so on. Once the Land Mine has been activated, the spell is dissipated whether 1 point of damage was done or the caster's MPT (the maximum damage possible on the final round of the spell). If the spell expires without being activated, there will be no apparent effect. Armor (both physical and magical) will subtract normally from the damage, which will be divided equally between 1d4 random locations.

Mana Momentum

Duration	Current MPT score in rounds
Area of Effect	One individual
MP Cost	Fixed (4)

When this spell is invoked, incoming spells affect the individual as normal, except that the MPT of the caster of any spell overcoming the defense of the recipient of the Mana Momentum is added to that of the recipient for his next spell only. This additional MPT is for the purpose of overcoming opponents' MPT or MP only, and may not be used as the MPT to power the spell. If the Mana Momentum recipient is affected by more than one spell in a round BEFORE he casts his next spell, the highest incoming MPT only is added to his own on his next spell.

Mana Needles

Duration	One action
Area of Effect	One hex
MP Cost	Variable

This spell causes a hail of splintered light to spring from the ground, piercing all in its path. All creatures within that hex column, reaching up to the caster's MPT in hexes (10's of feet) vertically, will take one point of damage per spell level in a random location.

Mana Push

Duration	One round
Area of Effect	One object
MP Cost	Variable

This spell temporarily provides extra applied force to a creature or object. With it a character can exert his current MPT \times Spell Level in pounds of pressure on any object within his Sphere of Influence. If he's touching the object, the character may also add this figure to his current Strength Capacity. This spell is useful for reloading crossbows, bending bars, breaking out of bonds, lifting heavy objects, etc.

Missile Guidance/ Improved Deflection

Duration	Special
Area of Effect	One missile
MP Cost	Variable

This spell can deflect the flight of a missile weapon, increasing or decreasing (caster's choice) its chance to hit by 5% per energy level.

Poison

Duration	Current MPT score in rounds
Area of Effect	One individual
MP Cost	Variable

If successful, this spell will cause the target to suffer the effects of poison or intoxication (caster's choice), the level of which will be equal to the level of spell. The effects are completely similar to real poisoning, except that all effects disappear at the end of the spell's duration (except death).

Power Lance

Duration	1 action
Area of Effect	One target location
MP Cost	Fixed (6)

This spell sends a piercing rod of power emanating from the caster's forehead to the target faster than any arrow. The damage done to one random location is equal to the caster's MPT immediately prior to casting the spell. The Lance can be parried or Dodged, and armor (both mundane and Magical) affect it normally.

Sharp Ears

Duration	Current MPT score in rounds
Area of Effect	One creature
MP Cost	Variable

Increases Hearing by 10% per energy level. It amplifies normal sounds by creating a funnelling force around the ear.

Suspicion

Duration	Current MPT score in rounds
Area of Effect	One individual
MP Cost	Fixed (1)

If successful, this spell causes the target to feel as though he were being watched, or even taken aim upon. At least one Bravery check will be necessary, depending upon the situation, for the target creature not to ready weapons, cast defensive spells, or wake sleeping comrades.

Target

Duration	Current MPT score in rounds
Area of Effect	One individual
MP Cost	Fixed (3)

This spell causes a circular field of power to envelope the limb of the caster's choosing, acting like a shield with a DA of 6. The Targe may be on either arm, or merely add the DA to a shield or parrying weapon. Because of the size and ease of movement of the Targe, the parrying ability of the limb or weapon used is increased by +1/4.

Unbalance

Duration	One round
Area of Effect	One individual
MP Cost	Fixed (2)

If effective, this spell halves the targeted individual's Balance.

Voices

Duration	Current MPT score in rounds
Area of effect	MPT in hexes
MP Cost	Variable

For each spell level invested, this spell causes any sounds emanating from within the area of effect to be altered and augmented so as to seem to be coming from an additional source as well. Thus 4 people affected by a Voices I would sound like 8, by a Voices II would sound like 12. A small stream affected by a higher level Voices might sound like a mighty river.

4.5 EPILOGUE

The planet history is fairly accurate as recounted by popular Vinyan legend, with the following additions:

Around the planet's three billionth trip around its double-star parents (give or take a few million) an alien visitor entered the solar system and took up residence, where the gravity from the planet was cancelled out by the gravity of its largest moon.

The sleekly asymmetrical deep-space probe suddenly opened its giant robotic eye and fired maneuvering jets, directing its sensors towards the oblivious planet below, fourth in a line of seven orbs. Internal lights flickered as sensors registered hydrogen and oxygen molecules constituting the majority of the planet surface, yet dimmed when no intelligent indigenous lifeforms are confirmed. A silver egg-shaped pod was then fired from an iris in the probe's flank. Upon entering the atmosphere, the pod disintegrated into minute particles. The probe turned its transmitter array toward another star system a few light-years away, and, after sending a high-intensity radio burst, closed its giant eye and began its wait.

After years of drifting at sea, the majority of the minute particles grew into protein-enriched growth chambers bobbing on the surface, eventually washing ashore on the various continents. Within a short time, the erect bipeds which emerged from the chambers were scurrying about almost every portion of the planet.

The alien purpose for planting these genetic seeds is a mystery which will be revealed in the GateWar modules. Hints: The aliens could be using these humanoids to terraform the planet for them, or perhaps the Vinyan races are simply a bio-food source that the aliens could harvest as deep space travel snacks. Or perhaps the aliens are a benevolent race and have decided this is the best way to populate the galaxy instead of using multi-generation ships.

Note: The probe wakes periodically up to see how its experiment is going. If, for some reason, all the humanoids die due to plague or war it can just start over by sending down another genetic egg.

Appendix A Glossary

Abilities: A collection of numerical values that comprise a characters' personality.

Ability: A stat, skill or talent

Action: The smallest unit of Game Time. A period in which a character can use either a physical or mental skill

Adventurer: A person who has or likes to have adventures or experience danger, a risk taker

Agility: Quickness and ease of movement

Alien: A foreign born resident, a Vinyan expression meaning off-worlders.

Amulet: Something worn on the body as a charm against specific negative effects.

Anti-poison: A substance containing an antitoxin to a specific poison, usually taken from the blood of an immunized animal.

APP: Appearance, the outward aspect of anything, the character's physical attractiveness.

Armaments: Military equipment

Armor: Covering worn to protect the body against weapons or damage.

Arms: Weapons. Non-locomotive limbs.

Arrow: A slender shaft, usually pointed at one end and feathered at the other, for shooting from a bow.

Arrow-head: The pointed tip of an arrow.

Artist: A person who is skilled in any of the fine arts, such as painting and sculpting.

Attack: To use force against in order to harm

Avatar: A Vinyan individual who appears to be causing trouble

Axe: A weapon or tool with a long handle and bladed head

Backlash: A quick, sharp recoil

Balance: To maintain a state of equilibrium. The ability to avoid falling.

Bar: A place where alcoholic drinks are sold

Base Chance: The beginning percentage value of a skill.

Bash: To strike a violent blow, usually with a part of one's body

Basic: Of or at the fundamental value

Beast: A descriptive term for any creature except humanoids

Beggar: One who lives by asking for charity

Berserk: A fighting rage

Birchwood: A Vinyan city

Birdman: An alien race of winged-humanoids

Birth-Tree: The tree planted for every new-born Geffren, for them to train and shape as they wish, frequently becoming their homes.

Blacksmith: A person who works with iron, making and fitting shoes for beasts of labor

Blather: Foolish talk or chatter

Block: To cause obstruction or hinder

Bloodlet: The opening of a blood vessel to remove blood.

Bonus: Anything in addition to the customary amount

Boosting: To increase the amount of power

Borderlands: The area between the Speaking Mountains and The Great River, a region of almost constant conflict between native Vinyans and the Alien invaders.

Bowman: One who uses a bow. Also refers to Zod Bowman

Bravado: Pretend courage or feigned confidence

Bravery: Courage, valor

Bruff: Pertaining to a rough Vinyan race, chiefly residing in Mountainous areas.

Buckler: A small round shield worn on the arm or any protection or defense

Campaign: A series of organized, planned actions for a particular purpose

Channeling: A means of passage or transmission

Character: The pattern of behavior or personality found in an individual. The imaginary entity through which the player interacts with the Game setting.

Character Profile: A sheet of paper where a character's stats are recorded

Checks: A test of comparison to determine the outcome of something

Chitin: A tough, often horny substance, like that forming the outer covering of insects

Climbing: To go up (or down) a non-horizontal surface.

Clumsiness: Lacking grace or skill, awkward

Common: Widespread; prevalent; general. Also refers to Wellan language

CON: Constitution, a measure of the character's health.

Conceal: To hide or keep from observation, discovery, or understanding; keep secret.

Concentration: Especially close, undivided attention

Concurrent: Happening at the same time.

Copper: A copper coin valued at one tenth of a Credit, the basic monetary unit of Vinya.

Cormack: A famous Vinyan individual, invented the CPR spell

Council of Twelve: The most powerful and greatest number of Element Masters ever assembled in history.

Cover: To place something upon or over, so as to protect or conceal. To poise ready to strike

Cowardice: Lack of courage

Craftsman: A skilled worker, usually a woodworker

Creature: A living being, especially an animal

Credit: A unit of money measured in a silver piece called a Crown

Critical: A condition that causes an abrupt change in a quality. A particularly good hit which will allow the attacker to ignore the defender's armor.

Crossbow: A weapon consisting of a bow fixed crosswise on a wooden stock, with grooves on the stock to direct the projectile.

Crown: A silver coin valued at one Credit, the basic monetary unit of Vinya.

Current Melee Speed: The number of hexes the character will move that combat round.

Damage: Impairment of the usefulness or value of person or property; harm.

Damage Absorption (DA): Damage Absorption. The amount of punishment an item will take before it starts to become damaged.

Dampening: To reduce effectiveness

Dancer: One who move rhythmically to music, using prescribed or improvised steps and gestures.

Dart: A slender, pointed missile, often having tail fins, either thrown by the hand or shot from a blowgun or other device.

Daze: To cause befuddlement.

DEX: Dexterity, represents a character's reflex speed.

Drazzi: A mutated Vinyan race whose entire culture is centered around magic and its use.

Drazzi (Partial): A term used to describe an individual that possesses the unique magic abilities of the Drazzi.

Element Magic: The art of manipulating the basic Elements: Earth, Air, Fire or Water.

Element Magic (Potential): A term used to describe an individual with the capability of casting Element Magic.

Element Master: An individual that has the ability to use, Elemental Magic, the most powerful form of known magic.

Field of Enchantments: An open area just outside the Old Capitol where the Element Masters of yesteryear used to hone their skills.

Frame Type: The general shape of the body.

Fumble: To make a botch of; bungle.

Functional Threshold Rating: The point of damage which once exceeded makes the object become permanently broken.

Fundamental Characteristics: Refers to the character's stats of: Strength, Size, Constitution, Dexterity, Constitution, Luck, Magic Points or Magic Resistance and Appearance.

Game Master: The one who runs the game.

Game System: The major difference between arbitrary rules and a game system is that a system can handle new elements.

Game Time: The passage of time that the character (as opposed to the player) experiences.

Gateway (of the Worlds): Super interplanetary Transporter built by the Council of Twelve.

Geffren: A tall, slender, methodical race, predominantly residing in the heavily forested regions of northern Vinya.

Golden Heroes: A benevolent race of aliens that taught the Vinyans how to protect themselves.

Golden Hero (Part): A term used to describe an individual that possesses some of the exceptional combat abilities of the Golden Heroes.

Grapple Size: The relative size of the weapon when compared to its victim.

Guidren (Roll of): A long-winded and exact document housed in an elaborate containing facility, each and every page shaved from the famous Guidren tree.

Guidren (Tree): The oldest and by far the largest tree in the Geffren forest.

Half-Tron: A hybrid race of Vinyan and Tron parents.

Hammer: Any of a type of weapon with a heavy, blunt head mounted perpendicularly on a longish handle.

Hex: A hexagonal area ten feet long. A unit of measure in tens of feet.

Hometown: Refers to the birth place of a character.

INT: Intelligence. A character's cognizant abilities.

Interracial Relations: Customs and language

Kitzu: Pertaining to the only true native Vinyan race, currently homeless as Gateway invaders now occupy their ancient lands.

LUK: Luck, represents a character's fortune when random events occur.

Magic Barrier: A natural magic obstruction, or resistance surrounding all things

Mana: An impersonal supernatural force believed to be inherent in a person, place or thing; magic

Magic: The practice of using charms or spells to attempt to produce supernatural effects or to control events in nature.

Master: One who has attained a skill level of 100%.

Melee: Hand-to-hand combat.

Meta-Rule: The rule to use when more than one rule may apply.

Missile Weapon: Any of a group of weapons which are launched or thrown at a target, rather than swung or thrust.

MPR: Magic Point Resistance, represents the defensive magic capabilities of an individual.

MPT: Magic Point Total, represents the current offensive and defensive magic capabilities of a magic casting individual.

Non-Player Character: A character controlled by the GM rather than a player.

Nequitar Warrior: A beautiful alien race of females, that have lent more than just a strong arm to the Vinyan Campaign.

Pole Arm: Any of a group of weapons with very long handles, usually with axe-like heads.

Player Character: A character controlled by a player

Royal Crown: A gold coin valued at ten Credits, the basic monetary unit of Vinya.

