

HORROR IN A REALM OF SOFTECH AND SORCERY







# DARK SPACE

1.0 INTRODUCTION	•4
1.1 Designer Notes	5
1.2 Terms	5
2.0 THE SETTING	
2.1 Player's Introduction	
2.2 GM's Prehistory	.10
2.3 A Timeline	.11
2.4 The Governments	
2.5 Religion and Magic	.13
The Citadel (2.5.1)	.13
The Pirathon (2.5.2)	. 16
The Gemini (2.5.3)	. 16
Other Religions (2.5.4)	. 17
Principles of Magic (2.5.5)	.17
2.6 Groups and Organizations	. 19
The Cartel (2.6.1)	. 19
The Lorists (2.6.2)	.20
Interworld Defense (2.6.3)	.20
Other Organizations (2.6.4)	
2.7 Races	
Humans (2.7.1)	
Metamorphs (2.7.2)	.23
Philethians (2.7.3)	
Quan (2.7.4) Liophods (2.7.5)	
The Undead (2.7.6)	.20 26
2.8 Daily Life	
Technology and Its Use (2.8.1)	.21
Money and the Economy (2.8.2)	.21 28
Architecture (2.8.3)	.20
Clothing (2.8.4)	28
Food and Drink (2.8.5)	.29
Entertainment (2.8.6)	.29
Travel (2.8.7)	29
The Calendar (2.8.8)	30
2.9 The Twenty Worlds	31
Atlasis (2.9.1)	34
Bothom (2.9.2)	34
Crotliv (2.9.3)	35
Dresden (2.9.4)	35
Erepodi (2.9.5)	36
Gant (2.9.6)	37
Geideri (2.9.7)	37
Haredda (2.9.8)	38
Haven (2.9.9) Kaelot (2.9.10)	38 20
Kaciol (2.9.10)	39 10
Leisarn (2.9.12)	40 41
Lo Bidar (2.9.13)	41 41
Mystalis (2.9.14)	42
Palamad (2.9.15)	43

Retridine (2.9.16)	
Sylva (2.9.17)	
Tiomon (2.9.18)	45
Wesridon (2.9.19)	
Zairic (2.9.20)	
Geosphere Records	
3.0 SYSTEM CROSSOVER	
4.0 CHARACTER CREATION	••••68
4.1 Professions	69
Rolemaster Professions (4.1.1)	69
Space Master Professions (4.1.2)	70
New Profession: The Softechnician (4.1.3)	
4.2 Skills	
4.3 Higher Level Characters	
4.4 Metamorph Characters	75
Slight Metamorphs (4.4.1) Moderate Metamorphs (4.4.2)	
Severe Metamorphs (4.4.3)	0/ דר
Disadvantages (4.4.4)	
4.5 Background Options	
4.6 Equipment	80
4.7 Racial Stats	
4.8 Languages	
5.0 NON-PLAYER CHARACTERS	
AND BEASTS	
AND BEASTS	
5.1 Standard NPCs	82
5.1 Standard NPCs 5.2 Significant Personalities	
<ul><li>5.1 Standard NPCs</li><li>5.2 Significant Personalities</li><li>5.3 Game Stats for Important Individuals</li></ul>	
<ul> <li>5.1 Standard NPCs</li> <li>5.2 Significant Personalities</li> <li>5.3 Game Stats for Important Individuals</li> <li>5.4 Beasts of the Dark Space</li> </ul>	82 83 85 87
<ul> <li>5.1 Standard NPCs</li> <li>5.2 Significant Personalities</li></ul>	82 83 85 87 89
<ul> <li>5.1 Standard NPCs</li> <li>5.2 Significant Personalities</li></ul>	
<ul> <li>5.1 Standard NPCs</li> <li>5.2 Significant Personalities</li> <li>5.3 Game Stats for Important Individuals</li> <li>5.4 Beasts of the Dark Space</li></ul>	82 83 85 87 89 90 90
<ul> <li>5.1 Standard NPCs</li> <li>5.2 Significant Personalities</li></ul>	82 83 85 85 87 •••• <b>89</b> 90 90 91
<ul> <li>5.1 Standard NPCs</li></ul>	82 83 85 87 90 90 90 90 90 91 92
<ul> <li>5.1 Standard NPCs</li></ul>	82 83 85 87 •••• 89 90 90 90 90 91 92 92
<ul> <li>5.1 Standard NPCs</li></ul>	82 83 85 87 •••• 89 90 90 91 92 92 92
<ul> <li>5.1 Standard NPCs</li></ul>	82 83 85 87 •••• 89 90
<ul> <li>5.1 Standard NPCs</li></ul>	82 83 85 87 ••••89 90 90 90 91 92 92 92 ••••94 96 100
<ul> <li>5.1 Standard NPCs</li></ul>	82 83 85 87 ••••89 90 90 90 91 92 92 92 ••••94 100 102
<ul> <li>5.1 Standard NPCs</li></ul>	82 83 85 87 90 90 90 90 90 90 90 92 92 92 92 92 92 92 100 100 102 103
<ul> <li>5.1 Standard NPCs</li></ul>	82 83 85 87 90 90 90 90 91 92 92 92 92 92 92 92 92 100 100 102 103 104
<ul> <li>5.1 Standard NPCs</li></ul>	82 83 85 87 90 90 90 90 90 90 91 92 92 92 92 92 92 92 100 100 102 103 104
<ul> <li>5.1 Standard NPCs</li> <li>5.2 Significant Personalities</li> <li>5.3 Game Stats for Important Individuals</li> <li>5.4 Beasts of the Dark Space</li> <li>6.0 HARDTECH</li> <li>6.1 Implants</li> <li>6.2 Weapons</li> <li>6.3 Armor</li> <li>6.4 Cyberdrugs</li> <li>6.5 Miscellaneous Technology</li> <li>7.0 SOFTECH</li> <li>7.1 Microrgs</li> <li>7.2 Living Grafts</li> <li>7.3 Buds</li> <li>7.4 Host Armor</li> <li>7.5 Softech Implants</li> <li>7.6 Applications</li> <li>7.7 Spores</li> </ul>	82 83 85 87 90 90 90 90 90 90 90 90 92 92 92 92 92 92 92 92 92 100 100 102 103 104 104
<ul> <li>5.1 Standard NPCs</li></ul>	82 83 85 87 •••• 89 90 90 90 90 91 92 92 92 ••• 94 96 100 102 103 104 105 106

8.0 BIOCRYSTAL	••111
8.1 Biocrystal Grafts	112
8.2 Biocrystal Items	112
8.3 Other Uses	112
Price List	113
9.0 DARK MATTER	
9.1 Properties	117
9.2 Dark Energy	117
9.3 Sample Items	117
10.0 STARCRAFT	118
10.1 The Psychic Drive	119
10.2 Ship's Armaments	
10.3 Starcraft Defenses, Systems and Damage	
10.4 Sample Starcraft	
Biot Ship (10.4.1)	
Crystal Ships (10.4.2)	
Undead Pirate Schooner (10.4.3)	121
Liophod Globeship (10.4.4)	122
Leviathan (10.4.5)	122
Zhainmoth Deathships (10.4.6)	122
Zhainmoth Destroyer (10.4.7) Voidguard (10.4.8)	
10.5 Nullspace and Realspace Environments	
11.0 MAGIC AND TELEPATHY	
11.1 Spell and Psion Lists	
Starsea Ways (11.1.1)	
Softech Law (11.1.2)	
Dark Energy Law (11.1.3)	
Hardtech Law (11.1.4)	
Bodily Enhancement (11.1.5)	
11.2 Magic Items	
11.3 Dark Space Modifications to Magic	
Philethians (11.3.1)	
Faerie (11.3.2) Spell Casting in the Void (11.3.3)	
12.0 THE VLATHACHNA	
12.1 Background	
12.2 Organization	
12.3 Living Within the Beast	
12.4 Places and Plots	
12.5 Game Stats	
12.6 A Zhainmoth Stronghold	144
13.0 USING THESE RULES IN OTHER	
CAMPAIGNS	
14.0 GAMEMASTER TECHNIQUES	•148
14.1 The Twenty Worlds	
14.2 Maintaining the Flavor of the Campaign	149
14.3 Using Technology	149 150
	149 150

15.0 SCENARIOS	152
15.1 The Guild War	
15.2 The Last Android	155
15.3 Other Adventure Ideas	

# DARK SPACE: THE CLUTCHES OF THE VLATHACHNA

# Author: Monte J. Cook

Editors: Jessica Ney and Terry Amthor Cover and Interior Illustration: Dell Harris Layouts: Ellisa Martin, Jonathan Hart Eddy Production/Graphics: Ted Dinwiddie Editorial Contributions: S.Coleman Charleton and Monte Cook Playtesting: Bob Baxter, Richard Bue,

Bruce Cordell, Bret Holien, and Jay Peterson (in spirit, anyway).

ICE MANAGEMENT — Art Director/Production Manager: Terry K. Amthor; Sales Manager: Deane Begiebing; Editing & Development Manager: Coleman Charlton; President: Peter Fenlon; CEO: Bruce Neidlinger; Controller: Kurt Rasmussen.

ICE STAFF — Marketing Consultant: John Morgan; Prepress Coordinator: Will Hyde; Senior Page Designer: Edward Dinwiddie; Editing & Development Staff: Kevin Barrett, Monte Cook, Pete Fenlon, Jessica Ney, Terry Amthor; Graphics & Production Staff: Jonathan Hart Eddy, B.T. Thompson; Sales & Customer Service Staff: John Brunkhart, Jo Lori Drake; Finance & Administration Staff: Chad McCully, Karl A. Borg; Shipping Staff: John Breckenridge, Kurt Fischer.

# INTRODUCTION

100

*Dark Space* is a campaign setting for use with the *Rolemaster* game or the *Space Master* game, or (perhaps best of all) both. It details a setting of twenty worlds in which adventuring can take place. In these worlds, both magic and technology coexist with a new kind of technology called Softech.

The rules in this product are set up in such a way that the game master can use only the rules within either *Role-master* or *Space Master*, and still use the whole of the product. Magic can exist without *Rolemaster* and technology can be handled without the *Space Master* books.

The first part of this book details the setting. It is pure, rules-free description, and so can be used with any role playing game system. Due to the unique nature of the *Dark Space* setting, it could be worked into virtually any type of role playing game — pure fantasy or science fiction, super hero adventuring, etc. In so doing, the GM may want to use only some of the material given here. Section 13 describes how *Dark Space* can be worked into an existing campaign of almost any type.

The second part of this book gives the rules for creating characters, game statistics for items, people and creatures within the setting. These rules are designed to work equally well for both systems.

Some game masters, rather than attempt to use *Dark Space* as a setting, will just use some of the rules, ideas, NPCs or items from these rules. Some will modify them to fit their current campaign. This is very appropriate, since much of the material presented here must be carefully examined before adding it to a more conventional campaign.

Players intending to run a character in the *Dark Space* setting, however, should take into consideration that most of this product is for the GM's eyes only. Read no further than Section 2.1, the Player's Introduction. This section will give you the background information that you need to run a character in *Dark Space*. When the GM has thoroughly read through all of the material presented, he will show you the section on creating characters, or at least as much of the section as he wants you to see. GMs should treat most of this book like an adventure module in that it contains much information that would spoil the fun for the players if they knew it all beforehand.

A good GM will make sure that the players know all that is necessary in order to play their characters. If the GM has added or subtracted material that would affect the Player's Introduction, the GM should tell this to the players. If a certain character, because of his background, would be privy to certain information, the GM will have to inform the player of this knowledge somehow.

A good GM should use this product in such a way that it appeals to the taste of the players and himself. If the group likes lots of laser cannons and fast cars, then the GM should probably incorporate more of such things from *Space Master* than exist in the product now, as well as modify the setting to explain the existence of such objects. The game that is played need not rigidly follow the material presented here; it just has to be enjoyable for everyone.

# 1. DEMONER NOTES

This project started out as a simple adventure scenario to include the monsters within the "Entities From Deep Space" section of *Creatures and Treasures II*. (I changed most of the names so that they would be more internally consistant — I was never very happy with the names used in C & T II.) It turned into an entire campaign setting, and it did so very quickly. Likewise, when I began to write it (or, to be more precise, type it into my computer), I had thought it to be a small project. It quickly became the single most timeconsuming project I have ever undertaken. This, for good or ill, is the fruit of my labor.

Dark Space was intended to be a common ground for three popular areas of both fiction and role playing games, these areas being science fiction, fantasy, and horror — but not necessarily in that order. I really don't know what order I would put them in. The horror is not so much a systems or rules issue, but it deals rather with a setting's mood. I have tried, where appropriate, to add a horrific flavor to the campaign, and I have included suggestions for how GMs might generate this mood in their games.

As for sci fi and fantasy, ICE has made the combining of suchgenres easy because of the compatibility of the Rolemaster and Space Master systems. As a GM, I have been making up adventures dealing with magic and technology on equal terms for two years now, but I wanted Dark Space to be something different. I didn't want to just combine the two game systems, I wanted to put the two together and come away with something that was part of both and part of neither - something totally new. Thus was the birth of what I call Softech. My hope is that even if the reader of Dark Space doesn't like the campaign setting much, or isn't interested in this type of campaign, that he or she might work some Softech into his or her existing game. That way, the reader at least will come away from this with something new and fresh to add to a campaign or an adventure. New ideas prevent a campaign from ever stagnating, since the unexpected ensures fun for the players. It seems to me that's what playing games is all about, anyway.

Besides my playtesters, there are at least three people without whom this book would have been a much more difficult task. Steve Lindemann proofread almost all of the manuscript as it came off my printer. I give my thanks to him. Greg Bear, well known science fiction writer, wrote stories and books which provided a wonderful impetus and inspiration to me. I give my admiration to him. Chris Williams was there through it all and kept me sane. I give my love to her.

# 1.2 TERANS

The following terms will be used throughout *Dark Space*:

- **Biocrystal** A Philethian-invented, Softech created, crystal-like substance that is grown rather than mined.
- **Cartel** The huge corporate conglomerate that controls most of the commerce in the Twenty Worlds. It is second in power and influence only to the Citadel, its arch-rival organization.

Church, the — See Citadel.

- Citadel Also known simply as the Church, this religious organization is the most powerful force within the Twenty Worlds. Its priests and bishops control most of the population and the governments through their influence.
- **Dark Energy** A form of energy totally alien to conventional (light) energy. It cannot be perceived by normal means and does not affect and cannot be affected by normal (light) energy or matter. It is the only thing that will effect dark matter.
- **Dark Matter** A form of matter totally alien to conventional (light) matter. It cannot be affected by all forms of normal (light) matter and energy. Only dark energy will affect it.

Duriplast — A super-hard plastic.

Elder Brood — Foul beings created through Softech by the Vlathachna.

- Elder Worms See Vlathachna.
- Hardtech The general term for any technological item (beyond the very simple tools such as fulcrums, pulleys, inclined planes, etc.) that is inorganic based. The great majority, but not all, of these items are banned by the Pirathon Doctrine. Items excluded are burners, sprayers, implants, cyberdrugs, and a few others.

IG/Immotigen — The main form of Citadel currency. While not as widely used as the tradit, it is still currently minted by the Citadel. Two immotigens equal one tradit. **Interworld** — Used among the Worlds rather than "interplanetary." It pertains to anything having to do with more than one world.

- Metamorph Any intelligent being created through Softech based upon human DNA structure, as opposed to being born naturally. They are often given inhuman powers and abilities.
- Vlathachna Ancient, unimaginably alien and evil beings who were banished into the Dark Nebula aeons ago, and who are now returning to prey upon mankind. They are also called Elder Worms.
- Nullspace A parallel universe occupying the same space as our universe, otherwise known as realspace. The physical distances of nullspace are much shorter than in realspace, and nullspace is used to travel long distances in short amounts of time. Note that this is not the same as Hyperspace in *Space Master*.

Oldtech — See Hardtech.

- Philethians A race of immortal beings, much older than man, who have have been man's allies since before human recorded time. They were originally the life essences of stars, but in humanoid form. Most are found on the world of Mystalis.
- **Pirathon** A religious off-shoot of the Citadel who initiated the Pirathon Doctrine (after acceptance by the Church) and the Pirathon Purge which devastated the Twenty Worlds.
- **Pirathon Doctrine** The Citadelaccepted belief that computers, robots, androids, and most other Hardtech items are unholy and should be destroyed. See Hardtech.

Purge — The Pirathon Purge. See Pirathon.

**Quan** — A feline humanoid race, whose homeworld is Westridon.

**Liphods** — An amoeba-like race from beyond the Twenty Worlds. They feed on humans.

- **Realspace** Sometimes referred to as just "space," this is the void separating the worlds. It can also refer to the entire universe (as opposed to nullspace). Also called the Starsea or the Void.
- **Replicant** A specific form of massproduced metamorph, created with very little free-will capabilities. They are used as slaves throughout the Twenty Worlds.
- Starsea See Realspace.
- Synthisteel An artificially created alloy, much stronger than normal steel.
- TR/Tradits A unit of currency in the Twenty Worlds, at one time minted by the Cartel, but now no longer minted. It remains the primary source of currency, however. It is the equivalent of one *Rolemaster* silver piece and one *Space Master* monit or elmonit. In the Twenty Worlds, it equals two immotigen.
- Twenty Worlds The twenty worlds that were settled by humans from Geideri. All of these worlds' star systems are located near a large nebula known as the Dark Nebula. Also known as the Worlds.

Void — See Realspace.

- Worlds, the See the Twenty Worlds. Note that in the society presented in Dark Space, the term "world" is generally used rather than "planet," particularly for inhabitable worlds.
- Zhainmoth A race of the Elder Brood (see Elder Brood) which is both the most intelligent, and the most common of the servants of the Natharl'nacna.

Many of the creatures in *Dark Space* appear in *Creatures and Treasures II* with different names. For those that use C & T II, here are the creatures used in that book as they relate to this one:

Dark Space	<i>C</i> & <i>T II</i>	Pronunciation
Zhainmoth	Cthugan	Zain moth
Dhar Ryth	Dark Rysisth	Dahr Rieth
Carach	Carac'rin	Cahr ock
Creob Uraim	Cresh'urim	Cray ob Yuraim
Vreeth	Glonn	Vreeth
Sasaach	Gon Abatha	Sah sock
Monachrai	Maleth'scor	Mon ahk rie
Naihashboa	Nihashbin Warrior	Nie hahsh boah
Vadaam	Pred Yrric	Va dahm
Mrathrach	Rancor	Mroth rahk
Rhynthraas	Wren'tach	Rin thross
Gohrmgraat	Astorith	Gorm grot
Thyssai	Kraken Drake	Thiss ie
Mroanastrah	Mric'atic	Mrohn astrah
Nmorthogh	N'abis	Nimorth oh
Obann	Octobat	Oh bahn





# THE SETTING

The setting of Dark Space is unique in many ways. One of the major reasons for this is the technological level of the society. Put simply (or as simply as possible), the society of the Twenty Worlds was at one time a highly advanced culture similar to many science fiction societies. GM's can assume that it was at about the same tech level as given in the Space Master game, if they are familiar with that product. The society also used magic as commonly as most fantasy settings (like Shadow A great number of years ago, a religious purge wiped

out most of the technology. The soluted computers, robots, androids, and high tech machinery (for the most part, anythe solution at cannot be powered by man or animal alone). Examples of prohibited tech are powered vehicles, most powered wear ms, gunpowder, electric lights, radios, televisions, telephones, electrical generators and other power systems, scanners, force fields, etc. Some items not a obhibited include wagons, music powered tools, non-powered melee and missile to aponry, indoor plumbing, hand-powered printing presses, staplers, bicycles, tc.

Musele powered machines were quickly developed so factories could continue to the dure allowed items made of "high-term substances like cardboard, all minum and plastic Migic picked up some of the slack less schind by the asappearance of high technology, out it wasn's until the advent of bern anology, cared Softech (for specifics on Softech, see Section 7.6), that society could the up of function as it once had. The ociety of *Data Space* is just now beginning to function the an intersteriar, high-tech computing.

A GM pishing more or less normal Space Master-type technology calcincrease or decrease the religious restrictions as he wishes, and wing more or less technology into the game. Note that the creatill some pace Master-type technological items in Dark Space provided for additional flivon see Section 6...). These are either allowed by the Pirathon Doctrine or exist as an oversight. This is up to the GM. In any event, Dark Space has the unique distinction of being an interstellar community with a technology of the equivalent of Earth's Middle Ages, and yet still possesses modern low-tech items, and the unique echnology of Softech.

# 201 PLAN/ERSINTRODUCTION

"In our oldest documents, our ancestors warned us to keep vigilant of the nebula. In our folly we forgot their warning. Now the darkness shall consume us."

-The Lorist Aran Boturr of Gant ca. 9456 YI

The Lorist Aran Boturr was the greatest historian of modern times throughout the Twenty Worlds. During his lifetime, he catalogued the history of the Worlds more completely than any before him. He was a staunch opponent of the Pirathon Doctrine (see Section 2.5.2), although it was issued long before his birth. Towards the end of his career, he was among the first to proclaim the coming threat of the Vlathachna. Before his mysterious death in 9458, he was able to claim that he had done research in every major library in all the Worlds. In his essay "The History of the Doomed," he recounts the events up to the coming of the Vlathachna:

"The exact beginnings of civilization are lost to us. If there were any records, they were lost in some great war or horrible catastrophe. The earliest recorded events are those in the annals of the Church, known throughout the Twenty Worlds as the Citadel. The date given these documents is that of 228 YI. ("Years For Immotos", the standard measure of time in all the known worlds now. A year consists of 360 24-hour days.) These records deal with little of interest to the layman, but do reveal that the organized worship of the omnipotent diety Immotos (also known as The Above-All) has existed for as long as ten thousand years.

These records also serve as proof for the overwhelming belief that the original

human homeworld is the planet known to us as Geideri. Only a few of the people of Sylva contradict this idea. Contact with the race of powerful magical beings called Philethians, which had descended from the fiery stars themselves, had already been made, and a good relationship had begun between their race and humans. Magical proficiency within the three realms had risen to its greatest height. The science now known to us as Oldtech or Hardtech had just begun its ascendency.

Lastly, these early records tell us of strange warnings our ancient forebearers left to us. They warn us of a great evil within the nebula that had once very nearly spelled the end of all existence. These warnings of the Vlathachna, or as our ancestors called them, the Elder Worms, were never heeded until now. But now it is, in my opinion, too late.

# THE MIGHTY GRASP

Throughout the first four thousand years of history, technology grew in sophistication and in power. Magic remained, but in overall usage was supplanted by the forces of technology. By the end of the sixth millennia, humans had spread from Geideri to many of the Worlds. This period of intense exploration, colonization and innovation is known as the Mighty Grasp, beginning as an interworld structure, called the Resad Empire, centered on Geideri. When that empire fell, the forces of the world of Palamad tried to carve their own interworld government. That, in turn, collapsed as well, but the Mighty Grasp continued onward, for even as humanity separated into different states, the impetus to colonize more planets continued.

# THE WARS OF DEVASTATION

It is during this period that the corporate conglomerate known as the Cartel made itself public, revealing a nearly complete monopoly on production of technological items. All public and private corporations took part in this mega-alliance. Immediately it came into conflict with the Citadel, which had been growing in power as society grew in size. The Cartel's influence extended to all of the known planets and it was the closest thing to an interplanetary government that existed at that time. So began the Wars of Devastation.

These wars were fought for control of all of human society. Eventually, every known world was drawn into the fray. Magical and technological weapons and defenses were used to wage the horrible conflict. Mighty Hardtech starships carried destruction to the various planets. Millions died. The Cartel called it a war for independence; the Citadel named it a holy war.

When the wars had finally ended, both sides weary of battle, there was no clear winner. Through a treaty with the Church, the Cartel gained the right to exercise complete control of manufacturing and trade among the worlds, while the Citadel maintained its position as the religious center of society.

Also as a result of the Wars of Devastation, the citizens of the various Worlds chose to form a council of elected officials



to oversee all matters that dealt with more than one world. This council, known simply as the Senate, was based on Geideri. The councilmembers were not to have any say in matters concerning one individual world, and found themselves dealing mostly with the Cartel. The Citadel soon found that it could claim religious immunity from the jurisdiction of the Senate, and began doing so with regularity. The Senate, afraid of the power that the Church wielded, and the popularity that it possessed, did nothing.

# THE EARLY YEARS

In 6456, the Twenty Worlds were completely settled. While the Cartel and the Citadel continued to vie for control of society and the Senate attempted to maintain peace, each individual world had its own governing body or bodies. The world of Kish, for example, famous for its huge arenas called the Gamegrids, had been long controlled by the house of the royal family of Creskin. But during this time, this old world was torn apart by angry and oppressed subjects, calling themselves Anticreskins. After a short but bloody war, the Anticreskins took control of Kish, and maintain it even today.

On the world of Palamad, the Citadel Homeworld, a mighty republic of states joined together, rising from the ashes of an empire that had attempted to gain control of all the surrounding worlds and had eventually fallen, to form a government which eventually engulfed that entire world.

All Twenty Worlds went through years of political upheaval, like Kish and Palamad, as they were settled.