SIZ: Size. Measure of the height and weight of the character.

Skill Points: Refers to the starting percentage point pool that a character apportions to various skills representing their previous experience.

Stat Check: A required test that a character must pass when competing with a situation instead of an individual.

STR: Strength. Measure of a character's applicable physical force

Sphere of Influence: Generally refers to the individual's range at which magic manipulations can take place.

Success Percentage: The chance (normally represented by a d100 roll) that a particular attempted skill will succeed.

Success Points: How well a skill was performed. Also: **Success Quality**

Unspeakable: A colorful and youthful race of diminutive humanoids that primarily make their home on Vinya's Southwest peninsula.

Vinya: The utopia continent, currently the most exciting place on the planet.

Weapon Ability: A measure of an individual's facility with weapons, involving Fundamental Characteristics rather than skill.

Wellan: Pertaining to the most populous Vinyan race, found almost anywhere.

Zod: The Zod Bowman word for "forest," often used to refer to the Bowman themselves.

Zod Bowman: Mercenary aliens who prefer to sell their services to the side that is losing.

Guide to Abbreviations

BC: Base Chance

CR: Credit. Also Crown

FC: Fundamental Characteristics

FTR: Functional Threshold Rating

GM: Game Master

GS: Grapple Size

IR: Interracial Relations

M Action: Mental action.

MPR: Magic Point Resistance

MPT: Magic Point Total

N/A: Not Applicable.

NPC: Non-Player Character

P Action: Physical action.

PC: Player Character

RC: Royal Crown

SOI: Sphere of Influence

WA: Weapon Ability

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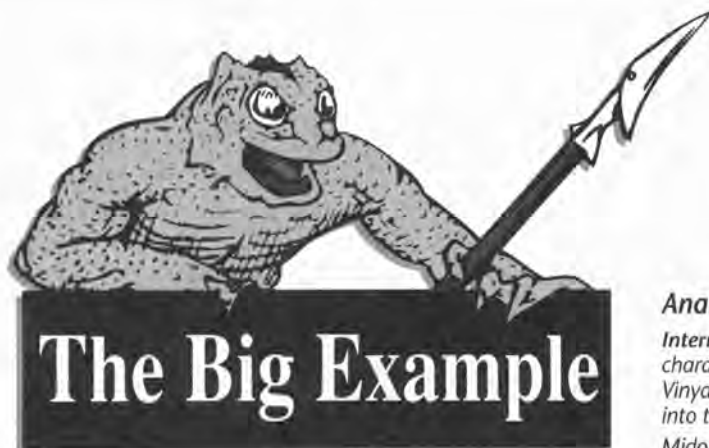
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Appendix C

Starting Out

After finishing the obligatory three year stint in their local militia, three young people from the south of Vinya decide to forgo re-enlistment or a return to the relative safety of home, and look for adventure. Midon and Lirg met the previous year at the Sandy River archery contest, and had gotten together several times since then. They have enlisted the aid of Tiessa, a young but powerful Nequitar Warrior with whom Midon has become infatuated (he also seeks an opportunity to make up for a recent string of losses to her in arm-wrestling).

While in Faine, the group decides to blow a few coppers at "The Twisted Tale" while they go over their plans. It's a busy night. The heavy sweet scent of Land Whale oil lanterns and tart pipeweed smoke mixes with the cool spring evening through open windows. Amber light paints the patrons faces in dusky yellow highlights and deep shadows. Drunken Unspeakables are howling and telling loud jokes in a corner booth while a Birdman sings lovesongs to a waitress at the bar. Wellans are drinking, gambling and flirting everywhere.

Midon, with his usual lack of foresight, has completely forgotten to bring any food for the journey to the Borderlands. He asks the innkeeper for some provisions from the back, and the proprietor, noting that Midon neglected to check his sword at the front door, complies, bringing the young warrior almost ten pounds of dried meat.

"I don't like this place," Lirg grumbles as Midon rejoins the others. "I think I'll go skin that fat inn-man."

"What's wrong with you? Looks to me like everyone's having a good time," says Midon, looking around at the other patrons.

"Don't start anything, Lirg," warns Tiessa under her breath. "The last thing we need before we start is local trouble."

"This place is stinky," Lirg mutters.

"Yes, don't stir up anything," whispers Midon, eyeing the burly Faine Militia privates lounging by the tryad tables. He has noticed them watching the group and is becoming a little nervous. "Here, have a drink." He splashes some beer into Lirg's drained mug from his own pitcher.

Lirg finally says, "Let's just finish our planning and get out of here."

Tiessa grumbles, "I sort of wish they had let me keep my crossbow."

Analysis

Interracial Relations: Interracial Relations also functions as the character's knowledge of local laws and customs. Midon (50) Vinyan Common rolls a (12). He knows not to bring a weapon into the inn, but he does it anyway.

Midon with a (50) Vinyan Common speaks to the inn-keeper (75), both make their roll (23) and (46). Their IR Level is Midon's, the lower, so they are able to converse adequately enough to express Midon's request.

Starvation: Midon, 295 lbs, needs to consume $295 \times 3\% = 9$ pounds of food and water every day. It costs him the last of his money to purchase the food.

Drinking Capacity: Lirg has a Poison Resistance/Drinking Capacity of (46), and the beer he drained had an Inebriation Value of 1. Lirg rolls a (32) and is unaffected by the alcohol.

Perception: Midon notices the Faine militia by making a Perception Roll (68) with a (43).

A Strange Encounter

"You young-uns lookin' for a li'l action, I s'pose, there, huh?" cackles an elderly man in an oily leather jacket, blowing smoke as he finishes off a flaming Fangwhistle. He stumbles into the vacant chair at the table. As Lirg's hand clamps onto his shoulder, his eyes widen as he realizes the amount of brute strength holding him in place.

"I bet you'd mash a few a' them Durgles, yep! You p'ple should be out perfectin' th' old folks from 'rassm'nt," he shouts, waving his arms, feebly trying to remove Lirg's arm from his shoulder.

"Let him up, Lirg," says Midon. "What are these 'Durgles', old man?"

"They should never let old Wellans drink," murmurs the Bruff, reluctantly releasing the fisherman.

"I nev'r seen such beasties," begins the old man, flopping his elbows on the table. "Come right'p into the boat, they did, grabbed one a' th' boys, didn' know his name... new kid, y'know, said he wanted t' work."

"Get on with it, old man!" snarls Lirg. "Probably dreamed the whole thing anyway."

The old man looks the warrior over. "Big ol' green guys; bigger'n you. One uv'm grabbed at me, but Zerny bashed 'im in th' head an' 'e fell right ove'board! I ain't goin' out there agin. I'm too old f' this kin'a thing." The old man's head begins to nod, finally crashing to the table, upsetting a pitcher of beer onto his own pants. Midon tries to revive the old salt, but soon the table is vibrating with snores.

"Well," says Midon, dropping the limp hand to the table, "from his clothes, I'd say the old guy's a bay sailor; we might as well not go all the way to the Great River right away when there's trouble nearby."

"I don't know," starts Lirg, rising from his seat with the others. "A river's one thing, I'd really rather not go out on the bay."

"Take it easy, little guy," said Tiessa, grinning. "These 'Durgles' sound like Aqualoids, and I want to find them. We should do all right if we can get them away from the water. Besides, the old man made it, didn't he?"

"Hey," bristled Lirg, "I'll fight anything! I just don't want to swim." Lirg tosses a few coins near the old man's head, and the three adventurers gather their equipment and head for the door, pausing only to pick up their checked weapons.

Analysis

STR vs. STR Stat Check: Lirg is holding the old man in his chair, and the old man is trying to rise. Lirg's STR is 21, and the old man's is 13 ($21 - 13 = 8$, $8 \times 5 = 40\%$). Since Lirg has the advantage, he is at base $50\% + 40\%$ for a total of 90% . The old man is at base $50\% - 40\% = 10\%$. Lirg rolls a (56) for 34 success points. The old man rolls a 27, for -17 success points. Lirg holds him down like a Dragon on a Grommet.

Interracial Relations: Since the old man is drunk, and speaking a harsh Common dialect, the GM opts to give a negative modifier of $1/2$ normal chance. Midon has a ($50 \times 1/2 = 25$), a die is rolled (78) miss, the effect of this misunderstanding is (56), Midon doesn't understand the colloquial "Durgles."

Identify Vinyan: Midon has a (25) Identify Vinyan. He rolls a (09) and realizes the old man is a bay sailor.

Identify Alien: Tiessa has a (25) Identify Alien. However, since Aqualoids were a constant enemy on the Nequitar homeworld, the GM gives her a $+1/2$ normal chance to Identify them. She rolls a (31) and Identifies the creatures from the old man's description as Aqualoids.

Know Alien Legends: Tiessa, having successfully Identified the Aqualoids, tries to remember anything she has heard about the beasts. She has a (45) and rolls a (26), but a second roll of (06) shows that she is certainly no expert on the subject. She knows to get them away from the water, but that's about it.

Drinking Capacity: The old man had just finished off his Fangwhistle, a flaming rum-based drink, with an Inebriation Value of 5. He was Dizzy before the Fangwhistle, and now misses three rolls. He Passes Out, and thus never gets to finish his tale.

Experience: Our heroes cannot attempt an experience roll for Drinking because it is a Miscellaneous skill. Midon successfully made his Interracial Relations: Vinyan Common and his Identify Vinyan. Tiessa successfully made her Identify Alien and Know Alien Legends. They can both check the Success boxes on their character profile. Since Midon also failed a Vinyan Common Interracial Relations roll, he can check the Failure box, and attempt an Experience roll. Midon must roll his INT or less as a percentage, if successful he would gain an additional 1d4 percent in Interracial Relations: Vinyan Common.

The Adventure Continues...

After walking for about four hours in a light rain, the intrepid threesome reach the sea. On the advice of Tiessa, they decide to march along the coast towards Ta-Cee Point, looking for tracks where Aqualoids may have come ashore. Sunlight beams from behind the clouds, making the early afternoon warm and pleasant.

After a few more hours of walking Lirg calls out to Midon. "Hey, Midon, check your feet!"

"What? What's wrong?" Midon asks, spinning around, looking at his feet.

"You must have been day dreaming because you just walked through some tracks," Lirg says, pointing at the ground. Two sets of tracks, plainly seen in the wet sand, stretch from the bay up over a high dune.

"Oh, sorry about that, I'm afraid that I was thinking how nice it would be if we could have just taken the transporter or flown here somehow," Midon says sheepishly.

The three companions turn inland and walk up the dune. As they reach the top, a stench wafts over them.

"Ugh, dead fish," Lirg says, pinching his nose.

"That or Aqualoids," Tiessa says, just as two Aqualoids appear. Only moments before the Aqualoids seemed content with half a dead Tugger, which they quickly abandoned in hopes of obtaining fresh meat. With that in mind the smelly beasts start running up the other side of the dune towards our heroes.

Analysis

Daily Travel Rate: Lirg and Midon have Daily Travel Rates of 30 miles, while Tiessa's is 32 miles. The section of coast the group marched toward is 10 miles from Faine. Thus, it took $1/3$ of the available daylight to cover the distance, a total of four hours.

The Not-So-Random Encounter: Since the group is looking for Aqualoids along the shoreline, MICHELLE decides that 50% of the group's Combat Factor in Aqualoids at minimal Combat Visual Range would be fun.

Perception: Lirg (52) was the first to spy the tracks of the Aqualoids with an (07). Midon could have found them easier, (68) but MICHELLE rolled a (78) for him. Once the tracks were spotted by Lirg, MICHELLE kept the action going by not having Tiessa attempt a Perception roll.

Identify Alien: Tiessa (25) again Identifies the Aqualoids with a roll of (20), this time from their smell.

Outdoorsman: Midon (70) tries to Track the Aqualoids, receives $+1/2$ for the beach Terrain Modifier (115), and easily (34) follows the amphibious creatures.

Quiet Movement: If BOB and SUSAN had wanted to determine if Tiessa and Lirg, were able to move without making noise, SUSAN would have secretly rolled for them (with large negative modifiers, since they were talking about dead fish) and not let the results be known until the most dramatic moment.

Surprise Reaction: MICHELLE decides that she doesn't want to mess with Surprise Reactions so she assumes everyone makes their roll and has all of their actions.

Perception: MICHELLE decides that the Aqualoids deserve a Perception roll (25) for Lirg's outburst. She rolls a (22) so she allows them to know the heroes are relatively close and lets them prepare for combat, i.e. drop the Tugger carcass and start to run in the character's general direction.

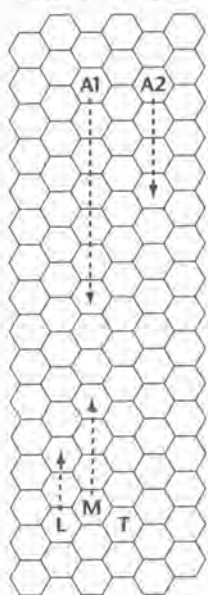
Combat Round 1

Tiessa fires her trusty light crossbow at the beast that appears to be looking directly at her, but misses with her bolt as a wave of Aqualoid campfire stories floods her head. Lirg throws a spear, after casting Ghost Missile on it, which misses wildly. He connects with the two Ghost Missiles, however, and smiles as the bolts of energy penetrate the creature's thigh and stomach. His smile fades as the brute continues to charge. The other Aqualoid also races forward, dodging Midon's arrow needlessly. Midon casts a protective spell; he and Lirg advance to meet the foe, and Tiessa uses brute strength to draw her crossbow.

"Lirg", she yells, "cast a Ghost Missile on my next shot!"

Analysis Round 1

Note: Each circle represents one action.



Tiessa:

- P1** Fires crossbow (55) at Aqualoid #2, and misses with a (63).
- P2** Reloads her light crossbow (180 lb. draw) in one action. Her Strength Capacity is 297.
- M** Yells instructions to Lirg in Vinyan Common (50), and succeeds (29). SUSAN rolls to see if Lirg perceives (52) and understands the message (64) above the din of the battle, and gets a (47) and a (42) respectively, so Lirg gets the message and doesn't even have to use a mental action to discover this "involuntary" information.

Lirg:

- P1** Moves 2 hexes.
- M** Casts Ghost Missile II, which costs him 2 points of MPT.
- P2** His spear (68) misses Aqualoid #1 with a (74), but his two Ghost missiles (54, 38) score two hits. The first Ghost Missile hits the Aqualoid in the left leg (07) for 1d6 = 5 points of damage, of which the scales absorb 2 points. The second hits the abdomen (69) for 4 points, again 2 points being absorbed by the beast's scaly hide.

Midon:

- P1** Fires his compound bow at Aqualoid #2, but his attack is at -1/2, since the beast is using Erratic Movement. Midon needs (70 x 1/2 = 35) and misses (42).
- P2** Moves 3 hexes.
- M** Casts Armor II, which costs 2 points of MPT and will last 10 rounds.

Aqualoid #1:

- P1** **P2** Sprints 6 hexes. Even after the Ghost Missile hits he is still positive in all locations so he moves normally.
- M** Soft burping sounds come from his gills.

Aqualoid #2:

- P1** **P2** Sprints 6 hexes forward, but Erratic Movement reduces that to 6 x 1/2 = 3 hexes.
- M** Thinks: "That Nequitar looks good enough to eat."

Combat Round 2

Tiessa, fitting a bolt, takes aim at the monster lurching toward Midon. Midon closes to melee, draws his Great Sword, and waits for the Aqualoid to make the first move. Tiessa levels her crossbow at the milling combatants and fires, just as Lirg casts a single Ghost Missile behind her real shaft. Her shout of triumph turns to a cry of alarm as she realizes the first shaft has hit her friend Midon! Tiessa feels little satisfaction as the Ghost Missile finds its intended target.

Midon reels as white-hot pain flowers along his back. The Aqualoid ignores Midon and throws his spear at Tiessa, who parries the spear with relative ease, and draws her bastard sword. Midon attacks the Aqualoid and misses, then glows a gentle blue.

Lirg, as the stench of the other Aqualoid surrounds him, lashes out over the edge of his shield and is surprised at the hollow thud of his hammer as it makes a solid connection. The huge Aqualoid slumps to the ground, with his crushed skull fountaining blood, and does not even twitch.

Analysis Round 2

Tiessa:

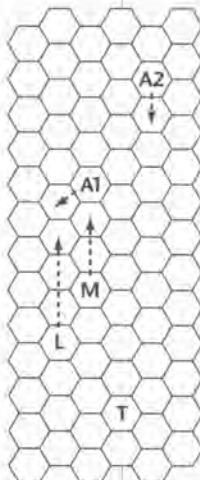
- P1** Fires her crossbow (55) at Aqualoid #1, and misses with a (63). There is a chance to hit Midon, who is in melee with Aqualoid #1. Midon's SLZ is 18; and MICHELLE rolls a (12); a hit! The Ghost Missile finds its target (32), however, but the 1d6 damage is only a 2, which will be absorbed by the beast's 2 point scales no matter which hit location is struck.
- P2** Attempts to parry (52) Aqualoid #1's spear with her Medium Shield, and does so (11). She also readies her Bastard Sword without taking an action, using the Fast Draw Special Weapon Ability.
- M** Shrieks a cry of alarm.

Lirg:

- M** Casts Ghost Missile I on Tiessa's light crossbow bolt, which costs him 1 point of MPT.
- P1** Moves 3 hexes.
- P2** Swings at the Aqualoid's head using the Aimed Blow Special Weapon Ability (104 x 1/2 = 52). He rolls (28), a hit. He does (2d6 + 1d6) = 17 points of damage. Aqualoid #1 takes (17 - 2 DA scales) = 15 points of damage. Since Aqualoid #1 only had 7 points in the head, he dies as soon as the damage exceeds -7.

Midon:

- Gets hit by Tiessa's light crossbow bolt in the back, i.e., chest hit location, (74) for 2d6 = 9 points of damage of which 2 points were absorbed by his Armor spell and 5 by his chain armor. He loses 2 points in the chest, barely a scratch.
- P1** Moves 2 out of 3 possible hexes to get into melee.
- P2** Saves a Parry for when the nasty Aqualoid attacks, but since the Aqualoid threw his spear at Tiessa, Midon changes his action to a Great Sword attack. Changing an action incurs a -1/2 penalty, so Midon needs (36), and rolls (87), which is a big miss.
- M** Prepares to cast a Daze spell at his new foe, but doesn't once he discovers he was shot in the back by the lovely Tiessa. Instead, Midon casts a Heal II on the wound Tiessa created.



- Aqualoid #1:** **P1** Moves 1".
M Thinks: "Now *that's* a big hammer..."
P2 Lirg's Great Hammer has a lower Attack Category than a claw; so he dies before he can swing.

- Aqualoid #2:** **P1** Runs 1 hex forward.
P2 Throws his spear (56) at Tiessa, and hits (20). He rolls $(1d10 + 1d6) = 11$ points of damage, not enough to break through Tiessa's Medium Shield, which has a DA of 15.
M Thinks: "I wish she hadn't parried that. Hey, what's up with Urigh?"

Combat Round 3

Midon reaches back with his shield hand, exposing his whole flank, just as the training sergeants told him never to do, but the crossbow bolt is just out of reach. The remaining Aqualoid hisses fiercely as he leaps forward to finish Midon. Lirg, exultant in his first bloody victory, sees his comrade failing to remove the bolt, and tries to gain the beast's attention. Lirg swings wildly and his weapon spins out of his hand. Unfortunately, the cunning beast rakes the length of Lirg's arm with glistening claws, as Lirg's boot edge catches in the sand, sending the Bruff warrior sprawling.

Midon slides to the side, looking for an opening as the smelly creature bears down on his battle-companion, and slashes open the Aqualoid's leg when he gets his opportunity. The Aqualoid turns and vainly attempts to claw at Midon.

Tiessa, disgusted with her previous foolish error advances to help her friends.

Analysis Round 3

- Tiessa:** **P1** **P2** Moves 7 out of a possible 8 hexes.
M Yells: "I'm coming guys!"
- Lirg:** **P1** Moves 2 hexes
P2 Swings at the head of the Aqualoid (52), but fumbles his attack roll with a (98). MICHELLE rolls on the fumble table (43). Lirg drops his weapon and loses 2 mental and 3 physical actions.
M Thinks: "Good grief, not again."
- Midon:** **P1** Decides to remove the light crossbow bolt later as he runs 1 hex forward to catch the Aqualoid, who is now going after Lirg.
P2 Swings, (51) hitting the right leg (18) for $(2d8 + 1d6 = 10) - 2$ DA for Aqualoid scales for a total of 8. The beast is now 0 in that leg, but still standing.
M "Take that, you slime!" he rejoices.

- Aqualoid #2:** The Aqualoid is now alone against our heroes. Since he is facing 3/1 odds, MICHELLE decides he must make a Bravery Check (36), and he does so easily with a (13).
P1 Moves 2 hexes towards Lirg.
P2 Swings his first claw (55) at Lirg, hitting Lirg's right arm (52) for $(2d4 + 1d6 = 9) - 6$ DA (plate mail) = 3 points of damage. Lirg's

arm was at 6, and is now at 3. His second claw attack misses Midon with a (71).

- M** Thinks: "This may not have been a good idea."

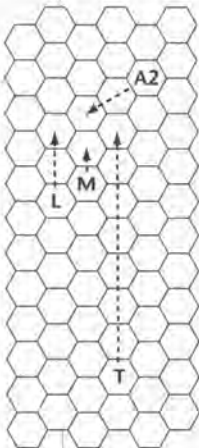
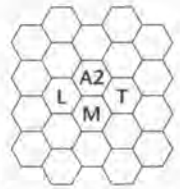
Combat Round 4

Lirg grimaces in pain from the wound caused by the salted talons, and continues to fumble, as the slimey creature thunders in low with death in its eyes and on its claws. Seeing his comrade wounded and out of position, Midon casts a Heal spell on Lirg and attacks with renewed fury. The beast does not even see the Wellan's arm that drives a foot of blade into his entrails. He slides to the ground, pawing at the tide of crimson gushing past his webbed fingers.

Tiessa raises her Bastard Sword high above her head, just in time for the Aqualoid to slump unconscious at her feet.

Analysis Round 4

- Lirg:** **P1** **P2** Loses Physical actions 1 and 2
M Loses a Mental action
- Midon:** **M** Casts Heal III, which costs him 4 points of MPT, on Lirg. Lirg could drop his Magic Barrier, but he does not have a Mental Action. Unfortunately, Midon does not realize this until it's too late. Midon's current MPT is 6, and Lirg's is 16 $(16 - 6 = 10)$, Base 50% - $10 \times 0.5\% = 0\%$ so Midon has a (01) chance of success (about as likely as finding a Treasure Critter with a good haircut). Midon rolls a (65), and misses.
- P1** Swings (05), and impales the abdomen (58) for $(4d8 + 1d6 = 17) - 2$ DA scales = 15 points of damage. The Aqualoid is -6 in the abdomen, and falls dying.
P2 Saves a parry just in case.
- Tiessa:** **P1** **P2** **M** No need for more actions.
- Aqualoid #2:** Never gets a chance to Attack.



Post-Combat

After the trio of heroes have Healed, they check the Aqualoids for anything useful. All are disappointed as their search reveals nothing. Tiessa searches the combat area, hoping to retrieve some of her bolts. Lirg and Midon dispose of the bodies, while Tiessa sets up a temporary camp. The group then settles down for a rest and contemplates the battle.

Post-Combat Analysis

Retrieving Arrows: MICHELLE has BOB roll Tiessa's LUK as a percentage to retrieve each fired bolt in good enough condition to be used again.

Combat: Lirg is able to check both the Success and Failure boxes of his Great Hammer Attack and his Spear Attack, and therefore gets to roll for Experience. However, he can't check the Success box for his "involuntary" successful use of his Interracial Relations skill.

Tiessa can check the Success boxes for her: Identify Alien, Interracial Relations-Vinyan Common, her Medium Shield Parry, and Light Crossbow Attack. She can also check the Failure box for her Light Crossbow Attack.

Midon can check the Success and Failure for his Great Sword Attack, and therefore receives an Experience roll. He can also check the Failure boxes for his Compound Bow Attack and his Magic Attack (MPT Increase). Midon also successfully used his Outdoorsman professional skill to initially track the Aqualoids, so he gets to check that box as well.

Key:

- M** Mental Action
- P1** First Physical Action
- P2** Second Physical Action
- M** Midon
- L** Lirg
- T** Tiessa
- A1** Aqualoid #1
- A2** Aqualoid #2

1" = 1 Hex = 10 feet

Aqualoid #1

Gurges when breathing

STR	19
SIZ	17
DEX	12
INT	8
MPR	11
LUK	13
CF	100
91-00	Head (2) 7
71-90	Chest (2) 13
55-70	Abdomen (2) 10
43-54	Right Arm (2) 8
31-42	Left Arm (2) 8
16-30	Right Leg (2) 10
01-15	Left Leg (2) 10
	Cume Total 66
Attack	2 Claws (56) 2d4 + 1d6 or Bite (42) 1d8 + 1d6 or
Move:	3" [1", 2"]
Bash:	Weight 260 lbs.
Bash Factor:	44

Enhancements

Balance:	50
Bravery:	45 Normal
Hearing:	25
Hide:	25
Perception:	25
Quiet Movement:	25
Smell:	25
Surprise Reaction:	33
Vision:	25

Aqualoid #2

Likes the taste of Nequitars

STR	18
SIZ	16
DEX	12
INT	11
MPR	12
LUK	8
CF	91
91-00	Head (2) 6
71-90	Chest (2) 11
55-70	Abdomen (2) 9
43-54	Right Arm (2) 7
31-42	Left Arm (2) 7
16-30	Right Leg (2) 8
01-15	Left Leg (2) 8
	Cume Total 56
Attack:	2 Claws (55) 2d4 + 1d6 or Bite (45) 1d8 + 1d6 Spear (56) 1d10 + 1d6
Move:	3" [1", 2"]
Bash Weight:	220 lbs.
Bash Factor:	40

Enhancements

Balance:	55
Bravery:	36 Normal
Hearing:	25
Hide:	25
Perception:	25
Quiet Movement:	25
Smell:	25
Surprise Reaction:	28
Vision:	25

CHARACTER SHEETS TO FOLLOW.