A rebellious government on the world of Dresden resulted in the annihilation of its populous by order of the Citadel. A similar attack was made upon the world of Haven and its strange, god-like rulers, the Twelve. Much to the Citadel's embarrassment, the attack was repelled.

# THE PIRATHON PURGE

In 8231, a new faction of the Citadel formed that called itself the Pirathon. Their main divergence from the mainstream Citadel doctrine was their belief that all that is "inorganic" is unholy. Pirathon members used no metals or plastics. They firmly believed that inorganic "man machines," such as robots, androids and computers, which were prevalent in society, were abominations. They claimed to know of an ancient technology that utilized organic living organisms that could accomplish anything that inorganic technology could.

At first, the Pirathon was denounced even by the main Citadel organization. Then, in 8305, a large computer on the world of Kish that controlled the Gamegrids there (see Kish) went berserk for an unknown reason and used the robots under its control to kill thousands of people before it was stopped. Citizens throughout the Worlds were horrified. Fear of computers spread quickly, fueled by the Pirathon priests. In a move which terrified the Cartel and astounded many others, the Citadel issued a holy edict backing Pirathon beliefs. This edict became known as the Pirathon Doctrine and spawned a holy purge that made the Wars of Devastation pale in comparison.

The Pirathon Purge was backed by the forces of the Citadel and fantastically huge numbers of citizens that were motivated by fear and perhaps by misinformation. Virtually all computers, robots and androids were destroyed. Most technological devices, such as starships, weapons, communication devices and machines of all types were eradicated. Many of those who had skills and knowledge of how to create, repair or even use these devices were killed or imprisoned if they did not relinquish all ties to the technology. Non-machine inorganic items were not affected by the Doctrine. The Citadel was not as completely radically minded as the Pirathon.

The Purge would have surely wiped out the entire civilization of all the worlds, but in their destructive frenzy, the Pirathon and its supporters were virtually cut off from each other and from other worlds because of their insane destruction of all technology — including their own. By the time the Purge had ended, the Cartel had been crippled, the Senate was disbanded and interplanetary communication and travel existed only in the hands of those who wielded magic or telepathy— the only "sciences" left.

The Citadel's highest ranks, the Archbishop's Council, was still able to meet through powerful spells of transport, and it was they who tied the Twenty Worlds together. In the eyes of the common citizen, each individual planet became a world unto itself, and the notion of a group of allied and connected worlds became a distant dream. Life became very simple, and in technological terms, very unsophisticated in comparison of the levels of technology that existed before. Where men had flown through the Starsea in ships of metal, now they traveled their world's surfaces in carts and ships of wood.

# THE RISE OF SOFTECH

The Pirathon, however, were not false in their claim to have a form of technology dealing with organic things. They quickly turned over this information — Softech to the Cartel. The Cartel's technicians used their scientific talents and the Cartel's incredible techniques of mass production to produce large numbers of Softech devices beginning only two hundred years after the Purge.

The science of Softech has greatly improved since then, but has taken a long time to be accepted in widespread use. Much of society is still within the dark ages where the Pirathon Purge had placed them. Only the very wealthy can afford the luxuries that Softech provides.

Softech gives many wonderful and amazing benefits. Microrgs are microorganisms that can be injected into a host's system to alter his body or give him various benefits. Grafts and buds attach themselves to a host's body to replace lost limbs or to give the host additional limbs, living armor or any number of capabilities. Softech can also be used for various healing practices. It can create a multitude of creatures that can help mankind in unique ways. Lastly, this science allows skill Softechnicians to even create people, and to engineer within them great powers. These individuals are known as metamorphs and are discriminated against and feared in many places on the Worlds.

Along with Softech, the manipulation of a living form of crystal called biocrystal is a major source of technology. Biocrystal can be grown into various shapes, including limb grafts, armor, weapons, structures and even starships. This biocrystal is closely associated with the alien Philethian race, but is not unique to them.

For the most part, however, both biocrystal and Softech items are perhaps only slightly more common than magical items throughout society. The Cartel is doing its best to make sure that their use increases.

0

#### THE WORLDS TODAY

Today the worlds are a strange combination of magic and technology. Society in most places is fairly primitive, using iron or steel swords for weapons, stone and wood for construction and animal mounts for transportation. In other areas, it is sophisticated with interworld travel, biotechnology and huge factories. The reason for this disparity in technology and in society in general is the lack of travel and communication between worlds. Most of the worlds and the people that populate them are almost completely isolated from each other. The only exception to this are the very powerful or privileged individuals. Magic is not terribly common, but its use permeates both ends of society.

The Pirathon Doctrine is now well accepted. After so much time, people have grown accustomed to the current state of affairs. The tales of the previous days of high technology, are just that — tales.

Local governments control the various worlds or nations, but the Citadel's influence is everywhere, with temples in every city. The Cartel is still in the process of re-establishing itself in society, building new factories and corporate cities for their employees to live in. Lorists continue to study and record all the knowledge they can find. The Senate is trying to reestablish its place in the government of the Worlds, but its power is certainly not yet what it once was.

#### THE ALIENS

Humans still continue to interact with their allies the Philethians and the Quan (the feline humanoids of Wesridon), while remaining wary of the very alien, amoebalike Liophods. Strange undead pirates plague travel between the worlds, as well as disrupting nullspace movement.

Worst of all, however, the enemies of all Creation, the Vlathachna, have emerged from the Dark Nebula. Their goal is certainly our complete destruction. They are great in power and extremely horrible in appearance. Slime-covered tentacled horrors whisper of things no man should hear. Never has Mankind faced so great a threat."

# 2.52 (INT I PRELIMIORY

Note: This section (and most thereafter) are for the GAMEMASTER ONLY.

The Lorist Aran Boturr does not make any grievous errors in his accounts of history, although they are not complete. The origins of the Vlathachna are unknown to him, but are important in the whole scheme of the Twenty Worlds.

In the beginnings of creation, a number of beings alien to all of existence as we know it broke into this plane (i.e., our universe). These beings, the Vlathachna, were composed of unknown types of matter and energies which proved to be not only alien to everything in this universe, but sometimes reacted hostilely with it. They wielded powers beyond explanation and were motivated by unfathomable goals.

The beings that existed at the time that were native to this reality (whom shall be henceforth called "the gods," for a lack of a better term) realized the Vlathachna's horrible nature and attempted to defeat them or banish them back to where they had come. But the gods were few at that time, and the Vlathachna were many. The gods failed, but their enemies were hurt enough to render them dormant for many eons.

The gods then initiated the creation of worlds throughout the universe and beings to populate them. Much time passed and civilizations were born, flourished and some disappeared on many different worlds. Then, the Vlathachna returned. They had developed a technology that allowed them to create beings that were more like them (called the Elder Brood) and that suited their needs. They also used this technology to create living, biotech items to use as weapons and devices. This is the true beginning of Softech.

All of the intelligent races of all the universe combined forces directly with the gods in huge, galaxy-spanning battles against the Vlathachna, which by that time had become known as the Elder Worms. It was only through the advent of that which we now call Arcane magic that the Elder Worms were defeated. Many were destroyed, and many were banished. Still others were imprisoned in magical prisons or "prison dimensions," which were artificially created universes that were





meant to keep the Vlathachna from ever returning to this plane. The rest, those that had escaped, fled to a dark nebula and remained there until very recently.

There was a small green-blue world in a region called *Dark Space* because of its proximity to the Dark Nebula. This world, later to be named Geideri, was home to a race of men that wielded powerful magics and played an important part in the war against the Elder Worms. These men also picked up on the Vlathachna's technology of manipulating living matter to meet a specific end. For a short while, this technology flourished, but was soon put to an end by a new religion which swept the lands.

This religion promolgated from a mighty citadel atop a huge mountain, and hence it was eventually referred to as the Citadel. Its zealous priests were quick to point out that this biotechnology was from the Elder Worms and was therefore an abomination. They supported the new technology which dealt with the manipulation of non-organic materials. Thus what is now called Oldtech or Hardtech was born.

It seems as though the Citadel has always had an opinion on technology, though ironically, it was not always the same policy. It is important to note that the Church does not realize this contradiction, as there is no longer any recorded historical information about these times, at least not among the general mass of knowledge and information that exists. Some fragmentary, old records from this time about the principals of what is now called Softech were discovered by the Pirathon and were eventually given to the Cartel (to the general dismay of the rest of the Citadel see Section 2.5 on religions).

# 2003 A TIMELINE

?-1 At an unknown date, humanity is born and grows into a civilization on Geidiri Primus.1 Purported establishment of the Citadel.

1-228 Events are not recorded. Supposedly during this time, Philethian contact is made.

989 An imperial government gains control of all of Geideri.

1018 Magical interworld transportation is developed. The world of Kish is visited.

1774 First development of interworld transport via Hardtech.

1889 Kish, the third world in the sun system of Geideri, is first colonized via Hardtech transportation.

2100-2250 Kaelot, Palamad, and Gant are colonized.

2500-2600 Harreda, Atlasis, Tioman and Erepodi are brought into the growing empire.

2754 Malthan is crowned the first Interworld Emperor. Liophods are encountered for the first time by humans.

3107 The Emperor Resad I begins the longest lasting Interworld Dynasty.

3431 Palamad wins its freedom from the Empire.

3477 Dresden wins its freedom from the Empire.

3562 The Resad Empire begins its decline.

3595 Citadel moves its Homeworld to Palamad.

3620 Forces of Palamad attempt to take lands on both Tioman and Erepodi. War breaks out between these worlds and the empire-building Princes of Palamad.

3683 The Resad Empire has no more interworld provinces under its control. It becomes a planetary government on Geideri.

3690 Palamad controls all of Tioman and Erepodi and much of Atlasis.

3885 The Palamadi Empire falls. Palamad itself is divided up among its varied princes.

4983 The Quan are first encountered.

5950 Cartel forms.

6051 Wars of Devastation begin.

6145 Wars of Devastation end. Interworld Senate is formed.

6456 Settlement of the Twenty Worlds is complete. All worlds are independent at this time (though not all worlds are united).

6560 Dresden is annihilated by the Citadel.

6845 Citadel attacks Haven, but is turned back.

7351 Cartel sends assassins against the Twelve of Haven.

8231 Pirathon breaks away from the Citadel Orthodoxy.

8305 Computer of Gamegrids of Kish goes awry and kills thousands.

8306 Citadel issues the Pirathon Doctrine. The Pirathon Purge begins.

8313 First bioship, a major Softech product, is created.

8315 The Pirathon Purge ends.

8350 Cartel (with Pirathon backing) begins major Softech production.

9312 Interworld Senate re-forms.

9462 The present.

# 204 THE COMERNMENTS

"Government is the one factor that keeps the tides of chaos from washing over us all, and drowning everything we hold dear."

-Senator Jas Onluc 6980 YI (Senatorial Archives)

"This government is more horrible than any devil hell ever disgorged."

# -An Anonymous Anticreskin, 6458 YI

# INTERWORLD SENATE

Currently, the closest thing to a governmental body that presides over the Twenty Worlds (discounting the Church and the Cartel) is the Senate. This group of twenty representatives meets infrequently now, and the decisions it makes rarely ever reach the ears of most of their constituents. Some of these constituents may not even be aware of the Senate's existence, and many who are aware of them think of them in only the most abstract of terms.

At the time of its conception, the Senate was to be a body of powerful lawmakers that would watch over all matters dealing with interworld policy. They were not to meddle in the affairs of local governments if they affected one world only. The Senators were chosen from each world by vote. The nature of the voting process depended on the type of local government(s) on the individual worlds. For example, the world Kaelot at the time (but no longer) was ruled by two major governments. One, the United Princes of Kaelot, was a democratic republic. The other, the Mirreni Empire, was a totalitarian state. Both of the governments had one half of the votes, but in the

UPK, the representatives each voted as their respective constituents believed, while the Mirrenin Empress cast all of her government's votes by herself.

At the beginning of the Senate's period (approximately 6145), it was extremely effective in overseeing matters of interworld commerce, travel, communication, jurisdiction, etc. It did not take long, however, before the Citadel's spies had determined that if the Senator's were presented with a situation dealing with the Church's divine rights, they would give in to the Church's wishes. The Church made it clear shortly thereafter that it was immune to the dictates of any governmental body and answered only to its diety.

The Senate deteriorated slowly but surely after that, for just as the Church used its holy privileges, the Cartel began to use its unbelievable monetary resources to buy off the senators. By the time of its virtual collapse during the Pirathon Purge, it had become a useless entity anyway.

Recently, however, the Senate has reformed, and in its new incarnation it is more likely to be influenced by the money of the again-rising Cartel than by the religious dictates of the Citadel. In fact, it is secretly working with the Cartel in building a new temple and founding a new church to oppose the Citadel's virtual monopoly on religious belief.

The Senate still controls the Interworld Defense Forces — IDF— with which it monitors its jurisdiction and enforces its laws. These forces have been, and still are, some of the most elite troops in the Worlds, lesser only than the Cartel Deathtroopers and the Citadel's Sanhardrin (see Sections 2.5.1 and 2.5.2).

# LOCAL GOVERNMENTS

Real, "day-to-day" power is currently in the hands of the local governments on each of the Worlds. Each individual world should be examined to discover its specific governmental situation.

In this society, where rarely does one government control even an entire planet because of the lack of cohesion, truly insightful people have had to always look to the Citadel for guidance. The Citadel, it has been seen, is above the petty governments of the Worlds and yet is not beyond their regional concerns. Because of its incredible organization, resources and personnel, it can afford to deal with people on a more personal level and society as a whole on a larger level than any local government can. It is for these reasons that the Citadel has managed to keep its position of influence for so long.

It has often been postulated that the Citadel has no power-crazed ambitions. If the organization wanted complete control, it could have it whenever it wanted. The point



is well taken, but many philosopher-lorists are quick to point out that the Citadel almost certainly appreciates the position it has in the Worlds. Why would it want more? All that it would inherit would be a lot of administrative duties that would only be an additional burden, and it would bring about much resentment from the populace. The Citadel's method of control has always been of a more subtle nature than outright control. It manipulates individuals and groups without, for the most part, their realizing it. Only the Cartel is completely immune to this manipulation, and even the Cartel can be manipulated through channels; the laws, promoted by the Citadel, but enforced by the Senate, regarding technological production in the Pirathon Doctrine are a very good case in point.

# 225 RELIGIORI AIRID MAAGIK



# THE CITADEL (2.5.1)

"Certainly the one force that has managed to tie the Worlds together throughout the entire scope of history has been the Church."

-The Encyclopedia Templica

The Citadel is by far the largest religious organization in all the Twenty Worlds. Its existence pre-dates the beginning of recorded time. Throughout the Worlds, "the Citadel" is synonymous with "the Church." The priests of The Citadel carry out the religious rites of the diety Immotos, known also as the Above-All. Immotos, it is said, is an all-powerful, non-anthropomorphic creator-diety. Church doctrine contends that he is far above any other being that might be called a god.

Church doctrine also holds other beliefs to be true. It claims that the Citadel is Immotos' voice and hands among mortals, and therefore all that the Church says and does is holy. Evil, as defined by the Citadel, must be opposed at any cost. An afterlife awaits all mortals, its degree of pleasure or punishment depending on the actions of their lives.

#### ORGANIZATION

The organization of the Church is very complex. Acolyte priests usually begin their training at the extraordinarily young age of three years old. They work their way up the multitude of priestly ranks, designated only by a number (i.e., Priest: rank 24) until reaching the 40th rank — at which point they achieve the title of Bishop. A Bishop has dominion over a significant area of a planet. An Archbishop holds sway of an entire world. The Grand Council of Archbishops meets three times a year on the Citadel homeworld, Palamad.

The Church's influence pervades society. Citadel regulations are treated as law in almost all areas of human habitation. Priests and other church representatives are above the law in most places. The Citadel controls public opinion via its edicts, issued in the name of the Above-All. The major universities and hospitals on each world are under its control. Even the major compendium of knowledge, the Encyclopedia Templica, is written and maintained by Citadel-supported sources. The Citadel has by far the greatest access to and control of information within the Worlds, which gives it an incredible amount of control. The Missionary Legion, a special unit of priests, makes certain that everyone knows the Citadel edicts and teaching. It serves as a sort of Citadel advertising agency.

An important facet of church life is the naming of saints. Originally, saints were very rare individuals who performed incredible deeds in the service of Immotos or the Church. These people were highly praised and received much recognition after their death. Currently, the church names new people as saints rather frequently, and the only recognition they are given is that a temple is named after them. The naming of saints is now often used as a political gesture towards those whom the Citadel wants to "bribe." It is considered very prestigious to be named a saint while still living. In certain circles, "anybody who is anybody is a saint," although some who are named saints hardly fit the title.

The priests, and certainly the individual world's archbishop or bishops, are heavily involved in the local governments on the Worlds. These may be administrative or simply advisory positions, and the positions may be sanctioned or non-sanctioned, depending on the local situation.

The Citadel also employs a large force of elite troops called the Sanhardrin. These troops are equaled in the Twenty Worlds only by the Cartel Deathtroopers, but are much different in tactics and armament. The Sanhardrin employ only melee weapons (no ranged weapons of any sort), but almost all cast spells or psions of some type. Their spells and incredible abilities allow them to move into melee range of their enemies without being seen. Neither the Sanhardrin nor the Deathtroopers are used in any large field conflicts.

## HISTORY

The Church existed before recorded time began on Geideri, growing in power until it virtually controlled that world. When the humans who lived on Geideri spread to other worlds, they took the Church with them, and when the initial Resad Empire began to decline, the Church lent its support to the "barbarians" on Palamad, building a new Temple Primus on that world in 3595. The old Temple Primus on Geideri is long gone and its location is lost (but much sought after by archaeologists and treasurehunters).

The Citadel's incredible control over the Worlds makes the Cartel — perhaps the second most powerful force — a very jealous enemy (see Section 2.6.1). The Church fought many horrible wars with the Cartel called the Wars of Devastation from 6051 to 6145. It ended those wars by treaty, allowing the Cartel to have monopolized control over the production of goods, but still contends the Cartel is an unholy organization, opposing its every move. The Citadel's position has been quite effective throughout history as the Senate has accepted most of its restrictions on the Cartel as holy law.

## **TEMPLES AND SERVICES**

Currently, temples representing the Citadel stand in every major city in the Twenty Worlds (except corporate cities). These temples are usually found in the upper class district of the city, not far from the local government structure. Temples are large stone structures (all have a similar, easily identified architecture) to accommodate the huge numbers of worshippers attending the services held there. As a general rule, each citizen attends a service one time per week, but to handle all the worshippers, services are held once every day. In larger cities, many services are held each day.

A typical service contains many ritual practices carried out by priests, blessings on all the worshippers, prayers and a short instructional sermon. At the end of the service, a 3% tithe-tax is collected, but it is collected whether one attends a service or not by the Citadel tithe collectors which keep very accurate records of the people that live in their temple district. This is above and beyond any local governmental tax.



THE TYPICAL CITADEL TEMPLE



1. Entry Foyer. This area often has paintings or sculptures of the saint to which the temple is dedicated. All those entering here are greeted by an acolyte.

2. Sanctuary. It is here that the services are held. It is a slightly sunken chamber, that extends upward filling the full area of both stories. This upper part is surrounded by a balcony with a railing. 3. The Apse. Here is the altar to Immotos, and all the trappings of his worship. Behind the curtains are passages to areas reserved for the priests alone.

4. Classroom. Here acolyte priests are taught by their seniors.

5. Library. Holy books and secular works as well. A full set of the Encyclopedia Templica is here as well.

- 6. Prayer Room.
- 7. Priest Lounge.
- 8. Upper Balcony. (railing)
- 9. Priest Bedroom.
- 10. High Priest Bedroom.
- 11. Storeroom.
- 12. Acolyte Room.

# THE PIRATHON (2.5.2)

"The Pirathon is a faction of priests that originally split from the main Citadel organization, but were 'brought back into the fold' with the main orthodoxy when the Citadel issued the Pirathon Doctrine. Through this edict, the Citadel accepted the belief that science and technology dealing with inorganic substances is unholy — a tenet long held by the Pirathon. Specific targets of the Doctrine were the abominations of robots and computers which mocked the image of man and his mind, being that they were unliving. This doctrine led to the regrettable Pirathon Purge, which destroyed almost all remnants of inorganic technology. Though the Church now wholeheartedly supports the use of Softech (thanks be to Immotos for his wonderful organic gifts), some Hardtech is allowed and even used by the Citadel. Notable examples are burner weapons for defense, biot ships for travel, and Hardtech implants for improving our priests and workers, to the greater glory of Immotos."

## -Bishop Eirin Fulton of Erepodi 9267 IY

Contrary to public (and Citadel) belief, the Pirathonites do not consider themselves as being united with the main orthodoxy of the Church. The Pirathon has strong ties to Cartel, in an advisory way on the production and distribution of Softech. In fact, the Pirathon is second only to the forces of the Cartel itself in possession of mass amounts of the technology.

The Pirathon actually still controls many of the secrets of mass protoplasm (the building block of Softech) production, and uses this information as a means to keep its position within the Cartel. This situation is a secret, and neither group would like to see it exposed.

Huvist Kaepid, an archaeologist, uncovered an extremely old human settlement, once the home of humans who had biotechnological knowledge from the Vlathachna (see Section 2.2). It was there that the secrets for Softech were found. Kaepid began the Pirathon upon finding this technological knowledge. He believed that the information was from Immotos, and that in giving it to him, the diety was telling him that all Hardtech was evil. The irony of this is unknown to almost everyone — those that do know are usually called heretical or insane. The further irony is that most people do not even realize that Softech is old they believe it to be a new technology.

The Pirathon is prevalent as an organized religion on only a few worlds. Bothom, Gant, Kaelot, Tioman and to some extent, Geideri all have Pirathon churches in numbers. A Pirathon temple on any other world would be a rarity, but not an impossibility. Pirathon temples are named for saints as are Citadel churches.



As a religion, the Pirathon is extremely similar to the Citadel. Some of the ceremonies are different, and Pirathon priests use no Hardtech whatsoever. Its priests are usually not high ranking members of local government, nor do they have ties to such individuals. Many people of high ranking social positions are Pirathon members, however. Presently, on the worlds of Pirathon influence, it is more socially "chic" to belong to a Pirathon church. It is important to note that most of even these people do not actually believe there is any difference between the churches except in name.

Also unknown to the rest of society (and to many Pirathon members as well), Zhainmoths, foul creations of the Elder Worms, are secretly infiltrating the Pirathon, disguised or altered so that they appear as humans. The Zhainmoths desire to ultimately control the Pirathon because of the influence it has on the human production of Softech and because they can use it as a stepping stone to taking over the Citadel.

# THE GEMINI (2.5.3)

In comparison to the Citadel, the Gemini are a very small religious group indeed. However, they do have members on many worlds, though these groups are usually very small ones.

The Gemini revere the duality of the universe: good and evil, law and chaos, light and dark, high and low, etc. Everything is seen as being made up of opposing pairs. Because of this, they revere the number two. They usually travel and work in pairs. Gemini temples (of which there are very few — they mostly meet in private homes) usually have double doors, two towers, windows in pairs, etc. Typical Gemini garb is half black and half white. Priests wear bodysuits and facemasks that are divided exactly in half — white on the left, black on the right.

Gemini philosophy is on the surface childishly simple, and yet it is complex in its application and complete understanding. It simply states that for every concept that exists, there is an opposite to that concept that is equal to it in all respects. For every action there is (and must be) an equal reaction of its opposite. However, it is not as simple as keeping a balance between opposing forces (it is postulated that the Gemini Society evolved out of an older religion revering "The Gods of Balance"). Everything that is, is comprised of not one concept, but its opposing concept as well. No one is "good" or "chaotic," without also being "evil" or "orderly" as well. It teaches that extremism is undesirable and to be avoided, because it would involve denving one half of your "self."

As a religion, the Gemini "worships" the ultimate concept of duality. Members usually meet two times a week to meditate and to cleanse themselves of extremism. The temples that exist are decorated to constantly stress the dual nature of the universe.

The Gemini usually do not mix or deal much with normal society. Certain Gemini groups do think it is their duty to eliminate extremism — and do so by terrorist means. Other Gemini cringe at the hypocrisy of these radical members. The Citadel opposes the establishment of Gemini groups on most worlds. The Gemini Society, for this reason, is in most places a secret society.



# **OTHER RELIGIONS (2.5.4)**

Most other religions still in practice in the Twenty Worlds are very localized and small. On Bothom, for instance, some people worship a terrible lizard god named Nrarciss. Some people on Haven (and in a few other places) revere the rulers there, the Twelve, as semi-deities.

It is important to note that the Citadel does not claim that Immotos is the only god, just the most powerful one.

# THE FAERIE

On the world Sylva, there is a magical force/being known as the Faerie, which is strongly related to music and dance. People on Sylva revere and worship the Faerie, tapping into it's energy and drawing small amounts of that power from it. It is not clear whether the Faerie is actually a thinking being or just a force. It is clear that the way to contact it is through music.

# THE IRON GOD

In the days of Oldtech, the Iron God and the Mother of Machines were worshipped in many places on most worlds. The Cartel tried to make them more important than Immotos during the Wars of Devastation. That ploy failed. They are now barely memories, worshipped in perhaps a few places by strange reactionary individuals or groups.

# THE DARK GODS

Most horrifying of the other religions (and perhaps most important to the campaign) is that of the Dark Gods. These Dark Gods are actually the Vlathachna. Members of this religion are humans which worship and serve the Elder Worms. They obey the foul beings in all of their commands, and are instrumental in many of the Vlathachna's plots to control and/or destroy the Twenty Worlds.

This religion is growing at an alarming rate, but it has remained a secret from the general populace. Even those that know of its existence do not necessarily know that they serve the Elder Worms. Not even all of its members realize this frightening fact.

The religion of the Dark Gods practices kidnapping, human sacrifice, murder and other evil deeds. The priests of this sect communicate directly with the Vlathachna and will do all that their gods command; and these beings command them to commit unspeakable atrocities. Their black magic influences the minds of political leaders and slays their adversaries in their sleep. Some of the evil priests openly consort with Zhainmoths and other of the Elder Brood. It is a wicked and despicable cult, and a threat to all humanity.

# PRINCIPLES OF MAGIC (2.5.5)

"My master has disappeared now. I shall learn no more from him, I am afraid. Last month, on the fourth day, he discovered the ancient spell with which he could summon one of the fabled Elder Worms. I had not given credence to their existence until then — or maybe until now. Master Theon was an adept conjurer. Demons, elementals and such beings were nothing to him. His spells rendered them powerless before him. All such beings from Outer Planes were his slaves, even the mighty Agathu. So too, he thought the Vlathachna would be. Last night he learned of his folly. After the preparations were made, he bade me leave him alone to his ritual. I complied, and waited patiently outside the door to the chamber. Hours later, I heard the most hideous laughter from within. I have heard my master laugh at the completion of a successful summoning ceremony, but this noise was not anything like the human concept of laughter — yet laughter I knew it to be. Oh, that I had not opened that door, for within was the most unnatural and alien creature that could possibly exist. My master was gone, and all that remained of him were nonrecognizable remains strewn about the room. In a flash of power, the creature was gone as well. I still ran from the thing, terrified by its utter Wrongness. If these creatures do exist in numbers. as some contend (and the claim is more and more frequent of late), I have little hope of our survival as a race. I know that my master's magic was as powerful as any of the great mages — but it was not enough."

-Journal of Aaisha Reminth ca. 9298 YI Magic is, and always has been, a potent force in the Twenty Worlds. Its first use predates the use of Hardtech, and magic has long outlived it. The "magic" of the Twenty Worlds is separated into five realms of power: the Essence, Channeling, Mentalism, Telepathy, and Arcane Magic.

# THE REALM OF ESSENCE

The Essence, briefly, is the power that permeates all Reality. It binds everything that is together, and those who can tap into and utilize it can take advantage of it's ability to manipulate all things. It exists even in realspace and nullspace, but certain areas of both have been found that have very low amounts of Essence relative to the rest of Reality. In realspace, at least, the Essence seems to be more strongly linked to the various heavenly bodies — worlds, suns, etc. Areas farther away from such bodies seem to usually, but not always, be less saturated with the Essence.

The Essence is said to flow through reality in power flows, and it accumulates in pools like water. On Geideri, before the advent of interworld travel, these "pools" were known as Earthnodes or Foci. Now, it is known that these power flows are not linked to one world, but all worlds. It is because of Essence's tendency to flow towards heavenly bodies that powerful wizards are able to teleport (instantaneously) between worlds. Certain magical starcraft also utilize these power flows. Within a pool of Essence, all magic is more easily used and spells are cast with less effort.

# THE REALM OF CHANNELING

Channeling power comes from another entity such as Immotos. The ability to channel is the ability to send or receive power or specific spells to or from another entity. Priests of the Citadel use Channeling to receive power from Immotos. Channeling has the power to accomplish extraordinary feats such as giving life to the dead. While neither of the other two realms could accomplish such a task, Channeling has limitations with regard to attack or mind affecting spells.

# THE REALM OF MENTALISM

Mentalism is the ability to harness the power, or Essence, within one's own mind. It is a potent force and very effective in affecting and manipulating others' minds, but it is usually limited to only one target's mind at a time.

#### TELEPATHY

Telepathy, the ability to use psions, is rare in the Twenty Worlds, but it does exist. It is not magic, per se, and is mentioned here only for completeness. It is similar to Mentalism, but it has nothing to do with the Essence. Telepaths have unique natural mental abilities that they are able to utilize for various effects. Any special resistance to psions will not confer any resistance to Mentalism or any other realm, and vice versa.

It is interesting to note that an area saturated with Essence, such as a place that is frequented by magicians or has just been the scene of a magical battle, will temporarily hamper any use of Telepathy. Likewise, any area that is particularly unmagical actually facilitates the use of psions. Apparently, the Essence hinders Telepathy, but psions have no effect upon magic (see Section 2.9 for information on how this pertains to each world). Still, the two can almost always be used in close proximity or even in concert without any difficulty. Certain individuals master both spellcasting and Telepathy — particularly Philethians, who have very long lifetimes.

Interestingly, the Vlathachna have no special resistance to psionics, although most utilize psions or psion-like powers (see Section 12.5). It is theorized that psions were originally a Vlathachna discovery, just as the principles behind Softech were.

#### ARCANE MAGIC

The Arcane Power is that power stemming directly from the Power Flows, or "True Essence," within the universe. In a way, all three realms are encompassed by the term "Arcane," but in many other ways, Arcane Power is unique - not just a common thread tying the three basic realms together. This power is what was once called on Geideri "Earthblood." Now, with the knowledge of the many different worlds that exist, this power is sometimes referred to as the Lifeblood of Reality. The three realms are small ways in which to utilize the Essence that has flowed out of the power flows. In a manner of speaking, they are the utilization of second-hand power. Tapping directly into the power of a Lifeblood pool is the use of the arts known now as the Arcane.

Arcane magic is, as its name would imply, very old. It is the primal beginnings of magic which has developed into the complex system of today. Ironically, it is this old use of Arcane Power which nearly spelled the end for the Vlathachna millennia ago. It was a major factor in their defeat. Apparently, due to their strange existence and nature, they are able to strongly resist magic of any of the three realms. However, Arcane Power, power tapped directly from the very veins of existence themselves, cannot be resisted by the Elder Worms (see Section 12.5). It is almost as though the universe itself would prefer to destroy these beings. Their alien nature seems to have no resistance to the Lifeblood of Reality. It is ultimately pure in the same sense that they are ultimately corrupt (which is far beyond such simple concepts as good and evil).



#### USING SPELLS IN DARK SPACE

Any sort of spells that are common to a fantasy setting are common as well within a *Dark Space* campaign. Spells dealing with the elements (fire, water, earth, air, dark and light) and other power sources (ice, nether, plasma, etc.) are all fairly common. Transport spells, matter (also called form, the opposite of essence) manipulation spells, mind influencing spells, etc. all exist within a *Dark Space* campaign.

Summoning spells which call forth beings from other planes are often used by mages. It should be noted that almost all powerful, intelligent beings within reality (that includes other planes) are aware of the Elder Worms (how ironic that so many humans are not). These beings may simply not come so close to the Dark Nebula and will not ever fight the Vlathachna or even put themselves into a situation wherein they might encounter one. Even the most powerful of demons would feel this way. Such is the reputation of the Elder Worms. The danger is especially true for other planar beings because the Vlathachna disrupt the fabric of reality wherever they go. An extra-planar creature, already "out of place" in Reality, could easily be sent hurtling through some cosmic rip to a nameless limbo by merely being in the presence of one of the Vlathachna. Few beings would take such a chance. Only perhaps the Agathu demons (see ICE's Shadow World products) could dare stand against them, and there really is no need for them to do so.

One exception is a race of intelligent, magically powerful beings known as the Vultrim (for stats, see *Creatures and Treasures II*). They appear as vultureheaded humanoids and have taken it upon themselves to combat the Vlathachna whenever possible. Unfortunately, their existence is practically unknown to human spellcasters in the Twenty Worlds.

# 2.6 GROUPS AND ORGANIZZATIONS

# THE CARTEL (2.6.1)

"Don't believe everything the Citadel says about the Cartel. It couldn't possibly ALL be true."

-Cartel Chairman Donis Roborts, ca. 7894

"When the three corporate giants, Magitech, Tarn Manufacturing and Veslaco entered into the negotiations, I finally realized that this secret dream of forming a mighty cartel of corporations could be a reality. And I also knew that the Worlds, and eventually the rest of the universe, would never be the same. Never again would a sun set upon a world that the church completely dominated."

-Willom Lonan, principal negotiator of the initial Cartelformation and first Chairman of the Cartel Board of Directors.

- Headquarters: Belragor, Geideri. Corporate Cities exist all over the Twenty Worlds.
- Leader: Radonis Phathon, Chairman of the Joint Corporate Board.

Resources: Virtually unlimited.

**Symbol:** A large red "C" surrounded by twenty interlocking circles.

The Cartel was formed in 5950 YI. It was an attempt by most of the major corporations of that time to gain complete control of production, transportation, marketing and distribution of all goods in society, and in so doing, take control of society itself in one fell swoop. This fact is not spelled out within Cartel propaganda, although it is contained within Citadel doctrine. The movement for conglomeration was lead by Willom Lonan, then president of Hearth Enterprises, who was to become first Chairman of the Board of the Cartel.

The Cartel began its takeover bid quickly after its formation. It tried to not only control the Twenty Worlds economically, but it quickly formed an elite military force to ensure its victory. Religiously, it supported the Gods of Technology, the Iron God and the Mother of Machines, to oppose the Church. It fully intended to take over the Worlds in every aspect. It was the Citadel, and its already considerable hold upon the people of the Worlds, that prevented the power-hungry corporate lords of the Cartel from achieving their ultimate ends, accomplishing this through the Wars of Devastation. The wars were a series of short conflicts that took place throughout the Twenty Worlds. They destroyed Cartel factories and corporate cities as well as the Church's temples and other holdings. Worst of all, however, the citizens of the Worlds were caught in the middle; millions were killed, and their cities and homes were eradicated.

The treaty signed at the end of those wars did grant the Cartel control over production, but the newly formed Senate was to keep the Cartel from using its monopoly to gain any political control over the Worlds. Eventually, the Citadel, through its holy edicts, was able to restrict production and distribution of technology.

The Senate was not able to completely control the Cartel, nor were all of the holy edicts obeyed. But the Cartel still remains behind the Citadel in influence, even now in times of an extremely weak Senate.

Unknown to the general public, the Cartel is now preparing perhaps its most devastating attack on the Citadel. It is planning the opening of another church, based on Geideri, serving the Above-All Immotos. This, Cartel board members hope, will loosen the ties that the Citadel has on society by giving people another "holy alternative."

# ORGANIZATION

The Cartel is no longer a group of differing corporations, but one singular entity. Today the Cartel is a fantastically huge conglomerate that holds (with the Pirathon) nearly all the "secrets" of technology, particularly Softech (see section on Technology). It is the only source of technology throughout the Worlds (except for a few very isolated alternative suppliers). Although there is a so-called "Black Market," it is secretly supported and supplied by the Cartel. Its existence is not to take business away from the Cartel, but to circumvent the technology restrictions of Citadel (the Citadel has, in the past, put limits on the amount of production of the Cartel through weak Senators or various treaties). Note that this circumvention does



not include the Pirathon Doctrine stating the immorality of inorganic technology. This doctrine is rarely, if ever, disobeyed.

The Cartel is, with a few insignificant exceptions, the sole means of mass production of anything in the Twenty Worlds. In its factories, it produces all manner of low-tech items, such as plastic (including duriplast, a high strength material), metal and wooden goods. Almost all of the items that are made in Cartel factories abide by the restrictions imposed by the Pirathon Doctrine, but are still of the highest quality and tech level possible. Products include pipes and fixtures for indoor plumbing, any and all paper and cardboard products, any sort of musclepowered tools, iron and steel melee and missile weapons, a great variety of furniture, dishes, utensils, hygiene and beauty products, glasswares, etc. Of course any and all items in the technology sections (Sections 6.0, 7.0, and 10.0) are produced by the Cartel, unless the item specifically states otherwise.

The Cartel also holds a virtual monopoly on public interworld travel via its Transport Division. This division promises that if you can pay their fees, which depend on distance, form of travel, and the amount of cargo, that they can promise safe passage to any destination. This transport ranges from Biot ship to magical teleportation. Because of the cost and the rarity of the available transportation services, interworld travel is still uncommon. The Transport Division also carries cargo over land and sea.

On many of the Twenty Worlds there exist what are known as *corporate cities*. These usually are found near or actually within a normal city. A corporate city consists of an industrial complex surrounded by a residential district for the workers, managers, security, etc. Corporate cities are



virtually self-supporting, have their own security forces, and generally are more technologically sophisticated than a "normal" city.

The Cartel employs one of the most powerful and feared military forces of the Twenty Worlds. These soldiers, known as the Deathtroopers, are equaled only by the Sanhardrin of the Citadel. Unlike the Sanhardrin, the Deathtroopers are heavily equipped with the most sophisticated technology available and do not rely solely on skills and/or magic.

# THE LORISTS (2.6.2)

"The Lorist organization has perhaps the largest accumulation of knowledge that exists (we all know how faulty and biased the Encyclopedia Templica is). Considering the maxim that knowledge is power, I thank the starsea everyday that they are not a cohesive group and that they are not our competitors."

-Welmar Brigg, vice president of manufacturing in the Cartel 8970 YI

Headquarters: Belragor, Geideri.

Leader: Ngyl Yrimin, Master Lorist (Philethian)

**Resources:** Lorists operate independently, so their resources are incredibly varied. **Symbol:** No group symbol.

Although there are a number of fine universities and schools on most every world in the Twenty Worlds, the finest teachers and masters of knowledge are the *Lorists*. A Lorist can be an historian, a philosopher, a scientist, a librarian, or of any other academic profession. Many Lorists are also spellcasters. There are at least five million Lorists throughout the Worlds.

Primarily, the Lorists are teachers. Most travel continuously, though some settle down to a permanent location, hiring themselves out as professional tutors or teachers. Many wealthy lords, politicians, or merchants wish their sons and daughters to be taught by a Lorist. It is a prestigious claim as well as an assurance of a quality education.

They are also employed as researchers by individuals needing a question answered or information discovered. These positions can be short term contracts, or they can be permanent positions. Most political and non-political organizations employ a number of Lorist researchers.

The Lorists have a highly efficient system of communication (using the sophisticated orgmol communicators see Section 6.0) and the most extensive base of knowledge in the Twenty Worlds. Basically, through the use of communication technology, any and all Lorists are able to contact each other and gather and exchange information. Lorists are so often in contact with one another that if ever anything was to happen to one, it would be a relatively short time before it was known to a number of other members of the organization.

With these communication relay techniques, they are also able to contact the Thremisead Library, the headquarters of the Lorists. This library is one of the most extensive of its kind outside of the Citadel's library (which is closed to secular use).

After teaching and/or researching for many years, a Lorist may decide to live off of the revenues he has made and go into private study. This study may be on any academic subject, and all work is added to the Thremisead Library. Great works of philosophy, math, science, history, psychology and all other fields have been written by Lorists.

To become a Lorist, an individual must first try to attain the best education possible. This probably means being educated by another Lorist. Then a barrage of tests must be passed, after which the individual apprentices to a Lorist for one to three years. Once the apprenticeship is completed, a Lorist may travel as he wishes, operating independently throughout the Worlds, until the time he wishes to enter into private study.

A Lorist can be identified as such by the silver circlet he wears about his forehead. High-ranking Lorists can be identified by tattoos on their forehead in lieu of the circlet. These tattoos are symbols showing the individual's area of personal specialty.

# INTERWORLD DEFENSE (2.6.3)



Jarmek looked about him. The biot ship had just dropped he and his fellows down into this horrible bog on Bothom to find a slaver base that supposedly was operating there. At least that's what IDF intelligence had determined was responsible for all the disappearances in the area.

The smell of the decaying matter about him made Jarmek almost retch. The plantlife was so thick that after they spread out into a standard screen formation, he could no longer see the other troops. He could hear their movements, though, which comforted him.

After about fifteen minutes, he came to an area where the ferns, vines and other plants were blackened and dead. The smell was different, reminding him of the room that his grandfather had passed away in when he was a small boy. A strange sense of wrongness and death surrouned him. There were no sounds about him. Not a single thing seemed to be alive in the immediate area.

"Sorett? Phonnil?" he said, trying to get a response from his companions. None came.

His mind began to race. Thoughts drifted back to when his unit encountered that renegade Mentalist on Tiomon and half of them turned on their own companions after falling prey to his spells. Even within the



Bothom humidity, he felt a cold chill reverberate through his body.

A sucking sound made him turn around only to see a form rise from the mud so hideous that its mere presence altered his perception of reality. Never in his wildest nightmares had he imagined that something so vile could exist.

Mottled greyish purple skin covered its large body, while horrible black hairs sprouted from its head. Numerous multi-faceted eyes glared at him past visious manibles still dripping with mud and ooze. As it pulled itself free of the mire, Jarmek could see that its body ended in four large tentacles, but two almost human three-fingered arms were situated on its sides. What thoughts passed through its mind as it looked at him, if such terms could even be applied to it, Jarmed did notwish to know.

He fired both his protoplasm projector from the bud on his shoulder and the burner pistol in his hand, knowing instantly that such actions were futile. They may have actually hurt it, but not enough to even buy him any time. He turned to run, but when he felt the creature reach down into his mind with some inhuman psychic force, he knew that too was futile...

- Headquarters: Alphon Base, outside of Belragor, Geideri
- Leader: Grand General Torus Lemfae Resources: Unlimited
- **Symbol:** A sword crossed with a lightning bolt with a large sun behind them, and "IDF" written below.

When the Interworld Senate was formed after the Wars of Devastation, it was quickly realized that the political entity would require a large military body to back it up. At the time, pirates filled the spaceways, and no one was certain if the conflicts were completely finished between the Cartel and the Citadel.

The Interworld Defense Force (IDF) is a powerful military body created to enforce the will of the Senate. It now has a military strength of two million troops: a number significantly smaller than in the days of the old Senate before the Purge. It is no larger than a military force of a single large nation on any of the Worlds, but it is sufficient to police the realspace travel routes and maintain order in Senate jurisdictions. The Defense Force is concentrated in interworld ports, the Senate Chambers, and other such places.

IDF personnel may question or search any citizen if they first present due cause the cause must be within their jurisdictional realm of interworld affairs. All members of the Defense Force wear standard blue jumpsuit uniforms; many are equipped with chitin armor grafts and other Softech equipment. Armament can vary from a broadsword to a burner or sprayer weapon.

This military organization is one of the best ways for an enterprising young man or woman to gain combat and other training. A normal tour of duty is three years; anyone remaining for thirty years receives a pension of 50 tradits per month for the rest of his life. The benefits and pay for the IDF are better than those for any other military organization in the Twenty Worlds.

# OTHER ORGANIZATIONS (2.6.4)



LORDS OF THE FIVE CHAINS Headquarters: Nilliun, Tioman Leader: Tasilicus Rhendron Resources: Monetarily, resources are not

- impressive, but magical resources are extensive.
- **Symbol:** A hand enshrouded with lightning surrounded by a pentagram made of chains.

In 7790 YI, a woman named Thintillia Saasran of Kish found the magical artifacts called the Five Chains (see Section 11.3).

Each of these five chains represented one of the realms of power: the Arcane, the Essence, Channeling, Mentalism and Telepathy. With these artifacts, she gained tremendous power and the ability to mentally contact anyone that utilized any of these realms of power. She could also know the mind of any of these individuals. She used these powers to contact various spellusers, and then determined if they would fit into her plan. With an elite "inner circle" of agents and contacts, she created an organization of spell users whose ultimate goal would be eventual, complete and total control of the Twenty Worlds. With the artifacts, she was able to rule these members with guile and subtlety.

The Lords of the Five Chains are an organization of spellcasters and telepaths seeking to gain power. Only the most adept members of any spellcasting profession are allowed to become lords. They are a hundred thousand strong, spanning the Twenty Worlds.

These individuals have pooled all of their magical resources in order to create a force powerful enough to accomplish their goals — which seem to be nothing short of complete domination of all the Worlds. They have a number of plots that will lead to this goal and are constantly manipulating (with their powers) political or religious figures.

The Citadel, in its perpetual paranoia, greatly fears this group (with good reason, however) and if they should ever discover the whereabouts of this group, they would destroy them utterly. It is said that the Citadel has an entire department in its beaurocracy dedicated to the elimination of the lords.

Recently, the lords themselves have begun to be infiltrated and manipulated by the Vlathachna and their servants. The Vlathachna always use human tools for destruction when they can.

#### SCARLET UNDERGROUND



Headquarters: Gellel, Wesridon Leader: Styel Thimmon

- **Resources:** Due to the cash inflow from the various members of the Underground, the group's resources are virtually unlimited.
- **Symbol:** A yellow triangle outlined in bright red with a dagger plunged into its center.

The Scarlet Underground is an elaborate interworld network of thieves, assassins, mercenaries, spies, bounty hunters and other such professionals who are highly sought after but do not always wish to be found. There are said to be over one hundred thousand high-ranking members with at least a million support personnel.

These individuals sometimes work together and sometimes separately, depending on need and individual preference. Some will only work alone. Price demanded for services depends on the work needed and the skill of the professional. There are some members of the Underground that are simply novices seeking experience and a chance to make a name for themselves. Others are some of the most notorious and most skilled individuals of their particular field.

The Underground is more like a guild than a cohesive group. All members are free to do as they please, as this group has next to no internal structure. It is maintained for the economic benefit of those that belong. The members are all independent (except for support personnel) and so there is no real hierarchy of leaders within the Underground except for the democratically elected council and its leader. These leaders only make decisions which affect the Underground as a whole. Each member who belongs to the group simply gives his name and frequent whereabouts to the contact points — places for prospective employers to get in contact with the Underground.

The secret base that serves as the headquarters for the Underground is located in a large city on Westridon. This secret location is rumored to be one of the best guarded areas in existence, filled with traps, guards, secret passages, mazes, etc.

Founded in the dim past, this organization's age is only slightly less than that of the original interworld empire of Geideri. The location of its headquarters is constantly changing (a large task, but they have perfected the process of moving large amounts of supplies, equipment, traps, etc. quickly and secretly) so as to prevent discovery by any or all law enforcement organizations. Of particular concern is the Interworld Defense Force. The IDF has long attempted to stop the activities of the Scarlet Underground as much of the group's activities include interworld theft, piracy and assassination. The IDF has had limited success, but the Underground cannot be "put out of business."

#### PRESERVATIONISTS



Headquarters: Vinimir, Palamad Leader: Eurhev Corbacil Resources: Fairly limited.

**Symbol:** Varies from world to world, but usually some Hardtech item (computer, robot, burner, starcraft, etc.) enshrouded in flame.

The Preservationists are reactionary Hardtech supporters who oppose the Pirathon Doctrine and wish to bring back "the good old days." Compared to other interworld groups, the Preservationists are a small organization. The society has existed since the Pirathon Purge, but has only recently begun to gain a significant following. Though they exist on most worlds, there are only about fifty thousand members.

Every world has a group of Preservationists. They reject the use of Softech, and collect Oldtech items. They have perhaps the greatest caches of Hardtech that still exist, although such treasure hoards are concealed in unlikely places on many worlds. It is rumored that they even possess the expressly forbidden computers and robots. They will pay large sums for such items from anyone - no questions asked - however, they very rarely fall prey to undercover Pirathonites trying to expose them. It has been hypothesised that the Preservationists have some powerful device, perhaps a computer, which aids them in making such decisions.

The Preservationists are a loosely structured society. They have no goals beyond the preservation of old ways. They are not (except for minor, deviant factions) a violent group, and do not try to destroy Softech or anything else that is new. They simply do not use new ways themselves.

The Pirathon, for obvious reasons, are hated enemies of this society. Actually, most organizations would like to see this group done away with. The Citadel, the Pirathon, and the Cartel, all dislike the Preservationists, because they discourage purchasing Softech.

**Note:** If this secret society can be found, it is possible to purchase Oldtech items (any that the GM wishes to bring into his campaign) at incredibly high prices.



# 207 RACES

# HUMANS (2.7.1)

Humans make up the bulk of the population of the Twenty Worlds. As a race, they developed first on Geideri, and spread out throughout the worlds when they discovered interworld travel via both technological and magical means.

Humans are highly adaptable, but, when it comes to other races, they are often terribly ethnocentric. They have great distrust of and prejudice against metamorphs of all types. They hate and fear the Rancids. The Philethians are regarded as tolerable in most places, but are considered haughty and strange by most humans. In many areas, Philethian jokes are told — jokes the Philethians would not appreciate were they to hear them. The two races rarely live together, and only occasionally do they work together.