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MISCELLANEOUS ABILITIES	
Att Cat Modifier	-1
Balance	74
Combat Bonus Damage	+1d4
Fame Rating	28
Ingenious Idea	03
Perception	45
Poison Resistance(PR) and Drinking Capacity	46
Strength Capacity	297
Surprise Reaction	41
Tote Capacity	149
Weapon Ability	80

CHARACTER PROFILE ^{5.1}

WEAPONS SKILLS

Weapon (BC)	Attack	Critical	Special	Fumble	Damage	Parry	DA	L/R/ZH	Att Cat	WA
Bastard Sword	<input type="checkbox"/> 85 <input type="checkbox"/> 04	13	99		2d6	<input type="checkbox"/> 31 <input type="checkbox"/> 20		R	III	75
Battle Axe	<input type="checkbox"/> 48 <input type="checkbox"/> 02	07	97		1d10	<input type="checkbox"/> 36 <input type="checkbox"/> 10		R	III	59
Medium Shield	<input type="checkbox"/> 31 <input type="checkbox"/> 02	05	96		1d6	<input type="checkbox"/> 52 <input type="checkbox"/> 15		L	V	55
	<input type="checkbox"/> <input type="checkbox"/>					<input type="checkbox"/> <input type="checkbox"/>				
	<input type="checkbox"/> <input type="checkbox"/>					<input type="checkbox"/> <input type="checkbox"/>				
	<input type="checkbox"/> <input type="checkbox"/>					<input type="checkbox"/> <input type="checkbox"/>				
Light Crossbow	<input type="checkbox"/> 55 <input type="checkbox"/> 03	08	98		2d6	<input type="checkbox"/> 31 <input type="checkbox"/> 08		R	I	52
Missile Weapon	Crossbow	Range	Short		10	Medium	35	Long		70

HIT LOCATIONS

(1d100)	Location	DA	HP	WT
91-00	Head	(6)	5	0
71-90	Chest	(6)	10	0
55-70	Abdomen	(6)	8	0
43-54	Right Arm	(6)	6	0
31-42	Left Arm	(6)	6	0
16-30	Right Leg	(6)	7	0
01-15	Left Leg	(6)	7	0

Blood Total 49 37 24
Pass out Die

WEALTH

Total Credits 7

EQUIPMENT LIST

EQUIPMENT LIST	RP	WT
Bastard Sword	200	5
Battle Axe	100	4
Light Crossbow	250	8
40 bolts	100	12
2 quivers	10	2
Medium Shield	50	8
Clothes	200	10
Backpack	08	2
Bedroll	15	4
Cooking Gear	10	2
Waterskins	3	5
Vinyan Survival Guide	100	1

Total Weight Carried \Rightarrow 63

Quiet Movement Adjustment 0

Melee Movement	Round	[Action 1, Action 2]
----------------	-------	----------------------

Unencumbered 8" " [4" ", 4" "]

Encumbered 8" " [4" ", 4" "]

Daily Travel Rate: = 32 miles/day

Combat Factor (CF) 127

SPECIAL WEAPON ABILITIES

	Attack	Parry
01-19	Normal	Normal
20-39	Pulled Blows/ Cover	Fast Draw/ Postpone Parry
40-59	Attacking with Two Weapons Simultaneously	Parry with Two Weapons Simultaneously
60-79	Disarm	Pin
80-99	Aimed Blows	Glancing/Missile Parry
00+	Split Attacks	Split Parries

01-59 at normal % • 60-00+ at 1/2 % • All suffer 1/2 penalty per level deficient

CHARACTER ENHANCEMENT

Bravery	68	Brave
Handedness	40	Right
Interests		Geography
Materialism	40	Unselfish
Mental Quirks		none
Morality	39	Lusty

PROFESSIONAL SKILLS	BC	WAGE
---------------------	----	------

Teacher	<input type="checkbox"/> 48	<input type="checkbox"/> 5d4
	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>

(Mark off rounds) **SPELL DURATION AND FATIGUE COUNTDOWN** (Mark letter of Spell or Fatigue on round it expires)

01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23

PRE-GENERATED CHARACTER

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PRE-GENERATED CHARACTER

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PRE-GENERATED CHARACTER

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Appendix D Intro GateWar Scenario

Situation

As the characters complete the required service in their respective militias, they are individually approached by Edself, a semi-famous sage from the Old Capitol who has a proposition for them.

If the characters will occasionally perform a few minor tasks for the elderly scholar, he will provide them with whatever sagely advice they may require, free of charge. It is truly an honor to be chosen by the son of a former Council Member, and with the added enticement of traveling under the shield crest of the Old Capitol, the characters can hardly refuse.

The crest symbolizes a mission or person of great importance to the old unified government. It will usually help slice through bureaucratic red tape, but may create trouble with those few who don't respect this symbol from the past.

Edself has given each character 25 CR, and rations for three days before sending them on their first quest for fun and profit.



Faine and Vicinity

Notes to the Game Master:

GateWar has been designed with ease of play in mind. The GM may give hints on the best course of action in a given situation either through the guise of the character's mentor, Edself by appropriate means, or when the characters have an Ingenious Idea. Remember, of course, that the characters must be in contact with Edself before he can pass on any sagely advice.

Players should not be allowed to use information their characters would not have—this is a role-playing game. However, if the player has in their possession a copy of the Vinyan Survival Guide they may reference it as long as their character allocates the appropriate actions. Each encounter will have additional information available which the GM should not freely disclose. The players will need to roll the appropriate Skill percentage to discover this bit of enlightenment (e.g., the appropriate Identify, Know Legends, or Ingenious Idea).

Rules for many possible actions have been provided in the *GateWar* system, but imaginative players are sure to think up something original. If the GM does not wish to develop rules for every new twist, he may just ask the player to roll the average of two or more skills (e.g., Perception) or some reasonable multiple of his character's LUK for success. Just about anything the player tries to do can be run in this manner.

In *GateWar*, it is easy to make an otherwise dull character come to life by using the imaginative descriptions provided for the Skills, such as Bravery, Mental Quirks, and the Fundamental Characteristics.

These enhancements add zest to the game and should be used frequently during play.

Many of the monsters on Vinya have personalities as colorful as those of the characters. Players should be discouraged from looking up beasts they meet, in the *GateWar* manual since their characters will hardly be experts on each individual creature. New monsters will be appearing in each module, adding more variety to the game.

The party should be allowed to go anywhere and do almost anything within reasonable limits. Keep in mind that the characters are under Edself's tutelage; he will not allow his reputation to be besmirched by their actions and may disown them (no more hints from the GM through Edself).

Realism should be stressed — but remember that the characters are the stuff of which legends are made.

Should the characters question why they were chosen to be in this elite group, Edself will explain that they have exhibited the qualities he requires to create a new and improved Vinya. He won't mention that some of the characters could be some of the very few who have the potential to master the Elements, whom Edself wishes to become the leaders of a future unified Vinyan government.

Information inside the situation boxes, or labeled legends and GM enhancements can be read aloud to players or discovered by them through the use of their character's skills, such as Read/Write, Identify and Know Legends.

THE GREAT MIP MIGRATION

Encounter Type: Semi-Lethal

Location: 40 Miles south of Twin-City East in the foothills of the Speaking Mountains (F4 Vinyan Map)

GM Notes:

The Great Mip Migration is a "replayable" GateWar mini-scenario designed for beginning characters fresh out of their hometown militia. Any number of characters may take part, but a maximum of five is recommended. It is suggested that players adopt the pre-generated characters found in the "Big Example, (Appendix C) as their introductory GateWar characters instead of taking the time to generate "new" ones. This not only allows play to begin immediately, but also gives the players a chance to experience some of the intricacies of the GateWar rule system, before creating their own characters.

Situation

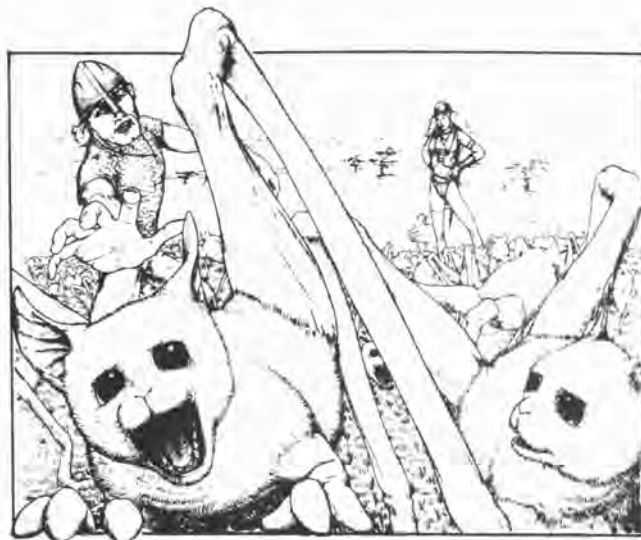
In an effort to increase the characters' reputations and wallet size, Edself suggests that the party serve as Pride Protectors in the Great Mip Migration. Over the course of several days all the mature Mips living on the Borderlands gather into large prides for the migration south to the beaches of Faine, where this event has come to be called "The Festival of the Mip." The characters' mission, should they choose to accept it, is to see that their particular pride makes it safely to Faine. Mips have been making this migration for centuries, but in recent years predation has been so fierce along the route that it threatened the survival of the species.

The characters are given a map of the location in which several large family groups traditionally form into their migratory prides. Mips usually begin the migration, gathered or not, at dawn the first day the red and yellow suns rise at exactly the same time (the official beginning of Spring). The festival officially begins eight days later, but most events will not commence until the Mips actually arrive.

The characters must find a pride of Mips to protect before it departs for Faine. The majority of prides have been spoken for by volunteer escorts—the closest available pride is forming just to the south of Twin-City East. The characters must merely walk along with the Mips and try to keep them from getting into trouble or eaten. The Mips seem almost unaware of the service Pride Protectors provide and may even attack if they feel they are being threatened by their escort. At the end of each day, the Mips will retire to the highest treetops for a long night's rest, but because of the great number of Mips and relative scarcity of tree space the young and weak sleep tantalizingly on the ground.

The Migration and Festival culminates when the first large pride of Mips is herded through the streets of Faine and down the dunes to the beach. There, in a screaming fit of mating frenzy, the little animals leap into the shallow water of the Bay of Swells to cool off.

Faine merchants sponsor and encourage the Festival by offering each Pride Protector troupe a silver statuette of a Mip for every ten Mips escorted safely into the city. The statuettes are worth 10 CR in silver content and workmanship, but they are worth double this amount in Faine when traded for merchandise or services during the Festival. The group that brings in the most Mips will instead receive golden statuettes



worth 25 CR, which are also worth double that amount during the Festival. The first troupe through the streets with over 50 Mips are termed "The Pride of the Festival," an honorary title which yields little more than plenty of free drinks and hearty thumps on the back, though the leader of the troupe is generally cajoled into giving a drunken speech at midnight.

The day after this spectacle, the festival-goers drag themselves back for a short day of work, and the Mips break up into mated pairs and disperse to return to their home-forests with satisfied smiles to raise their young. Soon after, the Festival is officially over, and life in Faine gradually returns to normal.

GM Notes:

The characters will escort a pride of approximately 100 Mips. The character leading the expedition must roll his Mapmaker (see Engineer Professional Skill, p.39) percent (at a bonus of 2X normal while using the map) every 3 hours—every missed roll delays arrival at the gathering place by 1 hour. There is a chance that the family groups involved in the characters' migratory pride will gather slightly early or late, possibly leaving the characters behind or keeping them in one place at the mercy of predators. The following time-table will determine the day the Mips leave. They will always depart at dawn.

(1d100)	Result
01-25	The Mips leave early (1 day).
26-75	The Mips leave on time.
76-99	The Mips leave fashionably late (1 day).
00	The Mips leave inexcusably late (2 days).

The characters' pride is estimated to be 40 miles south of Twin-City East (120 miles north of Faine), and will naturally travel 13+1d4 miles per day. The fastest they can possibly be goaded into travelling is 20 miles per day, but pushing them this fast will result in losing 1d10 Mips each day of such forced travel.

The party must determine their own travel rate, set by the slowest member of the group to avoid getting separated. If the party is slower than the Mips, they may wish to travel at night, and/or accept the negative modifiers of Fatigue for traveling without rest to keep up. If the party gets left behind, they could try to track (see Outdoorsman Professional Skill, p. 41) the Mips.

MIP MIGRATION RANDOM ENCOUNTER TABLE

Day Encounters (1 on a d8 every 3 hours)

(1d100)	Type and # of Creatures
01–04	Bizarre Mip Migration Encounter
05–08	1d4 Brain Shivers
09–12	2d4 Dart Plants
13–16	3d4 Death Disks
17–20	1d4 Gudds
21–24	Bizarre Mip Migration Encounter
25–28	1d4 Cloud Skimmers
29–32	1d6 Spark Beasts
33–36	1d4 Pit Worms
37–40	1d8 Land Leech
41–44	Bizarre Mip Migration Encounter
45–48	1d6 Hillers
49–52	1d4 Bolsch
53–56	1d4 Pit Worms
57–60	1d4 Lenex
61–64	Bizarre Mip Migration Encounter
65–68	1d6 Spring Serpents
69–72	1d4 Pond Chomps
73–76	1d4 Proxor
77–80	1d4 Pit Plants
81–84	Bizarre Mip Migration Encounter
85–88	1d4 Thornwrappers
89–92	1d4 Thunder Beetles
93–96	1d8 Poke Birds
97–00	Bizarre Mip Migration Encounter

MIP MIGRATION RANDOM ENCOUNTER TABLE

Night Encounters (1 on a d8 every 2 hours) (1 on a d6 every 2 hours with a fire)

(1d100)	Type and # of Creatures
01–04	Bizarre Mip Migration Encounter
05–08	1d6 Brain Shivers
09–12	1d4 Audiax
13–16	1d6 Nords
17–20	1d8 Spark Beasts
21–24	Bizarre Mip Migration Encounter
25–28	3d6 Death Disks
29–32	1d6 Proxor
33–36	3d8 Night Beasts
37–40	1d8 Hillers
41–44	Bizarre Mip Migration Encounter
45–48	2d6 Night Hawks
49–52	2d4 Spring Serpents
53–56	1d6 Pond Chomps
57–60	1d6 Cloud Skimmers
61–64	Bizarre Mip Migration Encounter
65–68	1d4 Shadow Wolves
69–72	1d4 Spinners
73–76	1d6 Lenex
77–80	1d6 Thunder Beetles
81–84	Bizarre Mip Migration Encounter
85–88	1d6 Gudds
89–92	4d4 Night Beasts
93–96	1d6 Tunnel Runners
97–00	Bizarre Mip Migration Encounter

Checking for Random Encounters

Use the following steps to determine if a random encounter has occurred.

Step 1:

After the appropriate game time elapses, have a player roll the die to see if an encounter has occurred (i.e., a 1 on a 1d6 or a 1d8). If this roll was made during the night, it is assumed that the character was rolling for his watch and the other party members were asleep, unless other arrangements have been specified.

Step 2:

If an encounter has occurred (i.e., a 1 was rolled) the GM should determine what creatures were encountered (roll on the appropriate Random Encounter Table). The distance that they will be first seen by the party will be (3d10 + 10) hexes. If either party fails to make their Surprise Reaction, then the GM should only roll 3d10 to determine the initial number of hexes between the parties.

Step 3:

Characters may try to Identify the creatures once they are within sight, and then try to Know Legends about them. This will help the characters decide whether to attack (or run). Should only one or two characters successfully Know Legends it will enhance role-play to read that information to them alone, allowing them to decide how much to tell the others.

Step 4

Check to see if there are any GM Enhancements that you would like to utilize to add excitement, zest, and life to the world of Vinya. Note: Because of the special nature of most GM Enhancements, the Know Legends and Identify rolls should be modified according to the degree of obscurity and newness of the topic (normally by 1/2 to 1/4).

BIZARRE MIP MIGRATION ENCOUNTER TABLE

Day Encounters
(1 on a d8 every 3 hours)

(1d100)	Type and # of Creatures
01-05	Mips (1d100 join pride)
06-10	Mips (2d10 join pride)
11-15	Mips (1d8 join pride)
16-20	Mips (1d4 join pride)
21-25	Other Pride Protectors Table*
26-30	Magic Mites invest the pride (double the normal chance of night encounters for the next 1d4 days)
31-35	An obnoxious Observer finds your pride interesting, take a 1d4 hour delay due to "Observer antics."
36-40	Mips (Eat some bad fruit, will not travel, most will not be able to climb trees. Pride stays put for 1d4 days)
41-45	Prides Converge: Occasionally two Mip prides will show up in the same place at the same time. In the ensuing confusion, there is a good chance that several Mips will lose track of which pride is actually theirs. Whenever two prides converge, a 1d100 is rolled for each pride. The result is the percent of each pride which defects to the other.
46-50	Mips (1d4 x 10 get into a screaming fight, rest of Mips scatter a 1d6 hour delay results)
51-55	Mips (Eat some bad fruit, will not travel, most will not be able to climb trees. Pride stays put for 1d4 days)
56-60	Loose creek bank detour causes 1d4 hour delay (or lose 2d10 Mips to broken legs, etc.)
61-65	Poacher snares set for Mips lose 1d4 Mips
66-70	Mips suddenly hunker down for no apparent reason, humming softly, and refuse to move anywhere (2d4 hour delay)
71-75	Mips (1d4 wander away)
76-80	One Mip falls unconscious, and is completely paralyzed due to recent Mind Master infestation.
81-85	Mips (1d8 are chased away in supremacy struggles)
86-90	Mips (2d4 lost due to accidents, exhaustion, etc.)
91-95	Pride splits (will naturally regroup in 1d4 days)
96-99	Mips (Epidemic! 1d100 die overnight, rest of pride travels half normal speed for 1d4 days)
00	Disaster! Mip pride stumbles into a large Pebble Puff patch roll 1d100 to determine the percentage of the pride that is lost!

OTHER PRIDE PROTECTORS

- 01-25 Sorry state: The other party has lost its entire pride of Mips, and are themselves severely wounded and low in MPT. They seek some sort of aid from the characters before returning home in disgrace.
- 26-50 Weakened: The other party has been badly ravaged by predators. They are wounded and low in MPT, and have but 1d10 Mips left in their care. They would like to join their pride to that of the characters, and travel themselves under the protection of the characters for awhile.
- 51-75 Conniving: The other party is down to half their normal complement of Mips. They would like to join their pride to that of the characters and split any profits evenly.
- 76-00 Sneaky: The other party has lost most of their Mips, but they are tailing the characters and trying to steal some Mips. They will use a variety of methods to try to get the Mips into their own pride, including parading females in plain view, laying out lines of Mip Berries, or set up "accidents."

Predator Attacks

When the Mip pride is attacked, the attacking beasts will usually fight for 2d4 rounds, after which those able to retreat will do so, having killed a sufficient number of Mips to satisfy their hunger. The number and type of creatures attacking the pride are given in the Mip Migration Encounter Table. A predator's main objective is to kill and eat Mips. Should the characters counter-attack, or just happen to be in the way, they may also be attacked. The remainder of the predators will continue to attack the Mips. The number of Mips removed from the joy of the Migration should be determined each round by noting the number of successful hits or attacks of the predators actually attacking the pride. It is not required for the GM to roll for damage or hit location once a Mip has been successfully attacked. In addition, due to the proximity of individual Mips any missile weapon that misses its intended target has a 10% chance to hit and possibly kill one Mip.

Initial Predator Targets (Optional)

The Initial Predator Target Table can be used to determine if a randomly encountered predator will initially attack a party member or a tasty individual of the Mip pride. The chance for each is primarily based on the INT of the attacking creature.

INITIAL PREDATOR TARGET

Beastie INT	Party Members	Mip Pride
01	01-05	06-00
02	01-10	11-00
03	01-15	16-00
04	01-20	21-00
05	01-25	26-00
06	01-30	31-00
07	01-35	36-00
08	01-40	41-00
09	01-45	46-00
10	01-50	51-00
11	01-55	56-00
12	01-60	61-00
13	01-65	66-00
14	01-70	71-00
15	01-75	76-00
16	01-80	81-00
17	01-85	86-00
18	01-90	91-00
19	01-95	96-00
20	01-99	00

Example: The Tragic Tale of Teri the Lonely

The 80 Mips of the Lower Slurpy Creek Pride, escorted by Teri the Bold, is ambushed by (74) 2d4 = 6 Lenex (INT 6) while crossing one of the upper tributaries of the Endurance River. Rolling 2d4, the GM determines that the insectoids will attack for 7 rounds. A grim picture is rapidly unfolding for young Teri and his charges. Rolling to discover the initial targets of the attack the GM rolls for each Lenex (23, 67, 92, 41, 33 and 74), all but one will be attacking the pride. Bolbi the Rotund, out ahead of the pack, is quickly swarmed and cut down almost limbless by the ravenous Lenex as they make their way towards the bewildered and doomed Mips. The first round, the 5 Lenex not engaged in dismembering Bolbi spring in amongst the Mips, killing 9 Mips. In the following 6 short rounds, all but a handful of the Lower Slurpy Creek Pride are slaughtered, along with Danube and Hoagie the Unmerciful. Teri, crestfallen at his failure, climbs down out of his tree and begins the lonely trek to Faine.

Interracial Relations: Wellan On a successful Interracial Relations roll, the characters will realize that it would be in bad taste to ask for Mip-on-a-Stick or some other delicacy made from the celebrated creatures during the Festival.

Ingenious Idea: It is possible that wounded and crippled Mips can be healed by party members and carried to Faine in time for the festival.

COMPETITOR MIP COUNTS

Pride Protector	Mip Count	Vinyan Legends
Clodd and Friends	4d10 + 20	Did it only for the money
Teri the Lonely	1d10 + 10	Ran into some major difficulty on the way with Lenex, losing most of his Mips and the rest of his party.
Luscious Lisley	5d10 + 30	She just "luvs" those cute little things
One-handed Viztor	5d10 + 25	He literally brought in this awesome bunch single-handedly
Rass "The Mip Man"	7d10 + 50	Has brought the most Mips to the Festival for the past 5 years. It is rumored that he raises them in his spare time.

And the Winner is...

To determine if the characters are awarded the golden Mip statuettes for bringing in the most Mips, consult the previous table to determine the success of their competitors.

GM Enhancements

The Mip Migration: Observations and Strange Stories

The Great Annual Mip Migration will go down in the annals of Vinyan History as nothing less than one week of frenzied chaos, yet a good time was always had by all especially the Mips.

By volunteering as a pride protector you can experience the full gamut of the Festival. You can see for yourself if the female of the species really does attract males by leaping high off the ground and doing an aerial pirouette while letting out a muffled sigh. Or if it is true that the amber colored Mips actually deserve their reputation as being bad tempered. There are conflicting stories as to what really happens when the bleemer (an Unspeakable wind instrument) is played around C-flat. For your pleasure a table has been provided, since the Mips reaction varies greatly from pride to pride.

MIP REACTION

(1d100)	Pride's Reaction
01-20	Seem to hum along and sway in rhythm
21-40	Remain transfixed
41-60	Scatter in all directions
61-80	Will follow
81-00	Shriek in unison

How to prepare and cook Mip:

If the inevitable happens... there really is no reason good food should go to waste.

When Mip is young and fresh, the cleft in the lip is narrow, the claws smooth and sharp. Test for the youth of the animal, also, by turning the claws sideways. If they crack, the animal is old. The ears should be soft and should bend easily.

To ensure tender meat, hang the animals by the feet from 1 to 4 days. They will tender without the hanging, however, if used before they will have time to stiffen. Once stiffened, they are edible as long as the hind legs are rigid, but if the joint has become pliable, discard them.

To dress a Mip, sever the front legs at the shoulder joint. Cut through the skin around the hind legs at the hip joint, at the hairline. Cut a ring through the skin around the anus large enough that it connects with the two hip cuts. Tie the feet together securely and hang the animal on a hook where tied. Pull the furry skin over the body and fore legs, stripping it inside out like a glove. Sever the head and discard it with the skin. Slit the Mip down the front, and in a deeper ring around the anus. Remove the entrails and discard them, except for any particular organs you wish to keep within to add flavor while cooking. Be sure, however, to remove the red to purple colored glands found in the small of the back.

To cook a Mip, simply skewer lengthwise, starting at the leg ties, and place over low flames. Rotate the animal when cooking time is approximately half over. Cook until tender about 1 1/2 hours. Remove the skin on the legs only after cooking.

Continuously baste with drippings until golden brown. For that special occasion stuff the animal with sweetbread and vegetables.

Preliminary Mip Study Results: "Bald Mips the Best Lovers of the Festival?"

An extensive four year study of several individual family prides has determined the following intriguing facts: Mips spend the majority of their time playing and having a good time. They stay in the general vicinity of their home tree that contains the family nest until old enough to make the annual migration to the Bay of Swells. Upon their return, the young females leave their pride to live with their new mate, who normally builds a nest within a few hundred yards of his parents.

Recently, some new mating patterns have begun to emerge. It seems that some of the males are taking more than one female back from the festival. This causes quite a problem back at the home pride, and in two observed instances the over-amorous males have started a new pride. It is interesting to note that in both cases the male was starting to grow bald prematurely.

Even though baldness is fairly common among older male Mips, the early balding and subsequent behavior changes have sparked several questions and new theories. It could be that female Mips find bald mating partners more attractive. Yet, another sage claims that since only the males get bald, there is something in their body chemistry that causes it, perhaps in their blood. He even goes another step further, and claims the Mips that have a lot of this baldness blood are obviously "more male" than their contemporaries and make better breeders, which is why they have more females. In the wake of this controversy many Vinyans have stopped eating male Mip for fear of losing their hair. Others claim that the whole idea is

Horner dung and that Vinyans have been eating male Mip for generations and have not started to go bald any more than usual.

The research team strongly suggest that more study is needed in this particular area. A concentrated effort should be made of at least two Mip prides that have a history of male baldness, such as the pink-eared Mips of the Upper Twin Peaks region and white tufted variety found south of Time Keeper.

Absent Pride Protectors

There were several individuals that were unable to attend this year's Mip Migration for various reasons. They are, however, well known at the event and will give the characters some tough competition in the future for the Top Mip Count.