# METAMORPHS (2.7.2)

He stepped out of the transparent synthisteel tube, dripping orange and green chemicals and bionutrients from his smooth, pearlwhite skin. The cold floor was a strange and new experience for him. He tore the respirator tube that he had breathed through for his entire life from his mouth without a thought. Breathing the air for the first time was also a new experience. Though tainted with foul chemical vapors, it was the first real air he'd tasted.

Men stood about him in greyish jumpsuits and plastic goggles. They scribbled on clipboards, occasionally looked up at him, and then scribbled more. Others wore chitinous armor and carried what he knew to be heavy burners. His creators were taking no chances with him, and had deployed a whole squad of Deathtroopers to stand ready all about him.

He knew all of this through DNA manipulation. They had genetically taught him all that he knew, and had allowed him to know that he was a newly created metamorph in a secret Cartel Softech plant on the world of Crotliv. He also deduced that he was a special project.

An odd sensation ran down his arm. Everything about him was completely new, but this sensation was one his genetically implanted knowledge had not prepared him for. Glancing down at his hand, he saw blue lightning arcing back and forth from all of his fingers.

Looking up at the men around him, he smiled. His first smile — and it was a cold, calculating curl of the lips that obviously disturbed even the troopers. He, nameless and newly born, had enough power within him to level the entire complex where they stood. They had created him, and now they were going to have to deal with their creation. He had experienced his first, true sensation. It was pure power.

An important facet of Softech is the genetic manipulation of protoplasmic materials for a desired end. It was soon realized that this technology could be applied to humans. Humans can be altered and given extraordinary powers. Others can be mass produced to serve as the perfect slaves.

Metamorphs are embryos, most of which were human, that are genetically altered so that they are physically and/or mentally changed in some way. They are not an actual race, per se, and they do not occur naturally.

There are generally three classes of metamorphs, grouped by the amount of deviation they have undergone from their racial stock: slight metamorphs, moderate metamorphs, and severe metamorphs. For information on the exact changes that can be made, see Section 4.4.

#### REPLICANTS

In society, metamorphs are looked down upon. Many are altered so that their intelligence or their wills are diminished. These are called replicants and are used basically as slaves. Those who are freewilled, intelligent beings are feared because they are different, and because they are powerful. Officially, the Church does not recognize metamorphs as beings with actual



souls. Technically, they are Softech items in the eyes of many people. Metamorphs are created primarily by the Cartel, although the Citadel has its secret Body Pits, where it creates metamorphs for its own use.

A replicant can be made to appear to be a normal human. They come in many "stock" types. Workers are the most common, and the least intelligent. They are no more than flesh and blood robots, built for strength and subservience. Servant replicants are more intelligent, and are usually used as valets, handmaidens, maids, etc. Warriors are made to protect and to kill. They are built for strength, quickness, weapon skills, and ferocity. Cognitors are built for their incredible intelligence. The free-thinking, creative parts of their brain are sacrificed for inhuman analytical and information processing abilities. Some, more advanced, cognitors do not sacrifice their creative capabilities and are used to come up with ideas and plans. Lastly, some replicants are adapted to be able to work in environments hostile to normal humans (underwater, around dangerous chemicals, etc.). All replicants, like many Softech "creatures," must wear metal collars with their name and their owner's identity inscribed on the band.

# **PHEONIX BODIES**

Metamorph bodies are also created to house the stored personality of an individual. The person's personality (and some say his "soul") is replicated by some special microrgs, which are then removed from the body and stored outside of real space-time by magic. They can be removed from storage at a later time (though no time has passed for the stored individual) and implanted within a metamorph body, specially engineered so as to have no persona of its own.

These metamorphs are called pheonix bodies. They can be made to any specification. Many individuals request before being copied and stored that they come back in a body identical to their previous form. Others given totally new bodies. This is extremely helpful if a complete change of identity is needed, such as a spy intending to impersonate someone else. Lastly, the new body can be a true metamorph and possess specially designed capabilities.

It is important to note that this process is not cloning, for the person's original persona is actually transferred. The replication process stores the individual's personality; the old body becomes lifeless, though

it does not technically die. It is not possible to produce more than one of a single individual using this process.

# PHILETHIANS (2.7.3)

Originally, the Philethians were stars. Theirs is a mystical race that can trace its ancestry to beings which were actually living stars. Sometime in their history, these immensely powerful energy beings took humanoid form. While their power is nothing in comparison to that of their ancestors, Philethians still retain some advantages from such a background. They are immortal, immune to conventional diseases, and can go for long periods of time without sleep. They have a great aptitude for magic and telepathy. In the Twenty Worlds, Philethians are encountered mostly on the world of Mystalis.

Philethians are tall (6' to 7'+) and very thin, with angular (almost pointed) features, being extremely pale in complexion. Racially, they are known for their obsessiveness and for doing all things in the extreme. They normally decorate all their possessions ornately. Wearing either dark or bright colors - never drab, they stand out in a crowd, which they like. Their weapons are long (two-handed swords, pole arms, long knives, etc) and highly decorated. They also use crossbows, but never bows. Sometimes they employ shields. Rarely do Philethians use Hardtech or Softech items, with the exception of biocrystal. Their decorations are predominantly made up of these symbols: stars, revered beasts (unicorns, cats, dolphins) and sailing ships.

They often refer to themselves as Celestial Children. The Philethians are a proud and noble race, and consider themselves above most mortals. They dislike Rancids and tolerate humans and most others. Preferring not to meddle with human politics, Philethians act only when interfered with directly (as a society). They normally keep to their own cities, with only a few of their number mingling with humanity. The Senate does not, per se, have jurisdiction over the Philethians, the Celestial Children ruled by their own political, noble structure, however occasionally, human actions affect Philethian society. The Philethians are unbelievably tolerant of such incidents, although never yet has the effect on their race been considerable to any extent. Even much of the horror of the Pirathon Purge occurred in areas of low Philethian population. It is

important to note that they are a much older race than humanity, and have had star traveling capabilities far longer. Many Philethian cities on the various worlds predate their human counterparts by untold eons.

Lovers of the sea (and heights — but they dislike being underground), they are excellent sailors. Almost all of their cities are on the coasts of planets where they choose to live, although they enjoy large forests. The cities are comprised of huge spires, span bridges, and domes. Coastal cities are often partially on or in the water. Their temples are always very high towers, and can function as observatories. They revere no gods but the stars. Their ships are tall, often having towers and rectangular sails.

Philethians also sail the starsea, but they do that in beautiful biocrystal craft. It was a Philethian who originated the use of biocrystal, and it was he who eventually introduced the material to humans. Most of the Softech that they use is in the form of biocrystal.

They have a rigid class structure. Every member of society belongs to a house (listed in order of political power):

House Knessith	House of the Unicorn
House Ghorilich	House of the Panther
House Rhichilonn	House of theDolphin
House Rlamnispha	House of the Tiger
House Phodram	House of the Lion
House Pnussillamn	House of the Sea Horse
House Liphnirach	House of the Osprey
House Dwomnericha	a House of Spells
House Philethiss	Common House (House of Stars)

The last house (the largest by far) is made up of the commoners and non-Philethians living in their society. Dwomnericha is a special, secretive house. It is more like a spell-casting guild. It is probably the most powerful house, though in real, raw power and not political power.

They have three languages: Royal Philethian, Court (High) Philethian and Low (Common) Philethian. They are somewhat similar when spoken, but very different written. All three languages have a complex written script which is ornate and beautiful. The languages are made up of long, complex words with many double consonant sounds, such as ph, gn, pn, mn, ps, kn, ng, rl, ch (sounds k), bn, mb, gh, etc. Note that they can differentiate between f and ph; gn, pn, kn and n; gh and g, etc. when they speak. They have no double vowel sounds except *ia*, which actually is *ya* anyway (so they are really Philethyans).

Kinship among Philethians is traced bilaterally. Neither sex is dominant. Both men and women wear jewelry. Royal Philethians usually keep monstrous aquariums, huge cats as pets, and use unicorns (which they breed) as steeds. Often they adom their animals (even the fish) with jewelry. They use animals as a common form of execution, feeding criminals or prisoners to lions, eels, sharks, etc.

# QUAN (2.7.4)

"They seem to be, as foolish as it sounds, upright lions. Their bodies are covered with fur, and both the males and females have golden manes framing their heads. Their language is all growls and purrs, and were it not for Gershin's spells, we couldn't communicate with them at all. They are quite savage and primitive, having no technology or magic whatsoever. The most disheartening fact is their heathen practices — but then, that's what we are here for..."

# --- Thrins Velune, Priest rank 10, Missionary Legion

When the Quan were first encountered on their homeworld of Wesridon (which they call Ra-ish), they were considered to be unintelligent and hostile. Neither is true. In their current stage of development, they hadn't developed anything more sophisticated than the stone axe or the spear, and they had almost no concept of magic. This certainly seemed primitive to those who encountered them. It, of course, did not mean they were unintelligent.

The Quan, which means "The People" in their language, are feline, and resemble humanoid lions, with both sexes possessing a golden mane covering the top of the head and shoulders. Most are quite muscular and stronger than the average human. Despite their low level of technological development, they are not an unintelligent race, and many have adapted to a human way of life. Many have even left their homeworld and



travelled to others, learning how to use the human's technologies.

In the traditional Quan society, a number of individuals made up a tribe which was centered around one particular leader. This group was a nomadic one, hunting and gathering to support itself. Many try to preserve this way of life today, but it is difficult with so much interference from humans. This tribal structure is very important to the Quan. They have no concept of marriage or family, but instead such ideals are centered around the tribe. The strength of these feeling are most likely rooted in the psychological trait that all Quan share: they are gregarious to the extreme. No member of their race, no matter how "humanized" he or she has become, can bear to be completely alone for any significant period of time. They hunt together, travel together, eat together, sleep together, and do everything else together. Note that this feeling does not mean that a Quan cannot be without others of his race. Humans will do nicely if there are no others around — as long as the individual is not alone.

As might be expected from an aggressive, hunter-oriented society, the warrior is the ultimate ideal. Bravery (to the point of foolhardiness), self-sacrifice, prowess in hunting and in battle, and talent in any sort of physical skill are all traits which are stressed as being valuable in Quan society. They also recognize intelligence as an important trait, however, and skills with healing herbs, making tools, or originating new methods of doing something are all examples of venerated non-physical abilities.

Traditionally, a tribe sleeps outside (they have no concept of "shelter"). They carry very little with them when they travel, but what they do have, they share without thought. They have no concept of trade or wealth. They also do not revere weapons in the way that many human warrior-centered groups do. They think of them as merely tools. It is the warrior's body which is valuable.

Each member of the tribe receives a nose-ring or earring each time some he has done something noteworthy. Many Quan will have dozens of these trophies. The Quan Contradiction is a psychological trait that anthropologist Wina Therma discovered and named. She pointed out the paradox of the strong community feeling and yet the importance of personal glory, honor and pride. Both of these extremes are felt so strongly by the members of this race that a human has difficulty isolating and identifying with just one of these feelings. The Quan stress both the society and the individual — a contradiction beyond human understanding.

Both males and females fight, hunt, cook, rear the tribe's children, etc. There are no Quan sex roles. Only the tribal chief is above others, as they have no real social rankings.

Their religion is a very simple one; they believe in a force which ties together all things, that by appealing to this force,



anything can be accomplished. This entity (which has no name — the Quan believe that to give something a name is to put limits on it) can effect any and all things to the point of omnipotence. Citadel missionaries have convinced many Quan that this entity is Immotos, but only the very humanized accept this. They are adamant about retaining their beliefs or values, and dislike discussing such esoteric things more than necessary.

Today approximately fifty thousand Quan are off-world and at least somewhat humanized. Another three hundred thousand remain on Wesridon. About half of those attempt to maintain the pure, tribal lifestyle. Humanized or not, the Quan are very different from humans in thought patterns, and only rarely do humans and Quan become close. It is many of the individual Quan's thirst for new adventure or knowledge which persuades them to learn to deal with humans. Occasionally, though, a member of this race will find a human that it considers brave enough, honorable enough and noble enough to actually become his friend.

# LIOPHODS (2.7.5)

"...seem to be giant amoebas. Disgusting white blobs with tentacles or pseudopods or something. Their technological level is at least as high as ours, but the items they use are completely alien in configuration. We haven't seen any weapons, but they fight adeptly in melee with numerous pseudopods. Worst of all, their mental powers are devastating. Half of my crew is dead — and many of those slain by their comrades who were mentally dominated by these creatures. The ship's main drive is out, and as I said before, their craft has docked with ours and they have boarded us. They hold the lower two decks-

They're coming back! Immotos' blood, I can still see parts of my dead crew through their outer membrane — they eat their fallen foes!

No, not that! Stay out of my mind...'

*— TRANSMISSION STOPPED HERE — "* 

# -Excerpt from the transcript of vocal records of the encounter of the "Dawn Princess" and a Liophod starcraft, with Captain Xial Thonuik's last report to his base on Kish, 2753

The Liophods were first encountered by humans in 2753. None lived to tell of this first contact, though a garbled message was received through an Oldtech communications device from the captain of the human craft in the encounter. A state of war was immediately assumed, and a man named Malthan was quick to use the fear and paranoia of the empire to get himself appointed as the military commander and finally as the first of many emperors.

The conflict with the Liophods was very short. Their homeworld, if it exists, was not found and few more of their race were encountered for many years. The Philethians were able to relate that the Liophods were a strange race whose motives were unfathomable, but whose aims did not seem to be conquest.

Later contact between humans and the race were more peaceful, albeit unfriendly. It was made clear that the Liophods thought of humans and all other creatures as prey upon which to feed. No true negotiations were possible. It has been the suggested policy since that time to regard any Liophod with at least caution, and at most as a hostile predator.

Liophods are huge, single-celled organisms, appearing mostly white with a slightly transparent membrane on some, while others are opaque. It has been postulated that the transparency of the outer layer may show age, social rank, or perhaps something without a human equivalent. Or nothing at all.

Their form is completely mutable. They can alter their shape so as to "pour" themselves down a 6" tube or slide under a door. They can stretch out to many times their body length and they can envelop prey so as to begin to slowly digest it. Such is their common feeding technique — though they normally do not feed while still in a battle. They are completely immune to the effects of vacuum.

These creatures can form up to six pseudopods at a time, and can manipulate objects as dexterously as any human. They can also grapple, pummel, or sweep and throw a foe in combat. While they do have some strange technological items, they do not use weapons of any sort.

Instead, most Liophods are accomplished telepaths. They use their incredible mind talents to destroy their foes, telekinetically move objects, travel, etc. It is for this that they are so greatly feared.

Their motives, as the Philethians said, are completely alien — but do seem to center around feeding. It is possible, however, that it only seems that their motives are hungeroriented because the only time humans encounter them is when they attack to feed. Only very rarely have Liophods been encountered accidently, i.e., when they were not attacking a human settlement or starcraft. Their homeworld has never been discovered, and their connection, if any, with the Vlathachna is unknown. It is thought, however, that they have no connection with the Elder Worms.

# THE UNDEAD (2.7.6)

On the world of Dresden, there are a number of Necromancers who are animating dead: those who perished when all life on that world was exterminated. These spirits of these deceased return with a poignant vengeance and a hatred for the living — perhaps because of the circumstances surrounding their death (see Section 2.9.4). These Undead are unleashed upon the Worlds, and most of them become pirates who attack interworld craft in both realspace and nullspace.

The Necromancers are priests from other worlds who serve the wishes of the Dark Gods (see Section 2.5.4) who have been commanded to go to Dresden and commit this heineous task of creating the Undead. These are some of the most evil and corrupt of men, working together as a group only as their gods commanded it. Most are not aware that they are actually furthering the ends of none other than the Vlathachna, but perhaps they would not care evn if they did know it. It is a certainty that a select few are actually Zhainmoths concealed in morph skin grafts (See Section 7.2), making sure that their foul master's wishes are carried out

The Undead are animate skeletons who are particularly mindless and violent. The leaders of the undead forces are noncorporeal wraiths, specters and other such spirits. These leader Undead are more intelligent and many are spellcasters. The Undead lords are spellcasting liches and

maybe even vampires (though vampires normally dwell in more populated areas of the Twenty Worlds because of the need for victims to satiate their bloodlust).

There is even a perverted form of undead Softech. The Undead of Dresden use some forms of undead grafts or buds that actually operate like various types of microrgs. Instead of living within the system of the undead host (they have no such system), they cling to the bones or rotting flesh. They appear to be tiny, misshapen, withered buds about 1" long and 0.5" wide. Another use of undead Softech is the pirates' undead starcraft (see Section 10.6).

The Vlathachna plan to eventually control these Undead. Unlike any of the living beings within the universe, these beings apparently are not opposed to the presence or even relations with the Elder Worms. It is not entirely uncommon to find some Undead among some of the Elder Brood, serving their dark masters.

# 2,8 D/ANLY 4175

Life in the Twenty Worlds has changed drastically since the Pirathon Purge. It has become a completely unique culture, maintaining its interworld connections, yet deemphasizing technological progress. Much of daily life on these worlds is like that found in pre-industrial, fantasy settings. In many ways, however, it is very different.

# TECHNOLOGY AND ITS USE (2.8.1)

Long ago, the Worlds were filled with Hardtech. Cities were built with mighty machines, men travelled through the Starsea in Oldtech craft, computers and robots carried out the laborious or complicated tasks of human society, and high technology was quite common. It dominated every aspect of life: communication, travel, food preparation, recreation, etc.

When the Pirathon Purge came, most of that technology was destroyed or abandoned. First to be eliminated were robots and computers, as they were in the image of man. But during the Purge, those enforcing the Doctrine became taken up in a frenzy of destruction and began crushing all forms of technology and all who tried to stop them. Electronic equipment of any sort was destroyed, as were the factories that produced them and any other sort of machine.

The Twenty Worlds then entered a dark age. It is said that the only thing that kept the Pirathon Purge from completely destroying civilization was the fact that they eliminated the very technology that was enabling them to travel from world to world and carry out the Purge. It is also believed that the only thing that held the Worlds together after the Purge was magic. Magical transportation and communication enabled the worlds to keep in contact with each other. Fairly soon thereafter, Softech was developed and a new technology was on the rise.

The technological level of the Twenty Worlds is now quite varied. The Pirathon Doctrine strictly prohibits the use, ownership or creation of robots, androids, computers or their like. It also has been interpreted to ban all engines (besides the most simple, non-powered ones) or other such devices. For example, no electrical generators (or anything powered by electricity), no petroleum motors, and no anti-matter starship engines are used, but water-powered mills, animal drawn vehicles and hand-cranked presses are common. Starcraft move via a "psychic drive" utilizing Softech-created brains (see Section 10.0).

Most people live by these rules, and have adapted to a much simpler lifestyle than that of their ancestors. People live among the legacies of their past. Homes still have sewer systems and running water, but are lit by oil lamps. People live and work in skyscrapers they could never hope to build (but they can repair) at the present level of technology. Softech creations or animals power the primtive pumps and engines which keep these huge buildings ventilated and supplied with water, as well as operate crude pulley-driven elevators.

Certain items of Oldtech still can be found: burner and sprayer weapons, food preservation containers, small electrical appliances and certain Hardtech implants, to name a few. Other low-tech items such as manual typewriters and printing presses, mechanical clocks and watches, spiral notebooks, paper clips and staplers, food in cans and plastic bags, wood and gas stoves, helium balloons and many other "mundane" items besides those normally common to a fantasy campaign can be aquired.

Plastics and other synthetics are still produced by the Cartel. Plastic utensils, containers, tools, furniture and other items are quite common.

The major technology in the Worlds today is definitely Softech (see Section 7.0). Its use is constantly on the increase, though few yet use such luxury items as grafts, microrgs, or buds. Most people are familiar with such Softech creations as pest control creatures and other beings engineered for such purposes. The more wealthy use Softech created bio-chairs and drugcarrying applications. What little travel there is between worlds is done on living bioships. Softech is something that not everyone has, but to which everyone has been exposed.

# MONEY AND THE ECONOMY (2.8.2)

There are two basic units of currency within the Twenty Worlds, although there may be local currency units. The major units are the Immotigen (IG) and the tradit (TR). The Immotigen is a church based currency. It is a small (1/2") silver coin, and can be found in 1 IG, 5 IG, 10 IG, 50 IG and 100 IG units. Slang terms for these coins are "immotes," "Church slugs," "silvers," or "godseyes." Each coin is minted with religious images on it. When society was more of a united whole, these images were messages of current religious significance, dealing with contemporary issues or recent Church edicts. Now, in these times of fractured societal ties, the amount of currency minted is less, and the images are more general in nature. Even though the immotigens are of differing denominations, they are all of the same size. Their theoretical value is backed by the Church.

The tradit is as old as the Cartel, since they planned to issue it after their takeover of the economy and trade of the Worlds. Their complete takeover failed, but the tradit was issued anyway, and has succeeded in becoming a major source of currency. Tradits are small plastic chips about 3/4" inch in diameter. Red tradits are worth 1 TR, violet tradits are worth 2 TR, blue are worth 5 TR, yellow are worth 10 TR, and green 100 TR. Tradits are not produced any longer, but are still in circulation, and the Cartel still backs them. Slang terms for tradits are "chips" or they are named for their color (i.e. 8 TR might be a blue and three reds, etc.). The Cartel may well begin minting the monetary units when interworld trade increases further.

In most areas of society, unless the local government mints its own coinage (which are still measured in values of IG or TR), prices are stated in tradits, although immotigens are accepted without qualm. In almost all places, a tradit is worth two immotigens, although in areas of very strong religious influence, they are exchanged on an equal basis.

Barter is also accepted in many markets on many worlds, although it is increasingly becoming a practice used only in less sophisticated areas.

# THE ECONOMY

Within the Cartel, there is a system of interworld banks (usually monitored by the

Interworld Senate) still in operation. They have outlets on every world in most major cities and are available for savings, loans, etc. They finance the Cartel, but are small in comparison to the treasure houses of the Citadel.

The Citadel is obviously the wealthiest entity in the Twenty Worlds. Its tithe tax of 10% on all citizens of the Worlds makes its income almost beyond imagining. With these funds, it is able to finance, build, and afford upkeep for its myriad temples. It is also in the habit of loaning local governments money when they need it. The Church likes for others to be dependent or indebted to it.

Interworld trade has decreased so much since the Purge that it is almost nonexistent. Trade on the individual worlds has also decreased due to the lack of sophisticated transport. The Worlds are becoming more and more introverted and self absorbed. While not all the Worlds have the potential, many are becoming self-sufficient.

The only things preventing total collapse of the interworld economy are the Cartel and the Citadel. Local producers and merchants are more and more often ignoring the interworld market if they can. Economists and others who predict the future claim that unless the Cartel or Citadel does something, all of the worlds will soon totally cut themselves off from each other. The Citadel seems to be stagnating. The Cartel's plans are to increase the production of Softech, while replacing the Worlds' dependence on the Citadel with a new church on Geidiri Primus.

# ARCHITECTURE (2.8.3)

Even though the Twenty Worlds have suffered some devastating wars over the years, people are still apt to congregate in cities. Most of these cities have been in existence for thousands of years. They are strange conglomerations of old buildings and more recent constructions.

As was mentioned in a previous section, many of the pre-Purge buildings (including skyscrapers) remain. These are used, repaired and well taken care of because the technology to build them no longer exists.

New buildings are much simpler. While metal supports may be used, most are made of concrete, brick or wood. Styles reminiscent of pre-interworld travel Geideri are beginning to appear. Castles and fortresses with high stone walls and towers are currently in fashion. Many common people, particularly in rural communities, live in little more than huts.

Since the Purge, a growing number of people have begun to leave the large cities to live in small farming communities. Economic opportunities have declined in the cities, and smart individuals are beginning to become self-sufficient farmers and ranchers.

New Citadel temples are simpler than they used to be, but are still the most impressive buildings in most cities. Made from brick and metal reinforced concrete, they resemble huge basilican cathedrals with high, vaulted ceilings. Towers which are the tallest structure in the town (except in the large cities with the old skyscraper buildings), are typical features.

Cartel factories are still very impressive structures. They are now usually built on river banks as they must use the current for power. The modern ones usually consist of a complex of stone buildings. High walls surround the most recent constructions.

# **CLOTHING (2.8.4)**

The basic garb of the common person is the traditional Geiderian tunic, which reaches to mid-thigh, and is worn with trousers. These garments can be of any color but are usually either brown or white. Warm clothes are made from animal hides.

Local trends are constantly changing and are of course, different from area to area. What is in vogue on Bothom could probably never be worn comfortably on Zairic. On many worlds, however, Softech bioclothes are quite popular. While some control the temperature of the wearer, most are unique in that they can be commanded to metamorph into another shape or style, as needed.

Synthetic fabrics are a major product of the Cartel. Among them are synthesized natural materials such as silk, wool and leather. These are common fabrics used in making clothing. Natural samples of these materials are much more expensive, since they come only from certain worlds — of course, Softech may soon change that. It may soon be cheaper for the Cartel to produce the animals and plants necessary to create these fabrics than to synthetically produce them.

For the very rich, it is now the style to copy Philethian habits and dress extravagantly (to the point of gaudiness) in long, brightly colored robes and capes.



# FOOD AND DRINK (2.8.5)

The food and drink of the Twenty Worlds is as varied as the people who make up their populations. Each world, and perhaps each section of each world, has its own staples and delicacies. On Atlasis, for example, a multitude of seafood dishes, as well as interesting foods made from seaweed, plankton, etc. are served. Since it is a water world, an overabundance of grain, beef or venison will not be found. Such things would be an imported luxury (and a luxury only for those who could stand to eat such alien foods).

A favorite throughout the Worlds is a spice called Decansch which is produced on Westridon. It has a unique flavor that greatly enhances almost any food. A vegetable on Geideri called the Wan is exported to all the other worlds since it is almost unanimously adored by everyone.

Drinks are as varied as the food. A popular beverage is Philethian Gemwine. Also, an extremely strong brew called Swamphag is produced on Bothom and is infamous throughout the Worlds.

# ENTERTAINMENT (2.8.6)

For entertainment, the Twenty Worlds has an extremely varied selection to offer: from gambling casinos and card clubs to theatre, musical concerts and dance performances to sliding down ice fields on tobaggins, hunting gmae in the wilds of Bothom, gladitorial combat in the arenas of Palamad, or the endlessly challenging gamegrids of Kish. Numerous worlds have their own unique sports — in many places organized sports are very important. A major industry surrounds them.

The world of Kish offers perhaps the greatest forum for athletic recreation in its famous Gamegrids, which have been in operation for thousands of years. Here in various sized arenas, every game, sport and recreation (many are mentally challenging as well as or instead of athletically) is played out every day. Mock combats are also extremely popular. In less strict areas on various worlds, real arena combat is practiced and watched by the less savory citizens.

Orgmol (organic molecule) storage discs that hold entertaining materials are very expensive, but still quite popular. Comedy, drama, dance, music, poetry and news are all disseminated in this manner.

On most worlds, conventional forms of

entertainment such as the theater, musical concerts, and such performances are common, though popular in some areas more than others. On other worlds, more bloody entertainments such as gladiatorial combats are performed as a public spectacle.

# TRAVEL (2.8.7)

There is a small portion of the Cartel that specializes in the transportation of goods or people over any distance. This organization is called the Transport Division. It will, for a price, transport anything, anywhere. Spellcasters belong to this guild as well as the pilots of boats, wagons, and starcraft. Presently, this is usually a very expensive way to travel, though in the days before the purge it was fairly cheap.

Prices for travel are based on this chart, but vary due to location and circumstances.

#### **TRAVEL PRICE CHART** Medium **Price (in tradits)** Land 1 per 10 miles for 100 lbs or 1 individual Water 1 per 5 miles for 100 lbs or 1 individual Air 1 per mile for 100 lbs or 1 individual Interworld 50 per day traveled for 100 lbs or 1 individual Teleportation 50 per mile for 100 lbs or 1 individual Interworld 5000 for 100 lbs or Teleportation 1 individual

# LAND

Land travel is normally quite mundane. Most often, it is accomplished simply by walking. There are many creatures on the different worlds which can be used as mounts as well, and with the advent of Softech science even more creatures were engineered for the purpose. Wagon, cart or carriage travel is also not uncommon.

Beyond these, there are very few means of travel overland. In the distant past, men used Hardtech vehicles to travel on the surface as well as above it at great speeds. In the present, the only mode of transport that matches such speeds is magical flight. Magical teleportation surpasses all modes for speed and efficiency, but is rather rare due to the spell's power cost and danger.

# WATER

With the advent of the Pirathon Purge, water travel became more important as air travel became rare. Presently, sea travel is the fastest and cheapest non-magical way to transport goods on any world, with the exceptions of Palamad, Zairic and other worlds without navigable bodies of water.

The finest ships are built and sailed by the Philethians. These ships are remarkably tall (human copies of Philethian craft tip over in the water), yet still are able to outdistance any other boat. Philethian warships have large wooden towers which house crossbowmen and marines with grapnels to board enemy craft.

Human ships consist of sailing vessels, oared barges, and craft drawn by dolphins, whales and specifically designed Softech creatures. On Atlasis, the Domefish (See Section 7.9) was created so that it could carry passengers without a ship at all.

There are also some craft propelled by magic, but these are rare and found only on Atlasis, Sylva, and Tiomon.

# REALSPACE

Realspace is the plane in which Dark Space and the Twenty Worlds exist. It is the void in which the Worlds spin, and dimension occupied by the Starsea that separates them. Realspace travel, however, usually pertains only to the travel between worlds. The Starsea is an airless void, with little gravity, no pressure, and extreme temperatures. Existing in the void requires special equipment or spells, unless the traveler is one of the few creatures that can sustain its rigors such as the strange fungiss or the foul race of Liophods.

Travel through the void was at one time accomplished by the use of Hardtech starships, but is now traversed via Softech, biocrystal or biot (part Softech, part inorganic) "ships." These craft propel themselves in various ways, most of them magical or telepathic in nature, today.

Realspace journeys are normally short. Nullspace (see below) can only be entered from the void of space, so starcraft usually travel into the void and then leave realspace. This is not true only when there is a need to travel into the starsea for some reason.

There are huge Softech ships, called leviathans, that travel through the starsea, collecting comets, asteroids, and other debris for minerals and ice. They rarely utilize nullspace, and are some of the few craft to spend much time in realspace.



It should also be noted that all these craft (except leviathans) can be used as aircraft to travel through the atmospheres of worlds.

#### REALSPACE ENCOUNTERS

(chance for encounter is 1 in 100 per day)	
01-10	Debris (random asteroid,
	comet, etc.)
11-20	Fungiss
21-30	Liophod globeship
31-40	Philethian crystal sloop
41-50	Philethian crystal galleon
51-60	Human biot ship
61-70	Human crystal cutter
71-80	Undead pirate schooner
81-90	Leviathan
91-100	Zhainmoth small deathship
101-110	Zhainmoth medium deathship
111-120	Zhainmoth large deathship
121-130	Zhainmoth destroyer
131-140	Voidguard
141+	Special or reroll

Encounters with starcraft can be with one vessel or many, and may or may not be hostile (depending on race). These factors are up to the GM. Specifics on these craft are found in Section 10.5.

Voidguards are only encountered in territory closely watched by the Vlathachna (see section 12).

A special encounter could be a strange space storm, a wrecked vessel, a vessel in distress, a bizarre creature that dwells in space, etc.

# NULLSPACE

"There exists a plane beyond our own that compacts space, which is called nullspace, used by man to quickly travel to and from the various Worlds. The very existence of this plane, in that it is so incredibly — almost implausibly — useful, makes us wonder how men can doubt in an all powerful Creator."

-An unknown Citadel priest

Nullspace is an alternate plane that occupies the same space as realspace. It is called nullspace because it is empty — a complete, blue-colored void — except, unlike realspace, it is filled with atmosphere. This atmosphere is oxygenated and humans and other similar beings can survive in it without any special gear. It is always approximately 75 degrees in temperature, but this can vary. Because of its lack of gravity (there are no worlds, stars, etc.) creatures can actually "swim" through the thick air of nullspace.

The most remarkable thing about nullspace is that though it occupies the same space as realspace, the area is compacted in a strange way. Because of this fact, a few miles of nullspace equals a much greater distance in realspace. Shifting into nullspace, traveling a few hundred miles, and then shifting back into realspace equates a journey of billions of miles there. The ratio of distance is roughly one mile of nullspace equals five billion miles of realspace. Nullspace navigation in relation to realspace is a complex skill with small miscalculations resulting in the craft ending up millions of miles from its destination. See Section 4.2 for details on how to handle Nullspace Navigation failures. This compacting of space allowed the Worlds to be colonized so quickly in history. Realistic interworld travel is possible only because of nullspace. Travel that takes days in nullspace would take years in its real counterpart.

Nullspace was discovered by a mage who explored and experimented with other planes ca. 565 YI. Hardtech science produced a machine that was able to shift matter from realspace to nullspace and then back again. It was utilized by starcraft to travel to and colonize other worlds. Much later on, after the Pirathon Purge, the same technology was applied to Softech craft.

Storms infrequently travel across nullspace. Such disturbances are filled with electricity, heat, ice, plasma, or other strange energies. The Vlathachna also utilize nullspace, and can be encountered there, as well as any of the major races.

It is rumored that there are islands within nullspace, making it not a "null" space at all, but these are not recorded to ever have been found.

**Note:** *Nullspace is not the same thing as Hyperspace in* **Space** *Master.* 

#### NULLSPACE ENCOUNTERS

(chance of encounter is 1 in 20 per day)	
1-10	Storm
11-20	Liophod globeship
21-30	Philethian crystal sloop
31-40	Philethian crystal galleon
41-50	Human biot ship
51-60	Human crystal cutter
61-70	Undead pirate schooner
71-80	Zhainmoth small deathship
81-90	Zhainmoth med. deathship
91-100	Zhainmoth large deathship
101-110	Zhainmoth destroyer
111-120	Vlathachna
121+	Special or reroll

Starcraft encounters can include one ship or many, and may or may not be hostile (depending on the race). These factors are up to the GM.

Vlathachna encounters involve one or more beings and may or may not include a starship (the Vlathachna can travel through nullspace without them).

Special encounters could include a wrecked vessel (abandoned or not), an island, a gate to another universe, etc.

# THE CALENDAR (2.8.8)

Time measurements in the Twenty Worlds are almost always based on the standard measurements which are themselves based on the time measurements of Geideri. A common day is twenty four hours long, a week is seven days and a month is four weeks plus a midmonth holiday and an endmonth holiday making it thirty days. With a twelve month year, that makes a 360 day year.

The standard months of the year (there are many local variations) are these:

Immotos Sunsong Quamthi	Spring
Witchwind Midyear Yatheis	Summer
Erintide Goldweave Resadin	Autumn
Thume Whitecrown Vitalo	Winter





# 209 THE TWENTY WORLDS

The air was full of tension. The stress of the last few days could be read on the face of all individuals present. The Interworld Senate had met for what might be the last time.

Senator Thyr Resmar of Retridine walked to the edge of the wide balcony and looked into the garden, which filled the center court of the Senate Halls. What would be left when the purge reached Geideri? A huge winged insect (he was unfamiliar with the fauna of the world) glided over a cluster of violetcovered flowers. The plants of the garden were arranged with twenty to each group—one from each world, all equally represented. The Senator wondered if the yellow bloom from dead Dresden even grew on its homeworld any longer.

"Excuse me, Thyr," a voice interrupted his thoughts. Looking up, he saw Reshil Ford of Wesridon. She had with her a servant 'bot carrying her luggage and coat. He wondered how long the robot had...probably days before it was crushed under the Pirathon's foot. "It's time to go. Our offworld ships are preparing to leave." She kept her voice low. Her face betrayed that she felt the same helpless regret that troubled Thyr. He watched her senatorial robes blow in the wind off of the artificial lake. Her hair was kept from such movement and drawn back in some sort of tight bun.

With but a nod from Thyr, the two walked to the waiting craft. Standing in the bay were the other sixteen offworld senators (there was no representative from Dresden after the passing of that world's great senator, Crislotin Wrav) and their accompanying retinue. The Geiderin senator was there as well, to bid farewell to his companions. Many of them turned as Thyr and Reshil came forward.

"We did all we could do, Thyr," said Qualin Thariss of Crotliv, placing a hand on his shoulder. "They wouldn't listen to reason, and now their fleet's on the way." The large man's deep voice cracked under the strain of his words. Being a mage, he snapped his fingers, producing a light for his cigarette. He drew on it nervously.

Thyr moved towards the craft which would take him to his homeworld of Retridine, where once again he would see the purplish sunsets and golden sands that he knew so well.

"Gods save the Worlds now," he said as he looked back at the complex that would soon be destroyed by the viscous waves of war and religious intolerance.

The ships, nearly silent, sped upwards through the atmosphere and into nullspace, heading in eighteen different directions.

In this section, each of the Twenty Worlds is described in relative detail. Much information is provided, but the game master may add to embellish, or completely change the material as he sees fit.. The categories described are defined below.

Name: The planet's name.

- **Star:** The star that the world orbits. It should be noted that planets in Dark Space are not designated for the star system that they belong to (as many worlds of science fiction are). The names of the stars are actually fairly inconsequential.
- **System Position:** The location of the world in relation to the other planets of the star system.
- System Description: A brief description of the planets other than the specific world under consideration. Most descriptions merely state why the planet is not an inhabited world. Significant other features such as asteroid belts are mentioned here as well.
- **Standard hpd:** Standard Hours Per Day. This is the number of standard (60 minute) hours there are in a full rotation of the planet. Note that a standard day is 24 hours long. All standards are set by Geideri.
- **Standard dpy:** Standard Days Per Year. This is the number of standard (24 hour) days there are in each full orbital cycle. Note that a standard year is 360 (standard) days long.
- **Local dpy:** Local Days Per Year. This is the number of local days there are in a full orbital cycle.
- **Gravity:** The amount of gravitational pull the planet has in relation to the standard (Geideri) amount, rounded to the nearest one tenth. 1.2 would be .2 more than the standard, while .8 would be .2 less.

Magical Influence: Since the worlds are affected by the Essence flows differently, each world is more resistant or more conducive to spellcasting. The modifier representing the Essence conditions is a bonus or a penalty for both base and elemental spell casting. As psionics are less powerful in areas of strong magic, the bonus or penalty is reversed for psion use. For example, a modifier of +5 would mean that spell casting is modified by a +5, while psion casting is at -5, due to the world's magical milieu.

- **Moons:** The number and the names of the planet's satellites, including rings.
- **Capital:** The seat of governmental power. Some planets will have more than one. The city's approximate population is presented in parenthesis after the name.
- **Population:** Approximate population as of 3460 YI. There is no official interworld census, so on less politically organized worlds, these figures will be very rough.





33

. . . . . . .

# ATLASIS (2.9.1)

Name: Atlasis Star: Sipricol System Position: 2nd of 5 planets System Composition: 1. rock world intensely hot; 3. gas giant; 4. gas giant; 5. rock world—intensely cold Standard hpd: 23.5 Standard dpy: 380.4 Local dpy: 409.3 Gravity: .9 Magical Influence: 0 Moons: 2. Yridna and Collos Capitol: Erthin (One hundred thousand) Population: One million.

Description: Atlasis' surface is covered with water. In some areas the great ocean is very shallow, forming what other-worlders would call a deep marsh. In such areas, called forest lakes by the local inhabitants, the water is 10 to 20 feet deep. Tree-like plants, based upon the ocean's bed below, grow up out of the water, forming dense forest-like areas. The forest lakes are usually sheltered by strings of high atolls, too steep and rugged to be habitable. Most of the ocean, however, simply resembles the seas of other planets. In its deepest areas, the ocean floor is estimated to be more than ten miles below the surface of the water. The open waves are subject to fierce coriolis storms more severe than on any other known world.

Most of the population lives in floating cities, constructed primarily of wood obtained from the forest lakes. The cities are located in the protective areas made by atolls or huge underwater reefs. The capitol, Erthin, is such a city, and is the largest on the world. Here the Grand Matriarch of Atlasis lives and rules the planet. The governmental system is a matriarchal monarchy, and all the important officials in the government are women. The men carry out the economics—the farming, the fishing, etc.

The farmers and fishermen of this world are the backbone of the Atlasian economy. Offworlders prize the unique plants and fishes available here, thus in the area of interworld trade (a limited area), the local populace does fairly well. So much needs to be imported to this world, however, that its people are poor by most standards. Import materials include cloth, metals, plastics, and glass. The Atlasians do have substitute materials, however. For example, they use a

fine seaweed mesh for cloth, dried fishbone in place of certain metallic objects, etc. The Cartel has little interest in manufacturing at sites here.

The population of Atlasis is low, primarily because of the lack of living space. One to two percent of the population are metamorphs with gills or other means to live underwater. Many of the wealthier citizens or groups own replicants with gills. From these underwater cities, most of the inhabitants tend underwater or above water farms. A few fish.

As would be expected, there is an abundance of marine life on Atlasis. There are no species of birds, reptiles or mammals, although some amphibious creatures dwell in the forest lakes, either in the water or the trees. Through Softech science, humans have also developed Domefish (see the Section 7.9) to carry them through and under the water. A number of large indigenous fish that are captured and trained to use as mounts or to pull boats.

There are rumors on Atlasis that a race of water-breathing humanoids dwells beneath the waves of this world. They ride upon huge dinosaur-like fish. It seems to have no basis in fact although it is a colorful local tale.

History: Atlasis' history has been one of frequent wars and uprisings. Founded in 2535, in the beginnings of the Mighty Grasp, a colony was placed on the world, but it was a long time before anyone seriously thought of putting a large permanent settlement there. The vigorous civilization tat sprang from the settlement was invaded and almost completely taken over by the Palamadi Empire in 3690. The forces of the existing monarchy on Atlasis fought against them using guerilla tactics. When the great imperial days ended, and worlds began to form there own government, a hereditary monarchy began on Atlasis. In 5170, the great queen Uvremi ascended the throne. It was under her rule that the population expanded and other cities besides Erthin were built. After her death in 5230, it was a continued tradition and policy that women should hold all governmental positions.

Soon after her death, a number of discontent factions grew among the populace. These groups, it is thought, descended directly from the resistance forces that fought against the Princes of Palamad long before. Raids were made both on starships arriving at and leaving from the planet, and planetary transport craft. The rebels, based themselves out in forest lakes. Sporadically these groups continued to terrorize the cities and transports of the world, and at times have even spurred actual wars against the monarchy. It should be noted that these groups are not united and fight among themselves as well.

# **BOTHOM (2.9.2)**

Name: Bothom

Star: Avalyn

System Position: Only planet in system.

System Description: Besides the one planet, there are two thick belts of asteroids and many "stray" asteroids which fill the system.

Standard hpd: 24.2

Standard dpy: 354.6

Local dpy: 342.3

Gravity: 1

Magical Influence: -5

**Moons:** None, but it does have several rings.

Capitol: Verwuth (One million) Population: One billion

**Description:** Bothom's surface is covered with jungles, swamps and marshes. Heavy clouds dominate the atmosphere which is saturated with water, making it an extremely hot, greenhouse world. Only at the poles do temperatures plunge below freezing at any time. Water covers most of the land, but in only very isolated areas is it deeper than just a few feet. Highland areas comprise small islands, but even these are

very wet. Bothom has a number of large cities and many smaller towns and villages. The more wealthy inhabitants have home cooling systems, the poorer must simply endure the heat and humidity. The Cartel has developed a Softech coolsuit to fight the environment of Bothom. Many of the world's citizens harvest specialized crops in cleared areas or collect valuable flora and timbers from the surrounding jungle.

There is rumored to be a huge laboratory complex deep in the jungle that survived the Pirathon Purge and contains a hoard of Hardtech items. It was supposedly a research center studying the flora and fauna of Bothom. The center's location, and even definite proof of its existence, are not known.
The natural fauna of the world is quite varied. There are no mammals, but a large number of birds, arthropods, and reptiles. Some of the reptiles grow very large—70 to 90 feet long.

**History:** Bothom has long been a planet of great worth because of the special plants that grow only in its steamy jungles. These plants provide the important ingredients for many drugs (both medicinal and recreational) that are used in the Twenty Worlds. Many have wanted to control Bothom, but few ever wanted to dwell there. It was the last world to become independent of otherworldly governmental control.

The world was colonized in 4584 by forces of Dresden, and remained under their control for almost one thousand years. Then, the Dresden empire had collapsed, and Bothom fell under the jurisdiction of first Palamad, and then Kaelot. In 6438, Bothom won its independence from Kaelot in a short and relatively bloodless war.

When the Pirathon split from the orthodox Church, many of its followers came to Bothom. The world has remained a Pirathon-controlled planet ever since. Even today, the Pirathon uses its relationship with Bothom to appease the Cartel with rare plant materials when needed.

Bothom has remained unchanged for most of its history. The population has grown slowly but steadily as the need for workers to gather needed plants increased.

## (ROTLIV (2.9.3)

Name: Crotliv Star: Riptiss

Star: Ripuss

System Position: 3rd of 12 planets.

System Description: 1 and 2. extremely hot twin worlds; 4. rock world—no atmosphere; 5. rock world—no atmosphere; 6. gas giant; 7. gas giant; 8. gas giant; 9. rock world—intensely cold; 10. rock world—intensely cold; 11. rock world—intensely cold; 12. rock world intensely cold

Standard hpd: 20.1

Standard dpy: 458.9

Local dpy: 555.7

Gravity: 1.1

Magical Influence: 0

Moons: 4. Brandon, Heidro, Lisin, and Christot

**Capitol:** Quirminus (Ten million) **Population:** Four billion **Description:** Crotliv is well populated for its size (about 8000 miles in diameter). About two thirds of the world is covered by water, and there are five major continents. The climate varies from arctic to tropical.

The planet is governed by a council made up of three hundred elected officials. A massive bureaucracy handles all governmental activities other than official lawmaking, which is the jurisdiction of the council.

Ryssar, a city of over two million people, occupies the banks of the Thistledown River, in the center of the world's largest continent. Ryssar is known to be one of the most decadent and corrupt locales in all the Worlds. It is an independent city, nestled amid a large mountain chain. The planetary government does little to affect what occurs within the city's walls, but does restrict movement into and out of Ryssar, known to be the abode of criminals of all types. It is also a political haven, an excellent location for black market activities, and a center for gambling and any other vice. In comparison to many cities, Ryssar is completely lawless.

The flora and fauna of Crotliv are not particularly remarkable, although they are quite varied. Giant eagle-like birds called Thyph inhabit the inner mountains of the world and present a danger to travellers. They are easily large enough to carry off a man.

**History:** Settlement of Crotliv occurred relatively late in history. In 5612, this planet, one of the farthest from Geideri in the Twenty Worlds, was established as a colony founded by that first planet of men. The colonists were comprised of visionaries and political dissidents. It was last settlement of Geideri. When that planet was swept by a frenzy for individual liberties (an effect for which the colonists of Crotliv planted the seeds), Crotliv easily gained its own freedom with the support of the people of Geideri.

These ideas of personal liberty and freedom spurred the creation of the Council of Three Hundred which governs Crotliv to this day. The history of the planet after that point is rather uneventful. Crotliv was spared much of the violence of the Pirathon Purge, since it was so far from the hub of civilization.

## **DRESDEN (2.9.4)**

Name: Dresden Star: Thanosh System Position: 4th of 5 planets System Description: 1. rock world extremely hot; 2.rock world—no atmosphere; 3. rock world—poisonous atmosphere; 5. gas giant Standard hpd: 26 Standard dpy: 395.2 Local dpy: 378.8 Gravity: 1

Magical Influence: +5 Moons: none Capital: Formerly Chinmora, now, none Population: 0 (officially)

**Description:** Once a powerful, highly populated world, Dresden is now devoid of life. It is often referred to as the Cemetery World or the Dead World. After a horrible war, the planet was left lifeless, and the few survivors left.

Dresden has little plant or lower animal life remaining on its barren surface. The sky is eternally grey or black due to atmospheric alterations. Most of the harmful radiations and residues are gone from the world, now, but no one will return to Dresden because of its ill reputation and the horrors that are said to dwell there now.

Only rumors tell of the undead which currently reside on Dresden, but those tales are correct. The few humans that live there are of the foulest sort: those who conjure up the dead with evil magics and those humans who prefer the company of the dead to the living. These necromancers and undead beings form pirating groups based within the ruins of the ancient Dresden civilization. The pirates attack craft in nullspace, but are at times encountered in realspace.

A few of the most superstitious rumor mongers tell the tale of an undead god who resides on Dresden, directing the movements of the undead and raising an army of them. This may or may not be true, but it is certain that the Vlathachna have more than a passing interest in Dresden and its use as a base from which to strike at the other worlds. Undead from Dresden (and perhaps other worlds) are often found in the presence of the Elder Worms and their servants.

**History:** Soon after it was colonized (in 3477), the people of Dresden broke free of Geideri' control. They followed a religious leader named Kevom who disputed almost all that the Citadel taught and started a new



religion. Kevom not only freed Dresden politically, but religiously. Dresden's influence grew quickly under him and for a time, it controlled both Haredda and Bothom. Soon after Kevom's death in 6558 (his lifespan was magically extended to an extreme length), the Citadel organized a holy war against the "infidels of Dresden." It is still said that while Kevom was alive, no such war could have been successful since he was a wizard of incredible power.

In 6560, the war reached the surface of Dresden itself, and the planet's population was destroyed by repeated attacks of nuclear and chemical weapons (called at that time "world eaters"). The ecosystem was decimated, all native fauna and flora obliterated and surviviors fled or eventually died a slow death due to the horrible aftereffects and residues left by the world eaters.

It should be assumed then, that after ca. 6560-6570 any reference to the Twenty Worlds does not include Dresden. The assumption is necessary because people at the time had no desire to begin to refer to the Worlds as the "Nineteen Worlds." It only brought back the horrors of Dresden.

The representative from Dresden to the then fairly new Interworld Senate, Crislotin Wrav, spared by the holocaust, was allowed to continue to serve in that body (despite his lack of any constituents) until his death in 6603.