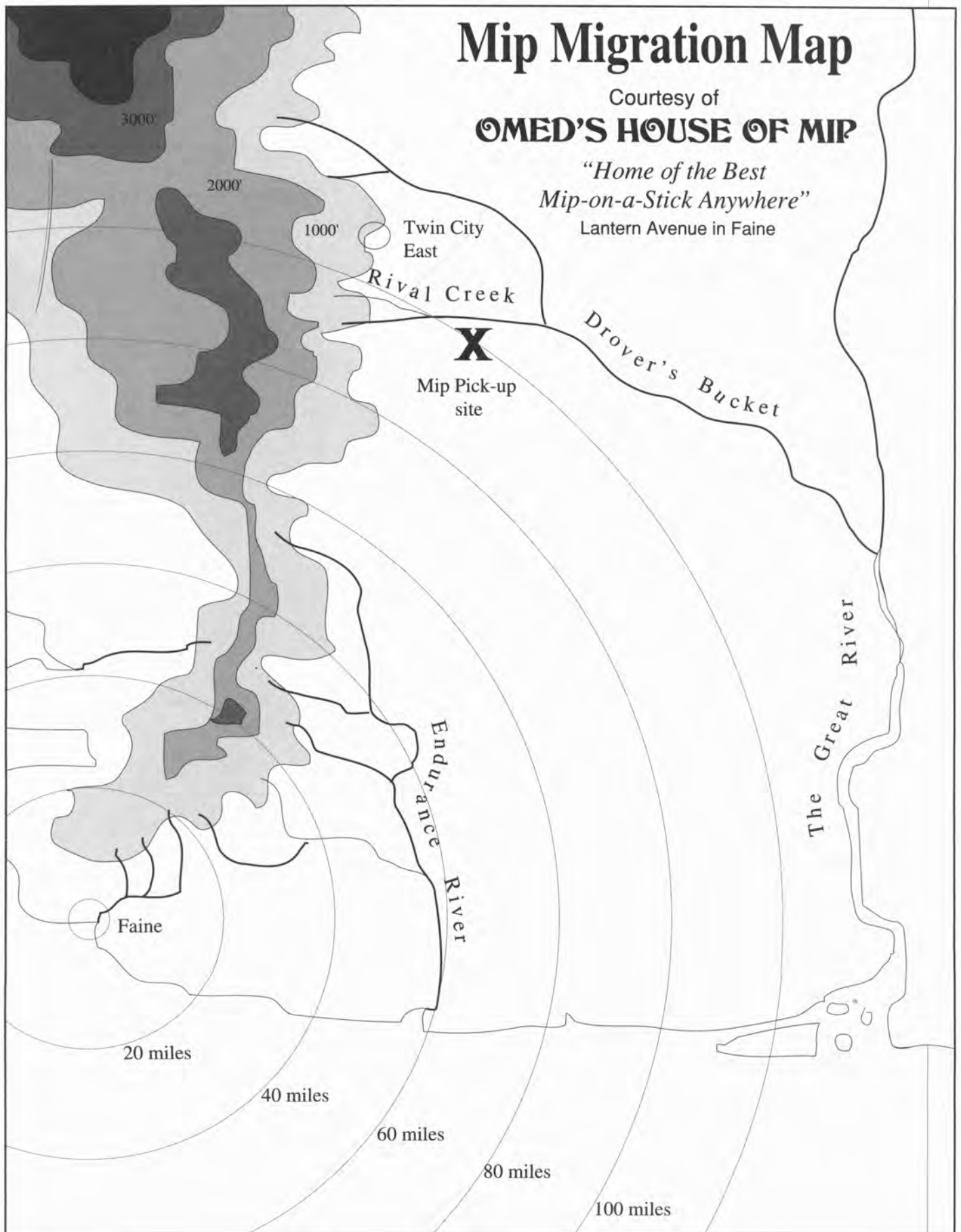
ABSENT PRIDE PROTECTORS

Pride Protectors Mip Count Legends

The Boomer Family	5d10+15	Use drums and other percussion instruments to herd their pride.
Mip Five	3d10+10	A popular musical group, but not too popular with the Mips.
Ridgeback Runners	6d10+40	Use trained Dragon Lizards to help herd the Mips, but have been absent for the last few years due to an extended illness.
Women's Auxiliary	4d10+10	Must be over 75 years old to be a member.

Proper Herding Techniques

Besides the use of the bleemer, many successful pride protectors have used other musical instruments or even shouting to help keep the Mips out of trouble. Whips and chains have been used in the past, but the practice is now frowned upon. The Mips seem to know their way to the Bay of Swells, but the pride can be persuaded to make small deviations around natural hazards. Most experienced pride protectors position themselves in a ring around their pride for best overall protection and just to be out of the way in case the Mips freak, which has been known to happen on occasion. They just walk along with their pride letting the Mips make their own pace, while keeping an eye out for predators. They will also make use of a relatively small group of children from Faine, called Future Pride Protectors, who help heal wounded Mips injured on their annual trek. Group members are rarely seen more than half a day's travel from Faine, as their parents will not allow them to go too far away from home.



Appendix E Spoils

Due to the extremely wide variety of creatures and spoils available, the results gleaned from this table may have to be modified to suit the situation. For example, arms and armor will usually have to be considered an item the creature is not adept or adapted to using, to avoid the discrepancy of, "Why didn't he use that while we were fighting him?" Given the time and the inclination, a creature's spoils should be determined beforehand. As usual, the GM should feel free to choose an appropriate item rather than rolling.

Items found will be in addition to any armor or weapons the creature is already listed as carrying.

ITEM QUALITY

1d100	Quality	Price Modifier
96-00	Excellent	x 4
86-95	Good	x 2
51-85	Average	none
16-50	Poor	-1/4
06-15	Shoddy	-1/2
01-05	Worthless	Without value, items won't work

SPOILS TABLE

1d100	Value in CR	Description	1d100	Value in CR	Description
00	varies	Magic Item (GM's choice)	73-74	varies	Scale Armor: 1d6 locations, 5d4 SIZ
99	1d100 x 100	Rare Jewelry	71-72	varies	Leather Armor: 1d6 locations, 5d4 SIZ
98	varies	Power Gems (p. 141)	69-70	750	Telescope
97	varies	Spell Sphere (p. 137)	67-68	60	Dissecting kit
96	varies	Power Globe (p. 140)	65-66	1 per ft.	1/4" Chain: 2d10 ft.
93-95		Swords: Roll 1d10	63-64	2	Bucket w/ 2 holes to serve as helmet
	75	1-2 Short Sword	61-62	15	Tunic
	100	3-4 Broad Sword	59-60	500	Sextant
	125	5-6 Long Sword	57-58	100	Lockpicking tools
	200	7-9 Bastard Sword	55-56	240	2 man tent - total SIZ 32
	250	10 Great Sword	53-54	168	Reflector
91-92		Axes/Polearms: Roll 1d8	51-52	1d100	Geffren Journal
	10	1-2 Quarterstaff	49-50	10	Hat
	100	3 Battle Axe	47-48	16	Foot trap
	125	4 Flail	45-46	10	Pliers
	30	5 Spear	44	24	Boots, 4d4 SIZ
	40	6 Lance	42-43	02	Brass Ring
	150	7 Great Axe	41	100	Vinyan Survival Guide
	175	8 Pole Arm	39-40	10	Lantern
89-90		Hammers/Maces: Roll 1d6	37-38	3	Water/Wine skin
	30	1 Club	35-36	10	Tinder Box
	60	2 Light Mace	33-34	5	Kimbi Tooth Yanker
	125	3 War Hammer	31-32	1 each	1d4 Iron Spikes
	75	4 Heavy Mace	29-30	15	Bedroll
	125	5 Great Hammer	27-28	2	Oil Flask
87-88		Shield: Roll 1d6	25-26	.5	Torch
	35	1-2 Small Shield	23-24	2	Large sack, roll 1d4-1 times for contents
	50	3-4 Medium Shield	21-22	8	Backpack, roll 1d4-1 times for contents
	100	4-5 Large Shield	20	40	Dagger
85-86		Thrown Weapons: Roll 1d6	19	varies	Helmet: 1d6 DA, 5d4 SIZ
	40	1-2 Javelin	17-18	varies	Ammunition: Roll 1d6
	20	3 Bola		2 each	1-2 2d10-1 Arrows
	35	4 Boomerang		2.5 each	3-4 2d10-1 Bolts
	110	5 Medium Net		1 each	5-6 2d10-1 Sling bullets
	20	6 War Dart	15-16	varies	Coin Pouch: Roll 1d6
83		Crossbow: Roll 1d10			1-2 2d10 Coppers
	100	1-5 Light Crossbow			3-4 1d10 Crowns
	250	6-9 Heavy Crossbow			5 1d6 Royal Crowns
	500	10 Tron-Killer			6 Roll 1d4 times on Coin Pouch
82		Bow: Roll 1d6	13-14	60	Enlarging lens
	75	1-3 Light Bow	11-12	1d10-1	Mug, dish, flatware, etc.
	125	4-5 Geffren Tall Bow	10	1d100	Jewelry piece (ring, earring, etc.)
	250	6 Compound Bow	08-09		Single Coin: Roll 1d6
81		Miscellaneous Missile Weapon: Roll 1d6		.1	1-3 Copper
	50	1-2 Blow Gun		1	4-5 Crown
	5	3-5 Hand Sling		10	6 Royal Crown
	15	6 Staff Sling	07	2d10-1	Odd article of clothing, single glove, odd sock, scarf, etc.
80	varies	Bruff Plate Armor: 1d6 locations, 5d4 SIZ	05-06	1d10 copper	Twine, 1d100 feet, usually tangled
79	varies	Bruff Double Chain Armor: 1d6 locations, 5d4 SIZ	03-04	.5/lb.	Perishable Food (Squishies, fruit) 1d10 lbs. will keep for 1d4 days
78	varies	Geffren Reed Armor: 1d6 locations, 5d4 SIZ			Food (Nuts, Berries) 1d10 lbs, will keep for 1d10 days
77	varies	Plate Armor: 1d6 locations, 5d4 SIZ			
75-76	varies	Chain Armor: 1d6 locations, 5d4 SIZ			

Appendix F Random Encounters

Gamers don't listen as much to what you say as how you say it; if you describe only one corner of a room, they will immediately begin mucking about there, looking for treasure and traps. Likewise, if you roll regularly for encounters and begin, after a certain roll, flipping pages and chuckling maniacally, you will see them donning armor, loading crossbows and otherwise not role-playing. We have tried to alleviate this somewhat by placing mundane encounters in among the lethal ones; your players will mellow a bit after they expend a few spells only to find the creature lurking behind the bush is a lowly Grommet.

Having players roll for their own encounters is a good way to keep them involved in the game during travel time, but it also robs encounters of some of their necessary surprise factor. One good way to handle this is to pre-roll some encounters, so that when the players roll a pre-arranged set of numbers (it's a good idea to vary them from time to time) they unwittingly set in motion a series of events for which only you are fully prepared, and which will seem totally spontaneous. You might also try delaying the encounter a bit after it is actually rolled, waiting a certain number of turns or minutes, or until they reach a suitable spot on the map before springing the encounter on them.

Bear in mind, however, that the creatures in Gatewar are often swiftly lethal, it would be unfair and not very fun to constantly catch your players unawares with blood-thirsty critters behind every tree and rock. Dangerous predators in nature are often heralded by a cone of fear; as the sensitive little creatures indigenous to the area detect their presence and cower in fear there is likely to be a noticeable silence, the legendary 'too quiet', which can be related to the characters, allowing them a few seconds preparation before all hell breaks loose.

We have tried to make these tables as useful and useable as possible, but it still up to the GM to read his players and his campaign, rather than merely reading the rolls. If the tables call for some sedentary critter or plant to appear while the characters are all camped for the night, the plant will not sprout in the midst of their party overnight. The GM could: A) Save the encounter until the characters go for fire-wood or wake up - in the early light they notice a plant they hadn't seen in the darkness and rush to set up camp of the previous evening. B) Simply choose a more appropriate encounter, or none at all. C) Allow a skill check, such as Perception, to see if a character now notices the presence of the encounter. Do not feel locked into the encounters which are presented, if you have a better idea with what you want to present the characters, particularly one to better suit the campaign, by all means use it.

Determining Random Encounters:

1) At an interval appropriate for the region (basically, the further east the more frequent the rolls) determine the appropriate percentile chance on the Encounter Chances table, along with any modifications and roll that percent or less for an encounter.

2) If an encounter has occurred, roll 1d1000 on the accompanying Encounters Table, under the column of the appropriate terrain type, left of the terrain bar

for day, right for night. Terrain types may be found on the world or scenario maps, or the GM may simply choose whichever seems most appropriate for the circumstances.

Air (Characters are actually in the air, above the treetops)
Desert
Grassland/Scrub
Mountainous
Temperate Forest
Tropical Forest
Wetlands/shoreline/streams
Water (includes ocean, bays, and Great River)

Encounters in urban areas are covered under a different section (see City Encounters, p. 108)

3) If the encounter type is Dangerous or a Race, roll on the appropriate tables to determine Strength, Position, and Status.