The first rumors of the undead forces on Dresden began to circulate two thousand years ago. Since that time, the Citadel has attempted to quarantine the planet. All "official" explorations have come back reporting nothing, if they come back at all. EREPOD! (2.9.5)

Name: Erepodi Star: Zithos Cir System Position: 2nd of 4 planets System Description: 1. rock world—no atmosphere; 3. Tiomon—see entry; 4. rock world—incredibly cold Standard hpd: 19.9 Standard dpy: 330 Local dpy: 410.4 Gravity: .7 Magical Influence: 0 Moons: 3. Nurem, Deic and Thinnos Capitol: Jubiliv Thermoc (One million)

Population: Two and one half billion

**Description:** A small world, this planet's low gravity is put to good use in many ways. The Cartel does much of its manufacturing here, so there is a larger proportion of factories and industrial plants on Erepodi than on most worlds.

Erepodi possesses fine beaches, beautiful mountains, lush forests and remarkable wildlife. Before the factories came, much of the planet was used as a resort for wealthy citizens. Its surface is about four fifths covered with water. Its climate is varied, but there are few places characterized by harsh weather of either extreme.

The planet's elected prime minister (Drugi Horswe) and cabinet live in Jubiliv Thermoc, the world's beautiful and elegant capitol. These men are the duly elected representatives of the republic.

The planet's inhabitants live and work as citizens do on many other worlds. Many of

them are employed in the Cartel Softech factories. There is a growing concern, however, that the Cartel plants are destroying the intrinsic beauty of the world. Many species of its delicate ecosystem are dying from chemical pollutants.

On no other world is the Cartel so disliked. The Citadel has been quick to jump to the defense of those supporting the ecology and opposing the Cartel. Trouble of the worst sort is brewing on Erepodi.

**History:** Erepodi was an early colony in the first interworld empire, founded in 2580. When that empire crumbled, Erepodi was forced into independence. A period of political upheaval followed, with different factions struggling to gain control of the government. Finally, an old general of the Resad Empire (see Geideri) established a military rule. His reign lasted a very short time, since in 3620 the conquest-hungry princes of Palamad attacked and eventually took the world for their own. Palamadi dominion ended approximately two hundred years later. A world-wide republic was soon formed, and still rules today.

In its early days, Erepodi was filled with resorts. Its low gravity and fine atmosphere provided provided the foundations for a paradise planet. It is rarely used as such today, because of the lack of interworld travel and the increase of industrial polution.

## GANT (2.9.6)

### Name: Gant

Star: Pollea

### System Position: 3rd of 7

System Description: 1. rock world incredibly hot; 2. rock world—poisoned atmosphere and oceans; 4. rock world no atmosphere; 5. gas giant; 6. gas giant; 7. rock world—incredibly cold

Standard hpd: 29 Standard dpy: 371.5 Local dpy: 294.6 Gravity: 1 Magical Influence: +5 Moons: 1. Beremit (inhabited) Capitals: Gidear (Two million), Minnun (One and one half million) Population: Two billion

**Description:** Gant is a medium sized world (10000 miles diameter) with three fourths of its surface underwater. Sea transport is common.

Nuinam and Great Orontiph are the only two nations on Gant. Both are mighty states. Primarily, Nuinam controls the northern continent, while the southern continental areas are ruled by the King of Great Orontiph. Nuinam is jointly governed by a royal line of twin kings (the line is magically altered to always produce twins) and a council of elected elders.

The jungles of the world's equatorial region possess an odd phenomenon. Because of strange climatic reactions with elements in both the air and on the surface, electrical storms of incredible ferocity foment often. The amounts of energy generated by the storms are so violent that the fabric of reality is rent asunder and gateways to other locations in realspace, nullspace, and entirely other realities are created. The energy releases are referred to as Chaos Storms.

Because of these gateways and the incredible source of energy the storms provide, several groups, the Citadel and the Cartel among them, lust for dominion over Gant. Each hopes to harness the energies of the Chaos Storms. The contending organizations often react violently to competitors when encountered in the area. Their hostility is said by some to be fueled by some other aspect of the storms. It should be noted that the Vlathachna are also interested in the Chaos Storms of Gant, and Zhainmoth and other Elder Worm activity is more common there than in other areas. Needless to say, travel across the equatorial region is dangerous.

Gant was one of the starting points for the Pirathon movement, and has been an important social organization there ever since.

Gant's moon, Beremit, has an atmosphere and is inhabited. Three major cities are located there, and the moon has its own independent government. It was forced to become autonomous and self-sufficient since the Pirathon Purge cut it off from Gant. The environment of the moon lends itself well to agricultural development.

**History:** Gant was settled by homeless star-faring wanderers. It has always been independent of otherworldly rule. In 3755, just three hundred years after it was inhabited, Gant split into two separate nations. They have been at war a number of times, but never have the conflicts been particularly bloody. Thrice, people have tried to secede from one of the two nations. These areas of land were either taken back by force, or were swallowed up by the opposing state. Nuinam and Great Orontiph are equally balanced, but they do not tolerate the formation of other states. Presently, they coexist peacefully.

Much of the worst fighting of the Wars of Devastation occured on Gant.

## GEIDERI (2.9.7)

Name: Geideri Star: Geideri System Position: 1st of 4 System Description: 2. rock world—no

atmosphere; 3. Kish—see entry; 4. rock world—extremely cold Standard hpd: 24

Standard dpy: 360 Local dpy: 360 Gravity: 1 Magical Influence: 0 Moons: 2. Minoz and Quarn Capitol: Belragor (Twelve million) Population: Five billion

**Description:** Geideri is the only world named for its star. Originally, it was only called "the world." This is the birthplace of humanity.

It is a medium sized world with a diameter of 7500 miles. Two thirds of the surface are covered with water, and the climate varies with proximity to the poles or the equator. Its capitol, Belragor, is perhaps the largest city in the Twenty Worlds. It is the home of the Cartel headquarters, the Halls of the Interworld Senate, the Thremisead Library (the headquarters of the Lorists), Alphon Base (IDF base) and the president of the planet.

The gravity and time measurements of this world set the standards for the rest of the Worlds. Many people think of Geideri as a paradise world, and much has been done to keep it that way, and restore areas that required it. Rolling hills, lush forests, serene lakes and clean cities abound. In times of great interworld transport, travel to this world was restricted and kept to a minimum. No such restrictions exist now.

**History:** The history of Geideri is the history of the Twenty Worlds. Here that the Citadel was founded, and here interworld travel was discovered. When the first worlds were colonized, they eventually became provinces in a ever-growing empire, headed by a (previously republican) government which ruled the most powerful country on that world. It not only governed all of Geideri, but all of the known worlds as well.

In 2754, a governor named Malthan seized complete control of the empire when the Liophod race was first discovered and war broke out with them. In 3107, Resad I became emperor and began an extremely long and powerful dynasty of emperors. After 3107, the empire is referred to as the Resad Empire.

When the empire finally collapsed in 3683, it became a republic once again (through a short revolution), this time spanning the entire planet. Since then, Geideri has remained important due to its central location as well as for sentimental reasons. It established many settlements on other worlds, --- even after the fall of the empire - but all soon gained their independence. Many powerful interworld organizations chose its capital to place their headquarters. Geideri is still thought by many to be the "capital" of all the Worlds and the most important planet. Even in times of little interworld travel, the name Geideri means something to all citizens. It may be that way for a very long time to come.

27

## HAREDDA (2.9.8)

Name: Haredda Star: Yrri System Position: 2nd of 6 System Description: 1. rock world—no atmosphere; 3. gas giant; 4. rock world eccentric orbit; 5. rock world—no atmosphere; 6. rock world—extremely cold

Standard hpd: 94.7 Standard dpy: 420.7 Local dpy: 105.8 Gravity: 1.1

### Magical Influence: -5

Moons: 12 - unnamed but numbered (1-12); also several rings Capital: None

Population: Eighty million

**Description:** Haredda is a large gaseous world, (23,000 miles diameter) but its gravity is not overly oppressive (at the cities' altitude) because of its spin. Its core is solid. Settled as an experiment, it has large cities that floated approximately one to two miles above the surface of the planet. The cities stay aloft via Oldtech engines that were allowed to exist even after the Pirathon Purge.

Each of these thirty-two cities is an independent state. Travel between them is accomplished through Softech craft or by using the native helias creatures. These beasts resemble large balloons, able to fill themselves with lighter-than air gases, and navigate through the atmosphere. They can be contacted through magic or telepathy and convinced to carry humans from one area to another in small basket-like conveyances.

When, in the past, these cities have gone to war, most of the conflicts were aerial battles, or were fought through acts of sabotage to the engines of the cities (there were once thirty nine city-states).

The cities collect rare and valuable gases from the planet's atmosphere, the core of their economy. There are many flying metamorphs on Haredda.

**History:** The floating colonies on Haredda were established in 2600. Some of the gases of the world's atmosphere were important to manufacturing processes, and so the colonies were created by industrial corporations (the Cartel would not be formed for millennia afterwards). Like many worlds, Haredda became free of otherworldly control when the Resad Empire fell. Because of their lack of contact or previous relations, each city became independent.

In 3428, a man named Irharm the Proud attempted to unite all of the cities using diplomacy. When that failed, he resorted to force. A total of eight cities were united in such a manner before Irharm was assassinated. The union dissolved soon after.

In 6425, the world was briefly controlled by soon-to-be destroyed Dresden. Since then, it has remained independent.

## HAVEN (2.9.9)

Name: Haven
Star: Sastoc
System Position: No planets in system. One of many asteroids.
System Description: No planets, one large asteroid belt.
Standard hpd: N/A
Standard dpy: 304
Local dpy: N/A
Gravity: 1 (artificial)
Magical Influence: Varies (as per the wishes of the Twelve)
Moons: None
Capital: None



### Population: One hundred thousand

**Description:** Unique among the Twenty Worlds, Haven is not a "world" at all. Haven is a city covered with a magical dome providing atmosphere and gravity on a very large (100 mi. long) asteroid. Because Haven is located on the night side of a non-rotating asteroid, the stars are always visable. It is constantly night, but artificial light is provided magically within the dome of the city.

When The Twelve, powerful beings of mysterious origin, took control, the city's gravity, atmosphere, lights, airlocks, etc. all began to be powered by their magic rather than Hardtech.

The city is known throughout the Worlds as a true haven. It is a place of complete sanctuary from any force outside of the city — even the Citadel and the Cartel. This is enforced by the Twelve. Because of this, Haven is paradoxically a city filled with criminals, fugitives, and exiles, yet it is not a lawless place by any means. Strict law and order is maintained by the Twelve and their powers just as the life support of the city is so sustained. It is completely unknown why the Twelve wish things to be this way, but it is clear that they get whatever they wish.

Once inside, anyone can stay as long as he would like. It is the philosophy of Haven that it does not matter what a visitor did on the outside, but he must obey the laws and act orderly on the inside. The city's population fluctuates, and is now in a time of slow growth once again. The number of people in Haven usually depends on the amount of interworld travel that is available to those in need of the city's protection.

**History:** Founded in 6040 as experimental mining colony A4 by the Cartel, this city quickly became the home of the mysterious beings known as the Twelve. Their origins are completely unknown, although most people are quite positive that they are not humans. The Twelve, appearing as extremely old and withered violet-skinned humanoids, wield vast powers beyond that of human telepaths or mages. Their motives are equally mysterious. Some believe them to be gods or at least demigods.

The Twelve took over mining colony A4 bloodlessly and renamed it Haven. They let it be spread through word of mouth that this

city (which they magically increased the size of) would become a haven in truth and not just in name for all those who are persecuted, hunted, or exiled.

Since that time, both the Cartel and the Citadel have tried to wrest control of Haven from the Twelve. The Citadel, in 6845, attacked the city on the grounds that the Twelve were heretics and blasphemers, claiming that even the Church of Immotos had no power within their walls. The Cartel, in 7351, tried to destroy the Twelve with powerful assassins, their aim to extricate the well-known criminal named Ghree and bring him to justice. In both cases, the attacking forces were completely obliterated. No one has dared to bother the Twelve again in any way.

## KAELOT (2.9.10)

Name: Kaelot Star: Cirepitos System Position: 3rd of four. System Description: 1. rock world extremely hot; 2. gas giant; 4. rock world—poisonous atmosphere

30

Standard hpd: 23.6 Standard dpy: 350 Local dpy: 365.1 Gravity: 1.1 Magical Influence: 0 Moons: 2. Ythimis and Onopita Capital: Phintantomere (One million), Urthan (Seven hundred thousand), and Asth (Five hundred thousand)

#### Population: Two billion

**Description:** Kaelot is a temperate world with a fairly high population. The gas giant which is second in the system, known as the Devourer, often eclipses the sun as viewed from the surface of Kaelot. Some astronomers hypothesize that Kaelot was once a large moon of the huge gaseous planet that broke away and now orbits the sun. Their orbits are still very similar as to their distance from the sun and their plane of orbit. Another astronomer's theory states that Kaelot alternates every ten thousand years or so, at one time orbiting the sun and then orbiting the planet. The climatic effects of this are frightening to consider.

Each of Kaelot's three major continents are governed by a different body. The United Nation-States of Urthan is a republic of smaller states who no longer have the individual powers that they once possessed.

The Kingdom of Lethinor has its capital in Phintanomere, and King Lusius XXXVI rules the vast country from there. Lethinor's relationship with the other governments of Kaelot is highly unstable. It has maintained its position despite the two greater multinational powers by use of its strong ties with the Cartel. The Cartel supports and supplies Lethinor in all that it does.

The Serigan League is another republican government that controls many onceindependent states. Its capital is Asth.

The fauna of the world is predominantly mammalian. There are no known reptilian creatures, and very few avians. A creature in Lethinor resembles a 15', four-armed bear called a Sascrath. A species of winged wolf prowls the skies of isolated areas in packs. Both of these dangerous animals are fairly rare.

Unbeknownst to the general populace of Kaelot, there is an extensive system of tunnels and caverns under the world's surface. It is said among those who even know of them that the network house many fearsome monsters. What almost no one knows is that the caverns are home to a huge number of Zhainmoths and other of the Vlathachna's Elder Brood. They were abandoned there when their evil masters were originally defeated, and now that the Elder Worms are returning, so too are these servant races coming out from hiding. They make raids on the surface world, but up until the present, no one knows who the raiders are or where they come from.

History: Kaelot was settled in 2100, one of the first worlds visited by humans outside of the star system of Geideri. By 2234, those living there had already divided into a number of factions which led to the existence of numerous states and finally over one hundred different nations by the time the Resad Empire had fallen. Great powers came and went on Kaelot, and at one time an empire known as the Mirreni ruled all of Kaelot and controlled Bothom as well. No other significant government rose after its fall until 7980, when both the UNSU and the Serigan League began to form. By 9400, both had attained full sovereignty with the individual nations of which they were comprised losing most of their political independence and power.

## KISH (2.9.11)

Name: Kish Star: Geideri System Position: 3rd of four. System Description: 1. Geideri — see entry; 2. rock world — no atmosphere; 4. rock world — extremely cold Standard hpd: 30.5 Standard dpy: 408.3 Local dpy: 324.6 Gravity: .9 Magical Influence: -5 Moons: 1. Tregon Capital: Valarin (Ten million) Population: Two billion

**Description:** Kish is a medium-sized planet of cool climes, with an average temperature of about 65 degrees Fahrenheit. It is well known for its Gamegrids, its politics, and its decadence.

The Gamegrids of Kish were built soon after it was fully settled. The grids are actually a complex of arenas, stadiums, and private gaming areas that encompass one hundred square miles. Every sort of game, competition or sport is played within the Gamegrids. When they were originally constructed, the area was monitored by computers and robots, but now they are administered via less sophisticated, though no less efficient methods. The Gamegrid Administration is a highly effective group of people who serve as guards, judges and custodians of the grids.

Kish's politics have always been controversial. Even now, many people are saying the current government, a group called the Anticreskins, are becoming decadent and corrupt. Political violence and upheaval is once again beginning to increase.

Ever since the imperial days, Kish has been the home or the getaway spot of many rich and powerful people. First they came from Geideri only, but as the mass of humanity moved outward into the starsea, the rich came from all of the Worlds. Although the world of Erepodi at one time offered Kish competition for its place as the resort world, Kish is now unchallenged in that role. Many extravagant hotels, resorts and attractions abound. The best things the world has to offer are saved for these rich travellers. Even the Gamegrids are a sign of such decadence. The numerous poor of Kish are restrcted to designated zones of the world, away from the resorts. Though not as bad as Creskin days, things on Kish are far from perfect.

The city of Valarin is the location of the Anticreskin capital, and the old Creskin palace is used as the capital building for the huge beaurocracy. The governmental system is a republic, albeit an increasingly corrupt and unstable one.

Other that tourism, Kish has a number of Cartel factories (far from the grids or any of the resorts) employing many of the poor who are not subsistence farmers. This world is also well known for its powerful spell casters. There are many prominent as well as secret schools for sorcery.

**History:** Kish was the first world to be colonized by humans from Geideri. It quickly became densely populated with many of the citizens of the first world. When the Resad Empire was at its height, Kish was a prize for any noble to rule, and in 3250 it was given to the noble house of Creskin. The Creskins ruled Kish from that point until the revolution. They turned it into a terribly decadent and vile society, catering to the pleasures and whims of the rich and powerful at the expense of the commoners of the world.

These conditions outlived even the Empire. The populace grew more and more



discontent until 5436 when the opposition, called the Anticreskins, rose up in arms and the Great Rebellion began. This bloody conflict lasted for three years, but the Anticreskins finally wrested power from the nobles. A republican form of government was instituted.

The Anticreskins ruled Kish for almost two thousand years. They kept the resorts and the Gamegrids operating, though conditions for the poor people were improved. Kish suffered greatly during the Wars of Devastation.

In 8305, a computer that monitored the Gamegrids went berserk and many of the robots that serviced and guarded the grids began to kill people under its orders. Hundreds of people died and the incident sparked the beginning of the Pirathon Purge, crippling Kish. It was one of the hardest hit worlds in the purge. The Gamegrids were destroyed. No longer did rich tourists come. It was not until 9021 that the Gamegrids were rebuilt and the tourists began to come slowly back to Kish by magic at first, and then by the new Softech craft that were being produced. Now the Anticreskins are reportedly becoming as decadent and corrupt as the Creskins they replaced, and there are whispers of yet another revolution in the air.

### LEISARN (2.9.12)

Name: Leisarn Star: Rioh System Position: 4th of 20 System Description: 1. rock world --extremely hot; 2. rock world --- no atmosphere; 3. rock world --- no atmosphere; 5. gas giant; 6. gas giant; 7. gas giant; 8. gas giant; 9. rock world - no atmosphere; 10. rock world - poisonous atmosphere; 11. gas giant; 12. gas giant; 13. gas giant; 14. rock world - no atmosphere; 15. rock world - extremely cold; 16. rock world — extremely cold; 17. rock world - extremely cold; 18. gas giant; 19. gas giant; 20. rock world extremely cold Standard hpd: 29 Standard dpy: 201.6 Local dpy: 158.2 Gravity: 1.5 Magical Influence: +5 Moons: None

Capital: Simonid (Four million)

**Population:** Eight hundred million

**Description:** A very large world, only a small portion of Leisarn is inhabited due to the frequent, violent electrical storms that plague most of the surface. A small section near the equator, because of the configuration of the mountains and other topography, is fairly safe. The majority of the world's population is gathered in cities — unlike many worlds.

Most of the people on Leisarn work in some capacity for the mines. Leisarn is rich beyond the scope of any of the other Twenty Worlds in valuable ores: gold, platinum, iron, silver, tin, and copper. Gemstones are extracted as well. The mines go deep into the planet's surface. Making things difficult for the miners, however, is the fact that Leisarn, due to its mass, has an oppressive gravity. Softech enhancements for strength are becoming more and more common on this world that has long been known for its very small yet very muscular population.

The world is ruled by a totalitarian state, headed by a dictator named Thicar Roesman. The government constantly prints propaganda leaflets dealing with work ethics and the importance of work. The capital building is the tallest building in Simonid.

The controversy which is now rocking the world is the inflow of replicant workers to labor in the mines. If replicants take over the mining, it will put a huge segment of the population out of work (but not all — many work in mining administrative positions). This has the populace angry, even though it would mean that no one would need to work in the harsh mining conditions. The government is upset because a populace out of work is an idle populace — and idleness promotes political involvement and even rebellion. But the Cartel owns the mines, and they want to use replicants because they are much cheaper than normal workers.

Leisarn is a harsh world, and few like to travel there. Even during a short visit, a newcomer with feel weary because of the gravity. The sun is almost always obscured by dark clouds, even in the calmer, populated area.

Most of the creatures native to the world are extremely strong due to the gravity, and extremely resilient due to the storms. Creatures called land whales inhabit the plains of Leisarn, ignoring the storms as they come and go. They resemble 50' long whales with very short legs. They move slowly, eating everything in their path, metabolizing even soil and rocks with powerful enzymes in their digestive tracts.

**History:** Leisarn was settled in 4057. It probably would have never been colonized except that the world's mineral content was quickly discovered. A totalitarian state was set up early to watch over the miners, and keep them producing. A rebellion known as Pertor's War in 5381 was lead by the wealthy Pertor family that incited the uprising. When the Pirathon Purge came, a stockpile of mining products built up, and it is just now beginning to decrease.

## LO BIDAR (2.9.13)

Name: Lo Bidar
Star: Yequisonn
System Position: 2nd of 3
System Description: 1. rock world —
poisonous atmosphere; 3. gas giant
Standard hpd: 23.7
Standard dpy: 398.2
Local dpy: 373.4
Gravity: .9
Magical Influence: 0
Moons: 2. Xac and Fis
Capitals: Various
Population: One billion
Description: Lo Bidar is a medium of the section of the se

**Description:** Lo Bidar is a medium sized world (7,500 miles diameter). It is relatively warm, but not hot like Bothom or Palamad. About 45% of its surface is covered by water. It snows only at the tops of very high mountains. Lack of axial tilt together with a near circluar orbit prevents seasonal change.

Lo Bidar is made up of literally thousands of tiny kingdoms, duchies, principalities, republics, and states ruled by myriad form of government. Lo Bidar is often called the World of a Thousand Kings. With such a number of varied states, constant interstate warfare is inevitable. They are constantly trying to increase their position over rival nations or monarchies.

The world is one of intrigue and political schemes as well as outright warfare. Spies and assassins are common on Lo Bidar, and the Scarlet Underground does a large percentage of its business here.

When the original explorers arrived, they found a monument (which still exists) of red stone left by some unknown civilization. Some, of course, claim that it was placed by a god or god-like being. The writing inscribed upon it was magically translated and recorded as saying:





### ONE DAY, WHEN THE MOONS NO LONGER LIVE IN THE SKY, A MES-SIAH OF THE SUN WILL COME TO THIS WORLD AND RAISE IT ABOVE ALL OTHERS.

Its meaning, as well as its origin, is hotly debated, but still completely unknown. The messiah mentioned is constantly looked for by all of the world's inhabitants, however, and there have been many who have claimed the title. The official position of the Church, despite certain claims that the stone was left there by Immotos himself, is one of extreme skepticism. Numerous strange creatures, most of them cold blooded, inhabit Lo Bidar. Certain regions are completely overrun by small lizards called Thikos, a pest that secretes a terrible smelling, sticky fluid .

**History:** Lo Bidar was discovered in 4983 by accident, rather than as part of the Mighty Grasp. A miscast teleportation spell remarkably brought a mage, Kiphoun the Luckguest, to this world rather than in the middle of realspace. He returned to his homeworld (Palamad) with the initial, famous exploration team that found the alien monument. Reportedly, the adventures of this party were quite incredible and exciting, and many books have been written on the subject.

Originally, Lo Bidar was a world that was used by the other worlds as a place to send their undesirables: exiles, criminals, rebels, and debtors. These people set up their own governments, which grew unchecked so that hundreds of years later, the lands were divided into independent states. The Citadel was a major force in restoring order to the world, and many long-standing temples exist there.

Some of the most intense fighting of the Pirathon Purge took place on Lo Bidar. When the Purge ended, the world was in a complete state of ruin. Both structurally and economic rebuilding was necessary. Unlike other worlds, very little pre-purge architecture exists on Lo Bidar.

# MYSTALIS (2.9.14)

Name: Mystalis Star: Celestiad
System Position: 4th of 7
System Description: 1. rock world — no atmosphere; 2. rock world — poisonous atmosphere; 3. rock world — no atmosphere; 5. rock world — poisonous atmosphere; 6. rock world — extremely cold; 7. rock world — extremely cold
Standard hpd: 32
Standard dpy: 342.9
Local dpy: 253.4
Gravity: 1
Magical Influence: +5
Moons: 5. Thyphegn, Jhewall,

Phahvincremn, Rhehdi, and Knirrem Capital: Phintanirriconna (Two Million) Population: One billion

**Description:** A larger than average world, Mystalis has always been at least somewhat magical in nature. Perhaps that is why the majority of Philethians that dwell within the Twenty Worlds have decided to call it home.