ENCOUNTER CHANCES

Base Chance: 20%

Modifications:

- +15% If campfire is used (10% if successfully Manipulate Mechanism once per hour to bank fire)
- +05% If fresh kill (1 day old or less) lies within 100 hexes
- +01% For every 10% Quiet Movement BELOW 0 in party
- +02% For hex movement rate of slowest member of party

STRENGTH AND POSITION

d100	Strength	Position (distance from party)
01	1 individual	Max CVR
02-05	1 individual	1/2 Max CVR
06-07	1 individual	Min CVR
08-10	25% Party's CF	Max CVR
11-16	25% Party's CF	1/2 Max CVR
17-20	25% Party's CF	Min CVR
21-24	50% Party's CF	Max CVR
25-30	50% Party's CF	1/2 Max CVR
31-35	50% Party's CF	Min CVR
36-40	75% Party's CF	Max CVR
41-47	75% Party's CF	1/2 Max CVR
48-53	75% Party's CF	Min CVR
54-60	100% Party's CF	Max CVR
61-71	100% Party's CF	1/2 Max CVR
72-77	100% Party's CF	Min CVR
78-82	150% Party's CF	Max CVR
83-88	150% Party's CF	1/2 Max CVR
89-92	150% Party's CF	Min CVR
93-94	200% Party's CF	Max CVR
95-99	200% Party's CF	1/2 Max CVR
00	200% Party's CF	Min CVR

For more information about CF and CVR see Combat Factor p. 55 and Combat Visual Range p. 81.

ENCOUNTER TYPES

D = Dangerous
M = Mundane
I = Individual
R = Race
B = Bizarre

STATUS

d100	Status of Encountered	Surprise Modifier
01	Dead (1d100 hours old)	N/A
02-10	Eating *	1/2 normal
11-13	Engaged in melee *	1/4 normal
14-16	In flight from another encounter *	1/2 normal
17-22	Injured (-1d6 HP in 1d10-1 locations each)	+1/4 normal
23-25	Looking for something	3/4 normal
26-28	Lying in ambush for another encounter group *	1/2 normal
29-30	Lying in ambush for party**	x2 normal
31-70	Normal	normal
71-75	Sleeping	1/2 normal
76-90	Sign only ***	N/A
91-00	Tracks only (1d20 hours old) ***	N/A

* If desired, roll again on the Encounter Table to determine the second encounter group, bearing in mind which of the two is the more aggressive, no matter which was rolled first, or replace with a suitably aggressive encounter type.

** For this entry, and for that of any creature which is described as likely to be lying in ambush for any likely victim, the creature/s is considered Hiding to the best of its ability; its presence should not be revealed to the characters unless they successfully Perceive it, or it fails its Hide roll.

*** There is a 40% chance that the next encounter will be with this creature.

(DAY/NIGHT)

CVR (in hexes)		3d10x10		1d20x10		1d100		1d10x10		1d8x5		1d10		3d10		1d100	
Type	Encounter	Air		Desert		Mountainous		Grass		Temperate Forest		Tropical Forest		Wetlands		Water	
M	Aphis	—	—	—	—	01-20	01	01	01	01	01	—	—	—	—	—	—
D	Aqualoid	—	—	—	—	—	—	—	02	—	02	01	01	01-20	01-20	01-100	01-100
M	Arrow-Head	—	—	—	—	—	—	—	—	—	—	—	—	21-50	21-30	—	—
D	Audiax	01-10	01-60	01	01-10	21	02-25	02	03-07	—	—	—	—	51	51-60	101	101-110
I	Avatar/ D.W band	—	—	02	11	22	26	03	08	02	03	02	02	52	61	102	111
	(roll for leader d100)																
	91-00 Avatar																
	81-90 Bonndor																
	71-80 Brunton																
	41-50 Maltez																
	21-30 Nivek																
	01-10 Vatec																
M	Bilcave	—	—	03-32	12-41	23-42	27-46	04-13	09-18	03-07	04-08	03-07	03-07	53-62	62-71	—	—
M	Bilky Beans	—	—	—	—	—	—	14-23	19-28	08-12	09-13	08	08	—	—	—	—
R	Birdmen	11-110	61-140	33-62	42-61	43-92	47-96	24-53	29-38	13	14	09	09	63-82	72-81	103-122	112-121
D	Black Sap	—	—	—	—	93	97	54	39	14-25	15-26	10-20	10-20	83	82	—	—
D	Bolsch	—	—	63-67	62-66	94-98	98-102	55-74	40-59	26-30	27-31	21-22	21-22	84-85	83-84	123-132	122-131
B	Bolt/Arrow	111-150	141-150	68	67	99-103	103-104	75-76	60-69	31-33	32-34	23	23	86-95	85-89	133	132
	fired at random Party member (d100)																
	76-00 Assassination attempt on character or other party member																
	51-75 Hunting accident																
	26-50 Missed target																
	01-25 Other Party member's weapon misfires																
M	Bott	—	—	—	—	—	—	—	—	—	—	—	—	96-100	90-91	134-173	133-172
M	Boulder Moss	—	—	—	—	104-153	105-154	—	—	—	—	24-25	24-25	—	—	—	—
D	Brain Shriver	—	—	—	—	154	155	77-86	70-79	34-38	35-39	26	26	—	—	—	—
R	Bruff	—	—	—	—	155-156	156-157	87	80	39	40	27	27	101	92	—	—
D	Bubble	—	—	69	68	157	158	88-102	81-95	40-41	42-43	—	—	102	93	174	173
M	Bubble Beast	—	—	—	—	—	—	103-107	96-98	—	—	—	—	—	—	—	—
D	Cloud Skimmer	151-250	151-200	70-89	69-73	158-167	159-163	108-127	99-103	—	—	—	—	103-112	94-98	175-179	174
M	Copo Root	—	—	—	—	—	—	—	—	42-61	44-63	28-37	28-37	—	—	—	—
B	Creek/River (d100)	—	—	90	74	168-217	164-213	128-137	104-113	62-76	64-78	38-67	38-67	113-142	99-128	—	—
	81-00 Roll Balance to cross on log																
	61-80 Roll Jump to leap across																
	41-60 Ford (20% chance to find hole, roll Swimming)																
	21-40 Swing across on vine (average Climb and Balance)																
	01-20 Swim																
M	Cusp	—	—	91-100	75-84	—	—	138-197	114-173	—	—	—	—	—	—	—	—
D	Dangler	—	—	—	—	218-219	214-215	—	—	77-78	79-80	68-72	68-72	—	—	—	—
D	Dart Plant	—	—	—	—	220-221	216-217	198-207	174-183	79-108	81-90	73-75	73-75	143	129	—	—

CVR (in hexes)		3d10x10		1d20x10		1d100		1d10x10		1d8x5		1d10		3d10		1d100	
Type	Encounter	Air		Desert		Mountainous		Grass		Temperate Forest		Tropical Forest		Wetlands		Water	
D	Death Disk	251-350		201-300	101-110	85-89	222-236	218-227	208-227	184-193	109-118	91-95	76-80	76	144-153	130-134	—
M	Dole Net	—		—	—	—	237-286	228-277	228-247	194-213	119-128	96-105	81	77	—	—	—
I	Dragon	351		301	111	90	287	278	248	214	129	106	82	78	154	135	180
	(d100 95% flying overhead, roll bravery or cower in fear)																
	71-00 Crag																
	31-70 Fangwhistle																
	01-30 Radbif																
M	Dragon Lizard	352-401		302-331	112	91	288-289	279-280	249-250	215-216	130-131	107-108	83	79	155-174	136-145	181-240
R	Dragonkind (d100)	402-461		332-351	113-212	92-191	290-319	281-300	251-300	217-256	132-171	109-118	84-90	80-84	175-194	146-155	—
	Minion																
	Pack Beast																
	Riding Mount																
	Flying Mount																
	Supreme Elder																
	Warriors																
R	Drazzi	—		—	213-252	192-221	320-321	301	301-305	257-261	172-173	119	91-93	85-87	195-199	156-158	241
M	Dremle, Great	—		—	—	—	322-302	306-325	262-271	174-178	120	94	88	200-201	159	—	—
M	Dremle, Mountain	—		—	—	—	323-422	303-322	326	272	—	—	—	—	—	—	—
M	Dremle, Valley	—		—	253-262	222-226	423-424	323	327-367	273-282	179-182	121	95	89	—	—	—
M	Eerie Tongues	—		—	—	—	—	—	—	—	—	—	96-115	90-109	202-241	160-199	—
B	Embankment, Ditch	—		—	263-462	227-426	425-624	324-523	368-377	283-292	183-192	122-131	116-155	110-149	242-271	200-229	—
	(Jump, Climb)																
M	Elt Lace	—		—	—	—	—	—	—	—	193-212	132-151	156-175	150-169	—	—	—
M	False Dragonroot	—		—	—	—	—	—	—	—	213-222	152-161	176	170	—	—	—
M	Faris	—		—	—	—	—	—	—	—	—	—	—	—	272-311	230-269	—
B	Find Object	—		—	463-472	427-431	625-634	524-528	378-387	293-302	223-232	162-171	177-178	171-172	312-321	270-279	242-246
	d100(roll on Remains Table or Equipment list)																
	76-00 Broken																
	51-75 Brand Spanking New																
	26-50 Ordinary																
	01-25 Obvious alien origin																
M	Footless Lizard	—		—	—	—	—	—	—	—	233-235	172-176	—	—	—	—	—
M	Fretch	—		—	—	—	—	—	388-397	303-312	236-245	177-186	179	173	—	—	—
R	Geffren	—		—	—	—	—	—	—	—	246-247	187-188	180	174	—	—	—
D	Ghost Squiggle	462-511		352-401	473-522	432-481	635-684	529-578	398-447	313-362	248-297	189-238	181-230	175-224	322-371	280-329	247-296
M	Giant Amber Puffball	—		—	—	—	—	—	448-449	363-364	—	—	—	—	—	—	—
B	GM actions	512-521		402-411	523-532	482-491	685-694	579-588	450-459	365-374	298-307	239-248	281-290	225-234	372-381	330-339	297-306
	(anything you want - examples:																
Point at a figure and say "who is this character right here?" Roll percent die for no reason except to make them quiver in their boots. "Nothing appears to happen..." and continue as normal.																	
or "Everyone roll twice his LUK or less." Roll some dice and flip some pages, laughing maniacally or grimacing as the the result you were 'hoping' for doesn't turn up, or look concerned and say "No, you'll see later."																	
M	Gold Weed	—		—	—	—	—	—	460-479	375-394	—	—	—	—	382-391	340-349	—
M	Golden Squishies	—		—	—	—	—	—	—	—	308-317	249-258	—	—	—	—	—
M	Greenberries	—		—	—	—	—	—	480-484	395-399	318-347	259-288	291	235	—	—	—
M	Grommet	—		—	—	—	—	—	485-489	400-404	—	—	—	—	—	—	—
M	Grommet Berries	—		—	—	—	—	—	490-499	405-414	—	—	—	—	—	—	—
M	Gropefruit	—		—	533-572	492-531	—	—	500-504	415-419	—	—	—	—	—	—	—

M	Ground Grubs	—	—	—	—	—	505-509	420-422	—	—	292	236	—	—	—
R	Cudds	—	—	573-582	532-541	695-714	589-608	510-519	423-432	348-377	289-318	293-312	237-251	392-411	350-369
B	Fuel (firewood, etc.)	—	—	583-592	542-551	715-734	609-628	520-529	433-442	378-570	319-526	313-352	252-276	412-426	370-379
M	Hairy Sternum	—	—	—	—	735-736	629-630	—	—	571-605	527-561	353-387	277-311	—	307
R	Half-Tron	—	—	—	—	737	631	530	443	—	—	—	—	—	—
M	Harigas	—	—	—	—	—	—	—	—	—	—	—	427-466	380-419	—
M	Herder's Bread	—	—	—	—	—	—	531-550	444-463	—	—	—	—	—	—
M	Hiller	—	—	—	—	738-757	632-641	—	—	—	—	—	—	—	—
M	Honker Rocks	—	—	—	—	758-759	642-643	551-555	464-468	606-610	562-566	388-392	312-316	467-469	420-422
M	Keld	—	—	—	—	—	—	556-565	469-478	611-614	567-570	—	—	—	—
R	Kitzu	—	—	—	—	—	—	—	—	—	393-394	—	313-314	—	—
M	Korter	—	—	—	—	—	—	—	—	615-654	571-590	395-399	315-319	—	—
D	Land Leach	—	—	—	—	—	—	566-570	479-483	655-669	591-605	400-404	320-324	—	—
D	Land Whale	—	—	—	—	760	644	571	484	670	606	405	325	—	—
B	Large Alien	522	412	593	552	761	645	572	485	671	607	406	326	470	423
(roll d100 for type, then effect if eaten)															
	91-00	Nut													
	84-90	Seed													
	77-83	Small Animal													
	70-76	Fruit													
	57-63	Pollen Sac													
	50-56	Pod													
	43-49	Grass													
	43-42	Flower													
	36-42	Fungus													
	29-35	Sap Leak													
	22-28	Sapling													
	15-21	Grub													
	08-14	Root													
	01-07	Tuber													
(effects)															
	81-00	Food— appetizing and delicious													
	61-80	Food— unappetizing but harmless													
	41-60	Poisonous, 1d6 dose intensity													
	21-40	Disease-ridden													
	01-20	Cures Pressure-Eye													
M	Lassas	—	—	—	—	—	—	—	—	672-691	608-627	407-446	327-366	—	—
D	Lenex	—	—	594-613	553-582	762-766	646-650	573-612	486-545	692-711	628-652	447-461	367-386	471-480	424-428
M	Licking Wonder	—	—	—	—	—	—	—	—	—	—	462-463	387-388	481	429
M	Lofo	—	—	—	—	—	—	—	—	—	—	—	—	482-491	430-434
R	Lugnig	—	—	—	—	—	—	—	—	712-718	653-657	464-470	389-395	492	435-436
M	Magic Mite	—	413-432	—	583-587	—	651-660	—	546-555	—	658-677	—	396-435	—	437-456
M	Metaloid Spores	523	433	614	588	767	661	613	556	719	678	471	436	493	457
M	Milkbush	—	—	—	—	—	—	614-618	557-561	720-739	679-698	472-474	437-439	494-498	458-462
M	Mind Master host	524	434	615	589	768	662	619	562	740	699	475	440	499	463
M	Mip	—	—	—	—	—	—	620-629	563-567	741-760	700-706	476-485	441-445	500	464
M	Mip Berries	—	—	—	—	—	—	630-639	568-577	761-775	707-713	486-490	446-450	501-502	465-466
M	Mip Seat	—	—	—	—	—	—	—	—	776-785	714-723	491-510	451-470	—	—
M	Moltergrass	—	—	—	—	—	640-679	—	578-617	—	—	—	—	—	—

CVR (in hexes)		3d10x10		1d20x10		1d100		1d10x10		1d8x5		1d10		3d10		1d100	
Type	Encounter	Air	Desert	Mountainous	Grass	Temperate Forest	Tropical Forest	Wetlands	Water								
R	Neguitar	—	—	—	—	—	—	—	—	—	—	—	503-507	467-469	311-312	281	
D	Night Beast	—	—	590-591	—	663-664	680-689	618-697	786-790	724-773	511-515	471-490	—	470-471	—	—	
D	Night Hawk	525-529	435-534	592-601	769-770	665-684	690-694	698-737	791	774-791	516-517	491-495	508	472-496	—	282-283	
R	Nord	—	—	616	602-603	771-780	685-694	695-724	738-777	792-826	792-811	518-527	496-505	509-517	497-505	—	—
D	Observer	—	—	617	604	781	695	725	778	827	812	528	506	518	506	313	284
B	Omen (d100)	530	535	618	605	782	696	726	779	828	813	529	507	519	507	314	285
	85-00	Shaft of light strikes party member															
	69-84	Clouds form shapes or messages															
	52-68	Clouds temporarily block the suns															
	35-51	Cold gust of wind makes characters shiver															
	18-34	Partial eclipse															
	01-17	Blue Moon (Only happens once in a while). All of the above happen and Bruff bathes in warm, mineral-rich water															
M	Parigold	—	—	—	—	—	—	—	—	—	530	508	520-527	508-515	—	—	
B	Party Vinyan Adventurers	—	—	619	606	783	697	727	780	829	814	531	509	528	516	315	286
D	Pebble Puffs	—	—	—	—	—	—	728	781	—	—	—	—	—	—	—	—
D	Pit Plant	—	—	—	—	—	729-731	782-784	830-831	815-816	532	510	529	517	—	—	—
D	Pit Worm	—	—	620-621	607-608	—	732-741	785-794	832	817	—	—	—	—	—	—	—
D	Poke Bird	531-650	536-585	622-626	609	784-788	698	742-781	795-797	833-837	818	533-535	511	530-544	518-520	316-320	287
D	Pond Chomp	651-700	586-605	—	—	—	782	798	—	—	—	—	545-594	521-560	321-420	288-367	
M	Popper	—	—	—	—	—	—	—	—	—	536-540	512-516	—	—	—	—	—
D	Protector	701-780	606-635	627-631	610	789-808	699-703	783-792	799	—	—	—	595-599	561	421-422	368	
D	Proxor	—	—	632-671	611-640	—	793-802	800-803	—	—	—	—	—	—	—	—	—
M	Red Globes	—	—	—	—	—	—	—	—	—	541-542	517-518	600-609	562-571	—	—	—
D	River Throttler	—	—	—	—	—	—	—	—	—	543	519	610-639	572-601	423-452	389-418	
D	Rock Beast	—	—	—	—	809-848	704-743	—	—	—	—	—	—	—	—	—	—
M	Sad Fish	—	—	—	—	—	—	—	—	—	—	—	640-649	602-611	453-472	419-438	
D	Samot	—	—	—	—	—	803-805	804	838-842	819-824	544-549	520-522	—	—	—	—	—
I	Scout Robot	—	—	672	641	—	806	805	—	—	—	—	—	—	—	—	—
D	Screamer	—	—	—	—	—	—	—	—	—	—	—	650-654	612-613	473-477	439	
M	Scrumpt Weed	—	—	—	—	—	—	—	—	—	—	—	655-679	614-638	478-617	440-579	
D	Sea Dragon	—	—	—	—	—	—	—	—	—	—	—	680-689	639-643	618-627	580-594	
M	Shovelnose	—	—	—	—	—	—	—	—	—	—	—	690	644	628-647	595-614	
D	Shadow Wolf	—	—	673	642	849	744	807	806	843	825	550	523	691	645	—	—
B	Sign (d100)	—	—	674-683	643-647	850-864	745-754	808-812	807	844-848	826-830	551-552	524-525	692-697	643-648	—	—
	85-00	Obnoxious message															
	69-84	Advertisement															
	52-68	Directions to business establishment															
	35-51	Warning															
	18-34	Point of interest ("On this spot in the year ...")															
	01-17	Scenic area ("See Vinya in its pre-Gate Beauty!")															
B	Silence...	781-859	636-780	684-807	648-796	865-869	755-840	813-815	808	849-858	831-860	553-612	526-655	698-707	649-658	648-770	615-838
	Stillness spreads throughout the land for several moments, but nothing else happens.																
M	Silver	—	—	—	—	—	—	—	—	—	—	—	—	—	—	771-870	839-888
M	Skull Skuttler	—	—	—	—	—	—	—	—	—	—	613	656-657	—	—	—	—
B	Smoke / Fire	860-959	781-956	808-907	797-946	870-919	841-900	816-842	809-823	859-860	861-862	614	658	708-722	659-668	871-875	889-894
	(roll 1d100 for distance from source in hundreds of hexes)																

[illegible]

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MANEUVERABILITY CATEGORY

Result	A	B	C	D	E	F	G	H	I	J	K	L	M	N
SIZ-DEX	-10	-5	-2	0	1	2	4	6	8	10	15	20	30	30+

STUN TABLE

Location Effect

Head	Head immobilized; all skills decreased by -1/4. The victim must also make a CON Stat Check vs. the number of HPs of damage that overcame his armor or be knocked unconscious for 1d4 rounds.
Chest	Contraction of thoracic cavity; Movement, Attack, and Parry are penalized by -1/4.
Abdomen	Stomach cramps; Movement reduced by -1/4; Attack and Parry penalized by -1/4.
Legs	Leg cramps; Movement penalized by -1/2.
Arms	Cramps penalize all skills, Attacks, and Parries using affected arm by -1/2.

MANEUVERABILITY TABLE

Current Velocity	Maneuverability Category													
	A	B	C	D	E	F	G	H	I	J	K	L	M	N
1-3	0	0	0	0	0	0	0	0	0	0	1	1	1	1
4-5	0	0	0	0	0	0	0	0	0	1	1	1	1	2
6-7	0	0	0	0	0	0	0	1	1	1	1	2	2	2
8-10	0	0	0	0	0	1	1	1	1	2	2	2	2	3
11-13	0	0	0	0	1	1	1	2	2	3	3	4	4	5
14-17	0	0	0	1	1	1	2	2	3	4	5	5	6	7
18-21	0	0	1	1	2	3	4	5	5	5	6	6	7	8
22-27	0	1	2	2	3	4	5	5	6	6	7	7	8	9
28-35	1	2	3	4	5	6	7	7	8	8	9	9	10	11
36+	1	2	3	4	6	8	8	9	9	10	11	12	13	14

NUMBER OF HIT OR BLOOD POINTS RESTORED PER DAY

Max HP/BP	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
1-5	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
6	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
7	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	2	2	2
8	1	1	1	1	1	1	1	1	1	1	1	1	1	1	2	2	2	2	2	2
9	1	1	1	1	1	1	1	1	1	1	1	1	1	2	2	2	2	2	2	2
10	1	1	1	1	1	1	1	1	1	1	2	2	2	2	2	2	2	2	2	2
11	1	1	1	1	1	1	1	1	1	2	2	2	2	2	2	2	2	2	3	3
12	1	1	1	1	1	1	1	1	2	2	2	2	2	2	2	2	3	3	3	3
13	1	1	1	1	1	1	1	2	2	2	2	2	2	2	2	3	3	3	3	3
14	1	1	1	1	1	1	2	2	2	2	2	2	2	3	3	3	3	3	3	3
15	1	1	1	1	1	2	2	2	2	2	2	2	3	3	3	3	3	3	3	4
16	1	1	1	1	1	2	2	2	2	2	2	3	3	3	3	3	4	4	4	4
17	1	1	1	1	2	2	2	2	2	2	3	3	3	3	3	3	4	4	4	4
18	1	1	1	1	2	2	2	2	2	3	3	3	3	3	3	4	4	4	4	4
19	1	1	1	2	2	2	2	2	2	3	3	3	3	3	4	4	4	4	4	5
20	1	1	1	2	2	2	2	2	3	3	3	3	3	4	4	4	4	4	5	5
21	1	1	1	2	2	2	2	3	3	3	3	3	3	4	4	4	4	5	5	5
22	1	1	2	2	2	2	3	3	3	3	3	4	4	4	4	4	5	5	5	5
23	1	1	2	2	2	2	3	3	3	3	3	4	4	4	4	5	5	5	5	6
24	1	1	2	2	2	2	3	3	3	3	4	4	4	4	5	5	5	5	6	6
25	1	2	2	2	2	3	3	3	3	4	4	4	4	5	5	5	5	6	6	6

Note: Blood Total Recoveries can be computed by multiplying the character's maximum Blood Point Total by CON as a percentage.

SEQUENCE OF EVENTS

Order Event

- 1) Statement of Intent
- 2) Spell Combat
- 3) Physical Combat in order of Attack Category
- 4) All Movement
- 5) Any Held action from above except movement

ADDITIONAL TABLES

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REGAINING MPT

(While Awake - 05% per HR) / (While Sleeping - 10%/HR)

Elapsed Hrs	Beginning MPT Score														
	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22
1	0/1	0/1	1/1	1/1	1/1	1/1	1/1	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2
2	1/2	1/2	1/2	1/2	1/2	1/3	1/3	2/3	2/3	2/3	2/4	2/4	2/4	2/4	2/5
3	1/2	1/3	2/3	2/3	2/4	2/4	2/4	2/5	2/5	2/5	3/5	3/6	3/6	3/6	3/7
4	2/3	2/4	2/4	2/4	2/5	3/5	3/6	3/6	3/6	3/7	4/7	4/8	4/8	4/8	4/9
5	2/4	2/5	3/5	3/6	3/6	3/7	4/7	4/8	4/8	4/9	5/9	5/10	5/10	5/11	6/11
6	2/5	3/5	3/6	3/7	4/7	4/8	4/8	5/9	5/10	5/10	5/11	6/11	6/12	6/13	7/13
7	3/6	3/6	4/7	4/8	4/8	5/9	5/10	5/11	6/11	6/12	6/13	7/13	7/14	7/15	8/15
8	3/6	4/7	4/8	4/9	5/10	5/10	6/11	6/12	6/13	7/14	7/14	8/15	8/16	8/17	9/18
9	4/7	4/8	5/9	5/10	5/11	6/12	6/13	7/14	7/14	8/15	8/16	9/17	9/18	9/19	10/20
10	4/8	5/9	5/10	6/11	6/12	7/13	7/14	8/15	8/16	9/17	9/18	10/19	10/20	11/21	11/22

VARIABLE SPELL MP COSTS

Spell Level MP Cost

1	1
2	2
3	4
4	8
5	16
6	32
7	64
8	128
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Facts & Features

GateWar is a comprehensive, believable fantasy role-playing system that introduces or enhances several concepts in the genre.

- **Meta-rules** add to the enjoyment and speed of play by providing improved rule harmony, making the Game-Master's role headache-free.
- All character combat and magic activities are divided into a **unique 3-action phase** that enhances realism yet does not become mired in technicalities.
- **Open-ended rule design and complexity customization features** make it easy for the GM or players to do almost anything imaginable.
- **Variable campaign** with alternate past and future development make every GateWar game unique.
- Features over 120 of the most imaginative and fantastic creatures not found in any other game. Earning them the moniker, "**Thinking Man's Monsters**" for their detail and realism.



This GateWar manual includes everything needed to start play (except for dice). No supplemental books required.

- **Character Creation** includes everything necessary to breathe life into the character: many vital statistics; Mental, Physical, and Professional skills; Common Magic, and a plethora of other enhancements that allow players to develop their character as they wish.
- **Performance** explains how to apply and use all the statistics and skills in a fair and logical manner.
- **Environment** contains copious campaign and cultural details including history, geography, magics, politics, and all the astounding creatures currently found in the world of Vinya.
- **Playing aids** include an introductory scenario, a multitude of examples that make the game easy to learn, plus maps, pre-generated characters and much more.

Game Data — For 2 or more players
Ages 12 to Adult.

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