About 75% of the population of the world are Philethian. Most of the cities of Mystalis are Philethian built, and are older than any other city in the Twenty Worlds except for perhaps Belragor on Geideri. (See Section 2.7.3 on Philethians). The ruling council of the world is made up completely of Philethians. The humans of Mystalis do not fit into Philethian society well, and either live in their own cities, or make up the lower class house in the Philethian social structure.



The humans of the world are very closely tied to the Church. Many important temples exist in their communities. Perhaps this is a result of a sort of rebellion against the ways and beliefs of the Philethians. The Philethians, as would be expected, have nothing to do with the Citadel.

Mystalis is the major production center of biocrystal for the Twenty Worlds. It is grown there in special underground grottos maintained by the Philethians.

Some of the creatures that live on Mystalis are magical in nature, but the majority of them are quite normal. There are few large predators to fear, although fossils have shown that once huge, terrible carnivores walked the world.

**History:** The location of Mystalis was known long before settlers from Geideri ever arrived. Philethians travelling to Geideri told the humans of its location and description before any had even left the homeworld. It wasn't until 4985 that humans settled on Mystalis.

The history of Mystalis from that point on has been one of humans encountering with the strange mysteries of the world and difficulties fitting in with Philethian society. Humans have not been oppressed, as such, but the Philethians are aloof and haughty by nature, and so have never really "let in" or "warmed up to" the humans there as a whole. The Celestial Children control the government and virtually all levels of society.

In 6051, humans began establishing their own independent cities on Mystalis. It was the representative from these cities that went to the Interworld Senate. The Philethians were apathetic towards the organization, and did not care to send a representative.

When the Pirathon Doctrine was issued, and the forces of the Purge came, the Philethians convinced their attackers not to strike by surrendering what Hardtech they used. It was not a huge sacrifice — the Philethians were never greatly dependent upon Hardtech. Because of this, the world escaped entirely the destruction of the Pirathon Purge. PALAMAD (2.9.15) Name: Palamad Star: Omnicros System Position: 2nd of 5 System Description: 1. rock world extremely hot; 3. gas giant; 4. gas giant; 5. rock world — no atmosphere Standard hpd: 23.6 Standard dpy: 243.3 Local dpy: 224.9 Gravity: .9 Magical Influence: -5 Moons: 1. Yissig Capital: Theraqui (Ten million) Population: Three billion

**Description:** Palamad is a desert world. One small sea is fed by the ice at the northern polar cap, but no other major bodies of water exist. Yearly rainfall for most areas is well below half an inch. Some sociologists blame the harsh desert climate for Palamad's violent history. The Softech coolsuit, also used on Bothom, is a common Softech item here.

Theraqui, the old imperial capital, is one of the largest cities in the Worlds. The Citadel Temple Primus, the "headquarters" of the Church, is located within it. The Council of Archbishops meets here. The complex is the home for 10,000 Church personnel. The headquarters of the organization called the Preservationists is located in the city of Vinamir.

The rural population, which makes up most of the people of this large world (13,000 miles diameter), employ themselves as thynot herders or subsistence farmers. Thynots are goat-like animals that are well adapted to the desert climate. The farmers have actually developed crops that grow well in the desert (an example of Softech use before its actual beginnings).

The government of Palamad is built upon the relics of the old empire. It is a totalitarian state, and the current emperor, Kibad Theonis II, has total political power.

The animals and beasts of Palamad are all adapted to the desert. Many are nocturnal. A species of bat-winged snakes called rippers are a danger in the deep desert, as are the vicious sand wolves. There are no insects on Palamad.

Skeletons of a humanoid avian race have been found, but these fossils are so old, it is assumed this race flourished over five hundred thousand years earlier on Palamad - before the desert claimed the world.

**History:** Palamad was one of the very first worlds settled by the humans of Geideri, being first explored in 2115. In 3431, however, Palamad won its freedom from the Resad Empire of Geideri in a large, costly war. When the Resad Empire began its decline, the Citadel realized that the Palamadi Empire was in its ascension. In a decisive action which greatly angered all of Geideri, the Church moved its main church to Palamad in 3595.

The Palamad Empire, ruled by a coalition of three princes, began its expansion to other worlds twenty five years later. Tiomon and Erepodi were their first conquests, and by 3690, the Palamad Empire had virtual control of Atlasis as well. The Empire flourished, but because of its tripartite government, was doomed to eventual failure. In 3885, the Empire fell as the three princes (after two had recently inherited the positions) tore it apart in civil wars to attain complete control. By that time, however, there was no alternate appropriate place for the Church to move to. The location on Palamad was well suited to the Citadel, so they remained.

In 7344, an new empire rose from the ashes of the old, and conquered the world, wresting it from the control of the stillfeuding princes. The war lord of this new empire, who would become its first empress, was a woman named Eirava Hinnovor. She was soon assassinated, and a long line of emperors and empresses and have ruled to the present.

## **RETRIDINE (2.9.16)**

Name: Retridine
Star: Onithor
System Position: 4th of 4
System Description: 1. rock world —
extremely hot; 2. rock world — poisonous atmosphere; 3. rock world — no
atmosphere
Standard hpd: 30.4
Standard dpy: 410.2
Local dpy: 330
Gravity: 1
Magical Influence: 0
Moons: None, but it has three rings
Capital: Thesra (One million)
Population: One billion

**Description:** Retridine is slightly larger than the average planet (11000 miles



diameter). About three fourths of it's surface is covered with water.

Retridine is known for the emphasis it places on its economy. Many large corporations that do not have any ties to the Cartel exist here. The Cartel resents their existence and would like to control them. Retridine has the most independent economy in the Twenty Worlds, because of the Cartel's controls on every other world.

Guilds are a very important force. Almost every profession has its guild — farmers, woodcutters, shoe salesmen, etc. They are both economic and social organizations.

Retridine's government is a council of corporate presidents, guild masters, and wealthy merchants. This council meets in the bustling capital of Thesra, in which most of the major corporations and megaguilds are based.

The fauna of the world is not very developed. There are a number of small mammals and birds that prey on each other, but no large predators or even large herbivores. Any draft animals on Retridine were imported from other worlds.

**History:** Retridine was first settled in 4199 YI. Its history is relatively uneventful until 6270 when the Cartel, after the Wars of Devastation, wanted to relocate its headquarters to Retridine. The corporate conglomerate had decided that it was an appropriate world for their base because of the stress that the society placed on the economy and the availability of many workers willing to be employed in large corporate factories.

The citizens of Retridine did not want the Cartel coming to take over their economy. When the Cartel began their move, the council sent military forces to violently oppose them. A number of battles ensued, and have since been called the Corporate War. The Cartel finally decided that it was not profitable for them to make the move after all. It was called off, and the war ended. The relationship between Retridine and the Cartel has been uneasy ever since that point.

The Church has always attempted to turn this uneasiness to their favor. The world's government and the world's inhabitants are on better terms with the Citadel than with the Cartel, but this relationship is still not terribly close.

This is perhaps related to the fact that the Pirathon Purge was especially devastating to Retridine; the Pirathon destroyed many factories and manufacturing plants. The world has gone to great lengths to rebuild itself. Since the Purge, it has attempted to recapture and increase interworld trade, which was and is very important to the economy of Retridine.



# **SYLVA (2.9.17)**

### Name: Sylva

Star: Sorcerec

System Position: 3rd of 8

System Description: 1. rock world extremely hot; 2. rock world — extremely hot; 4. rock world — poisonous atmosphere; 5. gas giant; 6. gas giant; 7. gas giant; 8. rock world — extremely cold

Standard hpd: 29.1

Standard dpy: 359.8

Local dpy: 276

Gravity: .9

Magical Influence: +10

Moons: 12. Ta, Rem, Quasino, Beret, Vinnam, Wihmol, Sosoriah, Yull, Piir, Thelicanai, Phittaras, Sov

Capital: Mosoc Peran (One Hundred Thousand), Jabar Shammel (Seventy Five Thousand)

Population: Fifty Million

Description: While Mystalis is a somewhat magical world, Sylva is a very magical one. There is a mystical power source tied directly to this world called the Faerie. The Faerie exists primarily in a pocket dimension located in the same spacial position as Sylva. Spellcasters on this world often utilize music, which seems to be directly connected to the Faerie, to tap into its power to assist them in casting their spells. Bards and dervishes are two spellcasting professions unique to this world. Bards play instruments like the triflute, the lyre-harp or even tonards (see Section 6.2.8). They often sing as well, acting as minstrals or troubadours. Dervishes whirl in magical dances. Both of these professions use music to obtain power. Other spell casters adapt their own spells to song and/or dance so that they, too, can utilize the power of the Faerie. The Faerie draws power flows from all around Sylva, so that many of them meet on this world. It seems that because of the high amounts of Essence on Sylva, telepathy works very poorly (see Section 2.5.5).

Sylva is underpopulated. It is medium sized (9,500 miles diameter) and has a varied climate. The majority of the land, which makes up about one third of the world's surface, is covered by forest. Many people avoid this world because of the dangers there. Large, magical serpents called dragons are a constant threat to humanity. Numerous other species of beasts, many also magical in nature, dwell



in these woods as well. It is rumored that many of the plants are magical, and that some are sentient. Merchants in Sylvan towns claim to sell magical herbs.

There are primarily two governments on the world, although both are loosely structured. Most of the people on Sylva are too isolated from each other to be governed effectively. The kingdom of Mosac Peran is a monarchy with strong ties to the Citadel. Its long line of kings are thought of as benevolent despots, or even as philosopherkings. The king's palace is one of the most incredible feats of architecture in the Twenty Worlds. Impossibly tall spires reach up from the battlements. The throne room is filled with magical golden butterflies that flutter throughout the spacious hall.

Jabar Shammel is almost Mosac Peran's equal opposite. Its Warlock-Emperor rules with a cruel and merciless hand over a dark and shattered realm of foul wastes and black forests. The two lands are constantly at odds, and have fought many bloody wars.

A famous quote comes from a researcher who studied the world two thousand years ago. He said that "the magic runs like water on Sylva." He also tried to prove his theory that the predominance of magic on the world (primarily because of the Faerie), not only affected the landscape, but affects all the beings that dwell there as well. He contended that in no other world were concepts of good and evil so clear cut and easily defined as light and darkness, than on Sylva. While the effect on the landscape has been proven (foul sorceries created the blasted lands of Jabar Shammel while lovely magical grottoes deep within the untrammeled part of the woods), his theory on the effects on humans has never been substanciated.

Note: Gamemasters who use Creatures and Treasures I and/or II may wish to use various races and monsters from those books as beings on Sylva. Suggested creatures include dragons, basilisks, griffons, gorgons, unicorns, leocorns, pegasi, quetzelquatl, dracasus, all of the faerie races, gnomes, etc.

**History:** The world of Sylva was settled in 5012, although some of its current residents claim to have descended from a race of humans that were native to the world. There is no real proof for this claim, however.

The original explorers recommended that further explorers and colonists stay away

from this world. The large number of fierce predators and the unpredictable, magicoriented climate were thought to be too dangerous. But in 5012, a group a political dissidents from Geideri came to Sylva to establish their own society. When word spread of the magical discoveries that these initial colonists were making, spell casters of all types began to make their way to the world. The two kingdoms that rule Sylva today began to form fairly soon after more and more people settled there. They were hostile from the start and have been in and out of a state of war ever since. Although the people of Mosac Peran contend that the forces of Jabar Shammel have always been the aggressors, this is not necessarily true.

The Pirathon Purge was only a moderately significant event on Sylva. Hardtech (and now Softech) have never been very important because of the predominance of magic.

## **TIOMON (2.9.18)**

Name: Tiomon

Star: Zithos Cir

System Position: 3rd of 4

System Description: 1. rock world — no atmosphere; 2. Erepodi — see entry; 4. rock world — incredibly cold

Standard hpd: 25.2

Standard dpy: 375.3

Local dpy: 361.9 Gravity: 1.1

Magical Influence: 0

### Moons: None

**Capital:** Nilliun (Seven Hundred Thousand), Reicus (One Hundred Thousand), and Wereod (Fifty Thousand)

Population: One billion

**Description:** Tiomon is a medium sized world (10000 miles diameter). The largest city, Nilliun, is not only the seat of government for the Teric Republic, but it is the site of the headquarters of the organization known as the Lords of the Five Chains. This organization is extremely secretive, however, and even though everyone knows of its existence, few know anything more about it.

It is also the location of the largest university in the Twenty Worlds. Ecardian University teaches subjects in every major discipline common to the Twenty Worlds. The university's one attempt to begin an encyclopedia was stopped by the Church as it contradicted the Encyclopedia Templica.

The Teric Republic controls most of the

lands of Tiomon. There are two small nations, Vian and Pontom, but they, it appears, will soon be swallowed up by the further expansion of Teric. The Teric Republic is ruled by the Onitarian Senate, a ten member elected council. The Senate rules in Tisridid in the old king's palace. The Pirathon retained a strong hold on the world after the Purge.

The animals of Tiomon are quite varied, reptiles, birds, mammals and amphibians are represented equally. There is a species of flightless bird, called the Yenosh, which is so common that it is considered a pest. They are quite literally everywhere.

**History:** Tiomon was settled in 2575, just shortly before its "sister" world, Erepodi, at the beginnings of the Mighty Grasp. Like that world, this early colony was forced to become an independent world when the Resad Empire fell. The government which arose to take its place was a monarchy under King Tjoni Sistir. The Sistir dynasty ruled the world until a rebellion in 7914. This rebellion succeeded in dismantling the monarchy, but in so doing it left the world to a number of small republics and dictatorships.

In 8984, the Teric Republic coalesced as the smaller governments realized that they were much more likely to prosper after the devastation of the Pirathon Purge (Tiomon was heavily hit by the Purge, and even 600 years later, it was still in a state of disarray) banded together than they would separately. The Republic expanded, swallowing up the smaller nations by invitation or by force. Only two nations which have resisted up to the present.



### WESRIDON (2.9.19)

Name: Wesridon

Star: Thesalphales

System Position: 4th of 7

System Description: 1. rock world extremely hot; 2. rock world — poisonous atmosphere; 3. rock world incredibly high gravity; 5. gas giant; 6. rock world — extremely cold; 7. gas giant.

Standard hpd: 45.7

Standard dpy: 480.5

Local dpy: 252.1

Gravity: 1.1

Magical Influence: 0

Moons: 3. Sunbane, Skylight, and Starfriend

Capital: Ystamiban (Four Hundred Thousand)

**Population:** Nine Hundred Million (+ Quan)

**Description:** Wesridon, known primarily as the Quan homeworld, is a large world (12,000 miles diameter) with three fourths of its surface covered by water. A major city, Gellel, unbeknownst to most citizens, is also the location of the headquarters of the Scarlet Underground.

The government of Wesridon is a democratically elected republic with a prime minister presiding over the world parliament. The parliament meets in Y stamiban, an interesting city in that it is partially located on a wide river. Many districts of the metropolis float on anchored rafts, while others occupy islands in the river. The rest of the city remains on the shore. The Church is a highly influential force on Wesridon, and in its government.

One of the most significant aspects of life on Wesridon is the presence of the Quan. Many of the Quan (see section 2.7.4) have become "humanized" and dwell in cities. Others attempt to preserve their nomadic culture. Humans interfering with these nomads usually encounter hostility from the lion-men. "Lion-men" is the term often used to refer to Quan on Wesridon. Relations between the two races are sometimes quite strained. Normally, it is the humans who cause the problems.

The fauna of the world is primarily mammalian, with many of the species growing extremely large. The Caratous are huge, four legged omnivores that can reach a height of thirty feet. There are also unique species which resemble mammalian birds and fish. The flora of the world is also unusual including the much desired Decansh spice. Due to this sought after seasoning, Wesridon is a fairly wealthy world (and was much more so before the Pirathon Purge when interworld trade was more common).

**History:** Wesridon was colonized in 4983. When the Quan were discovered, the Citadel took it upon themselves to convert the lion-men to their religion. The Missionary Legion was sent in full force to Wesridon, and established most of the settlements which became the major cities of Wesridon. The Church put the current government in power.

While the Quan have never begun a major uprising against the human colonists, there have been occasional incidents of violence between the two races. Some insane human leaders have called for the extermination of the entire race, but the Church firmly prohibited such genocide.

A disease spread through the world of Wesridon in 6780 and greatly reduced the population. Perhaps a million people died. This plague did not effect the Quan, increasing tension and resentment between the peoples.

In 7932, a revolution (Cartel-sponsored) struck out against the government and the Church. It was short-lived, but violent.

# ZAIRIC (2.9.20)

Name: Zairic Star: Cofridid

System Position: 5th of 6

System Description: 1. rock world extremely hot; 2. rock world — no atmosphere; 3. gas giant; 4. gas giant; 6. rock world — extremely cold

Standard hpd: 29.6

Standard dpy: 510.5

Local dpy: 425.8

Gravity: 1

Magical Influence: 0

**Moons:** 1: Urapod. It also has a single ring. **Capital:** None

Population: Two Hundred Thousand

**Description:** Zairic is a very cold world, but habitable. It is a world of blizzards, ice and snow. The settlements of Zairic are located underground or tucked into the sides of mountains to gain protection from the cold winds. Volcanic activity is quite common, creating warm underground caverns. Clouds of steam from hot springs float between the buildings of the cities located there. Native flora and fauna abound. Most of the animals are small rodents and mammals, but there are a few unique exceptions. The Frazarc possess a strange combination of both mammalian and reptillian traits. The Xamus are huge, 25' tall, scaly, bear-like creatures, but are amphibious and spend much of their time under the ice in the world's frozen oceans.

The cities of Zairic are all independent of each other. The chief occupations of their inhabitants are mining and fungus farming. The forms of fungi grown serve many needs: as food, building materials, kindling, etc.

**History:** Zairic was settled late in history, about 5927 YI. Important minerals were discovered there, and small colonies were set up by settlers from Erepodi. More and more people immigrated to Zairic, because of its mineral wealth. Many colonists found Zairic's cold climate infinately preferable to Leisarn's (a planet rich in ores) oppressive gravity and cloud cover.

The Pirathon Doctrine prohibiting Hardtech was devastating to the people of Zairic. Heaters and other survival gear were taken away from them. The cutoff of trade between worlds after the Purge also greatly hurt Zairic. It forced the people there to become self-reliant. They discovered that the fungus they were growing could be dried and made into bricks for building, burned for warmth, and numerous other uses. They adapted to the harsh world.

The Pirathon Purge also caused the settlements to become independent citystates. There are more than five hundred such cities throughout Zairic.





48

BOGHOM

Name: Bothom Star: Avalyn System Position: Only planet in system System Description: In addition to the planet, there are two thick belts of asteroids and many "stray" asteroids Diameter: 10,126 miles

Standard hpd: 24.2 Standard dpy: 354.6 Local dpy: 342.3 Gravity: 1.0 Magical Influence: -5 Moons: None; several rings Capital: Verwuth (1 million) Population: 1 billion









**GEOSPHERE RECORD** 

Erepodi

Name: Erepodi Star: Zithos Cir System Position: 2nd of 4 planets System Description: 1. Rock world no atmosphere; 3. Tiomon - see entry; 4. Rock world - incredibly cold. Diameter: 6,150

Standard hpd: 19.9 Standard dpy: 330 Local dpy: 410.4 Gravity: 0.7 Magical Influence: 0 Moons: 3 — Nurem, Deic, Thinos Capital: Jubiliv Thermoc (1 million) Population: 2.5 million













GEOSPHERE RECORD

sing and the second sec

Maellot

Name: Kaelot Star: Cirepitos System Position: 3rd of 4 planets System Description: 1. Rock world extremely hot; 2.Gas giant; 4. Rock world - poisonous atmosphere. Diameter: 8,412 miles Standard hpd: 23.6

2002 W.D.S

Standard dpy: 350 Local dpy: 365.1 Gravity: 1.1 Magical Influence: 0 Moons: 2 — Ythimis & Onopita Capitals: Phintantomere (1 million), Urthan (700,000), Asth (500,000) Asth (500,000)







to atmosphere; 15,16 &17.Rock worlds 10.Rock world - poisonous atmosphere; 11,12&13.Gas giants; 14.Rock world extremely hot; 2&3.Rock worlds -no atmosphere; 5,6,7,&8.Gas giants; 9.Rock world - no atmosphere; System Position: 4th of 20 planets System Description: 1. Rock world

Capital: Simonid (4 million) Diameter: 15,674 miles 18, 19&20.Gas giants. Population: 800 million Magical Influence: +5 Standard dpy: 201.6 Standard hpd: 29 - extremely cold; Local dpy: 158.2 Gravity: 1.5 Moons: None









Name: Mystalis Star: Celestiad System Position: 4th of 7 planets System Description: 1. Rock world no atmosphere; 2. Rock world poisonous atmosphere; 3. Rock world - no atmosphere; 5. Rock world - no atmosphere; 6&7. Rock worlds extremely cold.

Diameter: 11,972 miles Standard hpd: 32 Standard dpy: 342.9 Local dpy: 253.4 Gravity: 1.0 Magical Influence: +5 Moons: 5 — Thypegn, Jhewall; Phahvincremm, Rhedhi, Knirrem. Capital: Phintanirraconna (2 million) Population: 1 billion







0 2100 4200



. Maria



9,0 STEM AROSSOVIER

The rules presented in the following ections are to permit GMs using *Dark Space* to use either *Rolemaster*, *Space Master*, or both rules in their campaigns.

### USING BOTH ROLEMASTER AND SPACE MASTER

If both rules are used, the GM has the option of choosing what elements he wants rom either system. If the GM or the players ike a lot of technology, more can be added rom *Space Master*. If the emphasis is to be on magic, even less technology than is given in *Dark Space* can be used, and/or osions can be discarded.

As this is a science fantasy milieu, echnology and magic coexist — so using oth *Space Master* and *Rolemaster* together s very helpful. But using just one system :an work — if the GM is willing to add nissing pieces to that system.

### USING ONLY SPACE MASTER

If the system used is *Space Master*, the JM has the advantage of having very

complete starship and space travel rules, technology rules, etc. But the GM will have to work in magic spells, and other fantasy elements.

Spells are handled exactly like psions in game terms. Power Points, levels, ranges, durations - all are treated the same with either psions or spells. A GM can easily work out a system of spell use simply by transforming psion lists into spell lists. Simply describe them as spells, call them spells and they become spells. Telepath classes can easily become sorcerers, mages and priests just by changing the profession name and their "trappings." For example, priests would wear the typical garb and pray when they cast their spells. Mages, sorcerers, etc. might wear long robes and wield power enhancing staves or wands. In short, simply by changing the name and the look of psions, a GM can easily run a magicfilled Dark Space campaign.

Keeping psions in the campaign is still possible, and encouraged. The duplication of lists (as both spells and psions) should not be a problem. The lists in *Dark Space* should be used as spell lists alone, since they are very magical in nature. Another option for the GM would be to use *Spell Law* along with *Space Master* (as opposed to all of the *RM* system).

### USING ONLY ROLEMASTER

If the GM uses the *Rolemaster* system, then a multitude of spell lists and magic rules are already at his disposal. Such a GM will have to work out how he wishes to handle technology and space travel. There are many suggestions in *Dark Space* on how to do this, and all the technology a GM needs to run a campaign is included in this product.

It is also important to note that in *Dark* Space, English measurements are used rather than metric. For conversion to **Space Master** measurements, it is suggested that a meter be rounded to 3' and a kilometer to a mile and a half for simplicity's sake, unless the GM likes managing fractions.





# 4x1 PROFESSIONS

In a *Dark Space* campaign, the different professions fit into society in various ways, and some are not allowed at all. The following text lists the professions that are allowed and 10w they mesh with social mores.

## ROLEMASTER PROFESSIONS (4.1.1)

## CHARACTER LAW

**Fighter** — Perhaps the most common profession, these men and women form the military, law enforcement, and security forces throughout the worlds. Their role as "muscle" in society is perhaps selfexplanatory.

Thief — Another self-evident profession, these individuals can probably be found in any society — and the Twenty Worlds are no exception. Most governments do not tolerate thievery of any sort, and so this is a somewhat dangerous road to take in life. On certain worlds, in large cities, thieves organize themselves into secret guilds, but such societies are perhaps more rare than in a "typical" Rolemaster campaign. More often, Thieves are loners and drifters and live by their wits alone.

**Rogue** — This line of work is popular among the more shady types in the Twenty Worlds. It is often synonymous with "thug."

Warrior Monk — Always referred to in the Twenty Worlds as a Martial Artist, these people train for long years in seclusion, learning not only the arts of combat, but philosophy as well. Following such training, they leave their teachers, either to seek employment as a bodyguard, enforcer, or some such, or to make a living in a more nundane way (merchant, farmer, etc.). Martial Artists continue to practice their skills even when pursuing non-violent occupations.

**Magician** — A fairly common profession as far as spellcasters go, only the most powerful of these mages do not belong to a guild. In a guild, they can find the knowledge, materials, spell lists and instruction hey need to advance in level and ability. These guilds usually demand monthly dues ind/or service in payment for the services hey provide to their members. Mages can often be found working for security forces, is protection for exploratory or investigative teams, as special agents, etc.

**Illusionist** — This group of spellcasters exists, but is very rare. They can normally

be found among a group of Magicians, and even there the presence of illusionists is uncommon. They are mistrusted throughout the Worlds, and in some places illusion spells (as well as invisibility spells) are illegal, due to their inherent deceptive nature. Such predujice often pushes illusionists to work with the darker elements of society.

Alchemist — These specialists rarely ever leave their laboratories. They sometimes work for themselves (the least common option), making potions and the like for the surrounding populace. More commonly, they are affiliated with a Magician's guild, making spell point multipliers and the like, or they work for some other group in a lab, making magic items for them. In the same way that successful scientists that work for the Cartel become very wealthy, these overworked spellcasters often become very rich if they are well skilled.

**Cleric** — This profession is most commonly found among the ranks of the priests of the Citadel, or possibly one of the minor religions. It is important to note that the term "priest" does not always mean "cleric." A good case in point are the priests of the Gemini Society. Clerics of the Citadel are forced to go through years of training and service, but eventually can become some of the highest ranking and most respected people in society.

Healer - A much sought after profession, these individuals are rarely out of work. They either serve as medics for workers in dangerous areas and combat units, or they band together with others of their capabilities (including Lay Healers) and open up hospitals. These places are also called houses of healing in more primitive areas. Healing is another profession that is overworked, but extremely well paid. As a general rule, they charge 50 tradits per spell level cast. Trained almost exclusively by the Citadel, healers sometimes, but not always, look down upon lay healers because of their secular training and the fact that healers sacrifice so much more for those they help as they take the wounds upon themselves. They also work with physicians and medics if the GM is using Space Master.

Mentalist — This group of spellcasters is quite common. They can be found in secret societies that train "talented" youths, or they may be encountered on their own. They can take up any "side" profession such as lawyer, merchant, soldier, etc. as they practice their mental arts. As a general rule, many Mentalists disdain both Magicians and Clerics, thinking of both of their Realms of Power as outdated.

Lay Healer — Much like the healers in organization, these individuals are trained in special Mentalist schools and colleges rather than by the church. They think of themselves as more sophisticated than Healers. They are often called doctors.

Seer — A very specialized spellcasting class, these men and women often study in special schools like Lay Healers. They find work in the employ of a wealthy lord or corporate president "seeing" for them.

**Bard** — Existing only on the world of Sylva, these people are closely tied to the Faerie (see Section 2.9.17).

**Sorcerer** — These individuals have a very bad reputation. They often hire themselves out as enforcers or simply as spellcasting "muscle" to underworld bosses. Some work for more legal organizations as spies or special agents. They rarely are found in guilds or groups together.

Astrologer — This profession is almost entirely limited to Philethians. Since their culture revolves around reverence for the stars, their ancestors, a profession based on "reading" the stars and drawing upon their power is popular among their race. The few non-Philethian Astrologers were certainly trained by Philethians, at least. Most Astrologers are trained in and spend their lives around large observatories built long ago by the Philethians.

### **ROLEMASTER COMPANION I**

Archmage — Long ago, before recorded time, these were the saviors and messiahs of the entire universe, using their arcane magic to defeat the Vlathachna. Their kind is almost extinct now, but those that are left (probably hermits or reputed "madmen") will most certainly become very important individuals in the days to come as the Elder Worms return.

## **ROLEMASTER COMPANION II**

**Dancer** — A class of entertainers, these people work in mass media as well as local taverns. This profession can actually



include any entertainer such as singer, comedian, trickster, etc.

**Dervish** — Existing only on the world of Sylva, these casters are closely tied to the Faerie (see Section 2.9.17).

**Necromancer** — These individuals should probably be reserved for NPCs only. The largest undead populations are in and around the world Dresden, so these spellcasters probably learn and practice their craft there, traveling to the other worlds only to wreak havoc and evil.

**Sage** — Almost all Sages will belong to the Lorist organization. Most Lorists are either Sages or Scholars. These, once on their own, often offer their services as information gatherers to individuals or organizations.

**Scholar** — Basically, these are sages that do not cast spells as a general rule, and concentrate wholly on the study of some lore(s).

Warrior Mage — A very rare profession, these individuals are almost always found in combat units or the special agent groups of large organizations. Occasionally, one, or a group of warrior mages, will become mercenaries, hiring themselves to the highest bidder (and probably one who is in need of some very heavy duty troops). It is said that a unit of Warrior Mages equipped with some combat-enhancing microrgs and grafts cannot be beaten.

### **ROLEMASTER COMPANION III**

**Bounty Hunter** — A profession that is self-explanatory in nature, these men and women are known to be some of the toughest and most vicious in the Twenty Worlds. They are looked down upon, but tolerated in almost every area. On some worlds, when law enforcement agencies cannot find or handle a criminal, it is common procedure to call in one or more bounty hunters.

Assassin — This is a rare profession. Almost always these individuals work for a large organization with powerful enemies that it needs eliminated quietly. Powerful Assassins often hire themselves out to the highest bidder.

**Farmer** — The backbone of the Worlds, this profession can be encountered everywhere. Its nature is fairly straitforward, although it is almost certainly to be used as an NPC.

Sleuth — These investigators are more often than not in business for themselves, solving crimes and investigating mysteries when called upon by groups or individuals. Their skills and spells may be extremely useful when investigating the infiltration of the Vlathachna.

**Craftsman** — Another class, like the Farmer, included here for completeness. These people make things needed for daily living, and talented ones become wealthy designers and trendsetters in their areas while mediocre craftsmen make enough to get by.

### **ROLEMASTER COMPANION IV**

Leader — This profession specializes in leadership and tactics. They are often encountered leading troops into battle are in positions of military authority, designing new tactics and techniques. They are also occasionally employed by non-military organizations for their leadership skills.

Note: Included in this book are skills enough to allow any Rolemaster character to be a technician, so that GMs who do not use Space Master can cover those areas not within RM. Also, Softech vehicles are sometimes intelligent enough to fly themselves, doing away with the need for pilots or piloting skills. Most ships, however, require pilots, but have their own rules governing them which are provided in Section 10.0.

## SPACE MASTER PROFESSIONS (4.1.2)

**Armsman** — See the Fighter entry in Section 4.1.1.

**Pilot** — This profession is relatively rare, due to the small amount of air and space craft available after the Pirathon Purge. The pilot in a *Dark Space* campaign must have an amount of Power Points (PP), as a spellcaster, so that he may use them to control the craft (see Section 6.5 on starcraft). Those that choose this profession need to be well skilled in the science of Softech as well as piloting. Pilots may be free-lance, or they could work for any group powerful enough to possess air or starcraft.

Systems Tech and Electrical Tech — Both are very rare professions, for there is little Hardtech in the Twenty Worlds. They would normally work for the Cartel or any organization connected with industry.

Arms Tech — A profession which is severely limited in a *Dark Space* campaign, these individuals deal with the few Hardtech weapons that exist. They are often thought of as keepers of forgotten knowledge. They normally would work for the Cartel or another large organization that uses such weaponry. Modified, they could be made into a profession that repairs and uses weaponry of all sorts used in the Twenty Worlds, which would be primarily "low-tech" weapons such as swords, crossbows, and catapults.

**Researcher** — See both Sage and Scholar, above.

**Physician** — A fairly common profession, these people work with Lay Healers and Healers (if the GM uses *RM*) or with spellcasters who cast healing spells (healing psions that the GM has altered when using *SM* alone). These individuals are often trained in Softech skills as well as healing arts. They normally receive their schooling from secular areas unless they cast healing spells/psions. See also Healers and Lay Healers above.

Engineer — More common than the techs previously described, these individuals can be found throughout the Twenty Worlds. They often work for organizations or head their own businesses. There are any number of things to design and make in a *Dark Space* campaign: buildings, roads, Softech, etc. The Cartel cannot get enough of these people.

**Criminologist** — Common throughout this (and any) society. They can of course operate on either side of the law as thieves, sleuths, security personnel, etc. See also Thieves and Sleuths, above.

**Medic** — These field physicians are more likely to be employed by security forces and other teams or groups that frequent dangerous situations. In most other respects, they are as Physicians.

Administrator — A much needed professional, these people simply supervise other workers. They are needed in all organizations, including the Citadel, the Cartel, local governments, etc.

Entertainer — See Dancer, above.

Theologist — All of the religions of the Twenty Worlds need these men and women. In some areas, they are mild mannered religious researchers/historians. In others, they are propagandists for their respective cults. In still others, they are simply priests. GMs using only *Space Master* may want to use the stats for a semitelepath theologist for the equivalent of the *RM* clerical profession. See also Cleric, above.

**True Telepath** — These individuals can function as Telepaths as presented in *SM*, and can be used by a GM to simulate the spellcasters that inhabit the worlds of *Dark Space*. For ideas, the GM can see the spellcasters in the *Rolemaster* section, above.

**Semi-Telepath** — As with the True Telepath, this profession can be used to simulate spellcasters as well as telepaths.

Note on Telepathy and Mentalism: Telepaths in the Twenty Worlds are thought of approximately as Mentalists, but there are important differences. Remember that psions are not spells. Psions come from the manipulation of mental energies. Mentalism is the mental manipulation of the essence (i.e. magic).

**Note:** Section 3.0 discusses how a GM using **Space Master** alone can incorporate all the spellcasting individuals that exist within Dark Space.

## NEW PROFESSION: THE SOFTECHNICIAN (4.1.3)

The Softechnician specializes in the manipulation of protoplasm to create or repair Softech items. They are semi-spell users of the Mentalism realm. They are most frequently employed by the Cartel, and almost all are trained by that organization. Because of their abilities with protoplasm, they are also skilled healers.

The Softechnician is a variant profession of Bard.

### Softechnician Base Lists Softech Law (new)

Softech Law (new) Bodily Enhancement (new) Any four Lay Healer base lists (*Spell Law*)

## **ROLEMASTER SKILL COSTS**

Weapon Skills: 3/9, 5, 6, 7, 7, 15, 15 **Maneuvering in Armor** Soft Leather: 1/\* Rigid Leather: 3/\* Chain: 4/\* Plate: 6/\* **Magical Skills** Spell Lists: 4/\* Runes: 3 Staves & Wands: 4 Channeling: 12 **Directed Spells: 5 Special Skills** Ambush: 8 Linguistics: 2/\* Adrenal Moves: 4 Adrenal Defense: 20 Body Development: 3/9

General Skills Climbing: 5 Swimming: 3 Riding: 2 Disarming Traps: 8 Pick Locks: 8 Stalk & Hide: 6 Perception: 2

Other Skills: Refer to Development Point Costs given below for those skills unique to the Softechnician profession. All other skill costs are identical to the Bard's development point cost. Prime Requisites: Pr/Co

Forgery: 5 Counterfeiting: 5 Survival: 2/4 All Medical Skills: 1/2 Softechnics(new): 1/2/2

## SPACE MASTER SKILL COSTS

(All skills not shown are not considered applicable to *Dark Space*. If the GM wishes costs for these skills, use the costs for physicians.)

Maneuvering in Armor Light Body Armor: 1/\* Armored Body Suit: 3/\* Armored Exoskeleton: 3

Weapon Skills: 3/9, 5, 6, 7, 7, 15, 15 General Skills

Climbing: 5 Swimming: 3 Riding: 2 Disarm Traps: 8 Pick Locks: 8 Stalk & Hide: 6 Perception: 2 **Communications: 9** Special Skills Adrenal Defense: 20 Adrenal Moves: 4 Martial Arts: 3/8 Ambush: 8 Sniping: 9 Linguistics: 2/\* Body Development: 3/9 Forgery: 5 Counterfeiting: 5 Survival: 2/4 First Aid: 1/2





### **Astrogation Skills**

Space Pilot (N-Space Pilot): 5 Null Space Navigation (Hyperspace Pilot): 5 Space Navigation (N-Space Astrogation): 5 Null Space Navigation (Hyperspace Astrogation): 5 **Technical Skills** 

Mechanical Technics: 6 Weapon Technics: 4 Electronic Technics: 6 Crime Technics: 5 Medical Technics: 1/3 Cybernetic Technics: 3 Genetic Technics: 1/2 All Softech Skills (new): 1/2/2 All others as Physician

Names in parenthesis are **SM** names for skills whose names have changed to fit *Dark Space*.

# 4302 SKILLS

### **ROLEMASTER SKILLS**

The following are skills that should be added if the GM is using *Dark Space* with only *Rolemaster* rules.

**Weapon Skills** — GMs should add an additional category, with a point cost equal to the highest existing category for the respective profession, and allow the characters to become proficient in ranged weapons such as burners.

**Tech Skills** — Most of these skills are not necessary in a *Dark Space* campaign.

For Space Pilot, Space Navigation, Null Space Pilot, and Null Space Navigation, use the table in the skill crossover section, below, for determining *SM* skill development point costs for *RM* professions under the heading of astronautic skills. These skills should be fairly straightforward. For those GMs without *Space Master*, piloting skills deal with controlling and maneuvering a craft in that particular area and navigation skills deal with plotting courses to travel within. They should be treated as static maneuvers most of the time. *Rolemaster* GMs should treat these skills no differently than they would treat normal sailing or navigation skills.

The following list of skills are not appropriate to a *Dark Space* campaign (referring to *RMC II*): Circle Lore, Dowsing, Dragon Lore (except on the world of Sylva), and Faerie Lore.

### SPACE MASTER SKILLS

The following skills are for GMs using only *Space Master* rules with *Dark Space*.

Magical Skills — For those GMs who do not use *Rolemaster*, the magical skills Spell Lists, Runes and Staves and Wands have costs which are listed in the table below. Spell List Acquisition is identical to the method of gaining psion lists.

Runes are magical inscriptions in which spells are stored. This static maneuver skill allows a character to "read" a rune and learn

# **ROLEMASTER / SPACE MASTER CHARACTER DEVELOPMENT CHART**

Skills & Categories	Non-	Pure Spell Users			Hybrid	Semi-	Scientists				Com-	True	Semi-
	Spell Users	of Essence	of Chan.	of Ment.	Spell Users	Spell Users	Astro- nauts	Tech- nicians	Re- search	Field	muni- cators	Tele- path	Tele- path
Maneuvering in Armor §		·	—										
Weapon Skills	10*	20*	20*	20*	20*	12*	anana		_	—	_		_
General Skills	4	4	4	4	4	4	_		-				—
Driving & Marine Pilot	1/6	1/4	1/5	1/4	1/4	1/4			_	_	_	_	
Special Skills	6	3	4	4	3	5							—
Forgery & Counterfeiting	4	6	6	6	5	5			_				
Survival	1/2	1/3	1/3	2	3	1/3				_			_
Combat Skills	6	11	11	11	11	7		_	_	_			
Astronautic & Technics Skills	7	5	6	6	5	7			_	—	_	—	
Scientific & Engineering Skills	7	4	5	5	4	6		_					_
Psion Lists †	20	4	5	4/*	3	20			—	_			
Magical Skills							20	15	12	15	10	3	5
Spell Lists ††	_	—	_				20	20	15	20	12	10	12
Runes							8	4	3	3	4	2	3
Staves & Wands	_		_	_	_	—	9	4	3	3	5	3	4

Notes:

• A "---" indicates that the DP cost is already given in the appropriate system (RM or SM).

• If a skill category is given a DP cost, that cost applies to all skills/professions in that category that do not have a normal DP cost (e.g., a *RM* non-spell user has no "normal" DP cost for N-Space Astrogation). This chart gives DP costs for certain specific skills that do not have the skill category DP cost. Secondary skills not in both systems should follow this pattern.

§ --- DP costs are the same as for equivalent armors in the two systems: Soft Leather = Light Body Armor; Rigid Leather = Pliable Armored Bodysuits; Chain = Mesh Armored Bodysuits; Plate = Armored Exoskeletons.

\* --- SM has seven more weapon categories than RM; each RM profession should use this cost to fill in the last seven categories. RM professions can then assign skill costs exactly as SM professions, with no preference given to game system.

\*\* --- see RMC II for more specific skill costs.

† --- One Field only; may only learn lists to 5th level.

†† — Normally a SM character must choose one Realm of power; may only learn "Open" lists to 5th level. However, if the Realm of Mentalism is chosen, the cost is 4/\* for True Telepaths ("B" portions for open lists, "A","C" portions for closed lists) and 6/\* for Semi-Telepaths (open lists only: "A","C" portions).


the identity of the spell within the rune and how to cast it through the rune. Runes are usable once.

Staves and Wands (or Attunement as it is sometimes called) is the ability to discover what spells are imbedded within a magic item and how to use the item.

The following list of skills are not appropriate to a *Dark Space* campaign (but the GM has the final word, of course): Maneuvering in Powered Armor, Driving, Atmospheric Pilot, Marine Pilot, Scanner Analysis, all Combat skills, Computer Technics, Power System Technics, Tachyon Physics, Computers and Power System Theory.

#### **New Skills**

The following are new skills, unique to *Dark Space*, and can be added to either *Rolemaster* or *Space Master*.

**Communications** (Me/Re)(Static Action) — This skill gives a bonus in using any of the communication devices in a *Dark Space* campaign. Skill cost is the same as the *RM* secondary skill, Signaling (*SM* characters use normal Communications skill costs).

Cyberdrug Application (Re/Me)(Static Action) — This is actually a number of different skills, each pertaining to a different cyberdrug effect (see section 6.1.3). This skill gives a bonus in the use of cyberdrug equipment, and all cyberdrug skills can be treated as being similar to each other. Cyberdrug skill development point cost is the same as First Aid.

Vlathachna Lore (Me/Re)(Static Action) — This skill gives the character a bonus for recognizing and identifying various Vlathachna, their abilities and powers, and their Elder Brood. This skill costs the same amount of development points as Demon/Devil Lore for RM characters and Power System Theory for SM characters.

Nullspace Navigation (Re/In/In)(Static Action) — This skill is extremely similar to the *Space Master* skill, Hyperspace Astrogation. It is the ability to plot a course in nullspace so that when a craft returns to realspace, it will reach the desired location. A simple mistake could result in the craft ending up millions of miles away from its destination (see Section 2.8.7). When a failure is rolled while using this skill, use the following chart to determine how inaccurate the navigation is.

Amount Failed By	Distance From Destination				
1-10	1-100 miles				
11-20	10-1,000 miles				
21-30	100-10,000 miles				
31-50	1,000-100,000 miles				
51-70	10,000-1,000,000 miles				
71-100	100,000-10,000,000 miles				
100+	1,000,000-100,000,000 miles*				
* With	such an astronomical failure,				
the GM may opt to have the craft appear					
anywhere in realspace he desires or he					
may decide to send the ship to another					
dimension	altogether.				

**Softechnics** (Re/Me)(Static Action) — Gives a bonus in repairing, constructing or modifying a Softech item. Other applications of this skill include the design and the bypassing of biolocks and the use of repairplasm (see Section 7.0) If using SM, the Construction and Research Chart and the Malfunction/Repair Chart (both in the Tech Book) can be used with this skill. If using RM, the GM can assign a difficulty level to the task and use the standard maneuver chart. The dev. point cost for this skill is the same as Fauna Lore for RM professions and Electronic Technics for SM professions.

**Softech Research** (Re/In)(Static Action) — Gives a bonus to designing and developing new Softech items or beings. Costs are the same as for the Softechnics skill.

#### SKILL CROSSOVER

If a GM is using both *Rolemaster* and *Space Master*, it is not recommended that the *Rolemaster/Space Master* Character Development Chart on page 122 of the *Space Master Player's Book* be used for determining skill costs. This chart assumes that the *Rolemaster* characters are alien to the *Space Master* world and visa versa. In *Dark Space*, this is not true. In *Dark Space*, the following chart should be used.

## 4.03 LIGHER LEVEL GHANNAGTERS

Due to the power level of the foes that a *Dark Space* campaign will base itself around (i.e., the Vlathachna), a GM may wish his players to create characters that are of a higher level than first. These subsequent levels should be handled one at a time, buying all the skills each level as though the player were making many "adolescent levels." Stat potential gains need to be rolled for as each level is created. Fifth level might be appropriate, or perhaps tenth. This is a time consuming process, but it is the only way to fairly make the character up.

An obvious question that arises if this is done is: "What has the character been doing all this time now that he is X level?" This question can be answered generally by using the background options in Section 4.5, and extrapolating. For example, if a character is determined to have been in the military, but is created at the tenth level to begin with, the GM can then add that the character was (or still is) an officer.

More specific details of how the character's past life (and levels) have effected him can be determined, at least in part, by using the following charts. A roll should be made on each chart for every three levels (round down)with which the character is starting out with, adding 5 to the roll per character level. Note that to preserve game balance, metamorph characters do not receive this +5 per level bonus.

It should be noted that the results on all of these charts are to have come from the character's career between his first level and the level at which game play begins. First level characters should not use them.

	BENEFITS				
01-45	No benefit				
46-55	11-20 extra				
56-65	Ally				
66-75	Income of 11-20 tradits /month				
76-85	Learned secret				
86-95	Income of 41-60 tradits /month				
96-105	Powerful ally				
106-115	Income of 51-151 tradits /month				
116-125	Very powerful ally				
126-135	Learned major secret				
136-145	Extremely powerful ally				
146-150	Stat gain of 1-6 (101 max)				
151+	Stat gain of 1-6 (no max)				

#### Notes:

An ally is a person (not necessarily of the character's race) of at least as high or higher social standing or rank as the character. This person may owe the character a favor, be a relative, friend, former employer, etc. A powerful ally is a person of some import — a government official, priest, mage, important group on a world, etc. A very powerful ally is





usually a group such as the Gemini or the Lorists that have influence on more than one world while an extremely powerful ally would be the Cartel or the Citadel. Income should be inheritance from a trust fund of some sort, a pension, an investment, a long-term debt from someone, etc. It should not come from a salary for a job which will take up all of the character's time. It is meant to be a small supplementary income.

Stat gains come from a magical source, or possibly from some Softech biological improvement technique (a GM will need to be creative here). The stat can be random or chosen by the player. The gain applies to both potential and temporary scores. Bonuses for stats over 100 can be found in the *Rolemaster Companion I*, Section 4.8, p. 54, and in the *Players Book* of *Space Master*, Section 12.6, p. 52.

#### DETRIMENTS

01-50	No detriment
51-65	Scar
66-75	Lost finger/toe
76-80	Lost hand/foot
81-85	Enemy
86-90	Addiction
91-95	Lost limb
96-00	Irrational fear/psychosis
101-110	Powerful fear
111-120	Mild insanity
121-130	Very powerful enemy
131-140	Extremely powerful enemy
141+	Insanity

#### Notes:

A scar can be located anywhere. If in a visible area, roll d100. The higher the number, the larger the scar. Any scar with a roll over 50 reduces the character's appearance by 1 for every 5 over 50.

Lost body parts are determined randomly if needed. There is a 20% chance per level that the character has a replacement graft for the missing part, if he wants it.

An enemy is a person (not necessarily of the character's race) of at least as high or higher social standing or rank as the character. This person may have been wronged by the character, either intentionally or not, or may just think the character has wronged him or her. A powerful enemy is a person of some import - a government official, priest, mage, important group on a world, etc. A very powerful enemy is usually a group such as the Gemini or the Lorists that have influence on more than one world while an extremely powerful enemy would be the Cartel or the Citadel. For specifics on addiction, see Section 6.2.6.

An irrational fear or psychosis usually comes from some horrible event in the character's past. This could be the death of someone close, any terrible shock, a close call with death, prolonged horror, etc. This may be a good way to introduce the Vlathachna in the campaign. The character will have a fear of whatever caused the situation of the past, or the GM can come up with a minor psychosis of his own. A powerful fear will be along the same lines, but the character will either flee from the situation (of the original fear) or will be paralyzed completely in the situation. Mild insanity and insanity must be determined by the GM. They can include kleptomania, schizophrenia, various phobias, etc.

#### EQUIPMENT

01-40	No equipment
41-50	Mount/craft
51-60	Application
61-65	+1 spell or psion adder/+5
	quality weapon or item
66-70	Temporary microrgs (and injector)
71-75	X2 spell or psion multiplier/+5 magic weapon or item
76-80	Softech programmed creature
81-85	One use or modest magic item/
	+10 quality weapon or item
86-90	Graft/Bud
91-00	Microrgs
101-105	+2 spell or psion adder/+10
	magic weapon or item
106-110	Implant
111-115	Potent magic item
116-120	X3 spell or psion multiplier/
	+15 magic weapon or item
121-125	Host armor
126-130	Very rare microrgs
131-135	+3 spell or psion adder/+20 magic weapon or item
136-140	Most potent magic item
141-145	X4 spell or psion multiplier/
	+25 magic weapon or item
146-150	Artifact magic item
151+	Starcraft

#### Notes:

For technological items see Section 6.0-8.0 on technology. For magic items, see *Creatures and Treasures* and *Creatures and Treasures II* for **Rolemaster** or use the items in this book (or the GM can make his own). The GM should be very careful of what he hands to his players to begin with. Any equipment of any consequence (like a magic item) should have a story behind it detailing where the character got it. Without such a background, the player will take the item for



granted and may expect more like it without challenges — just like he got that one. Remember though, if the campaign is such that the characters find a few goodies each adventure, then the characters who begin at 10th level or so should have some decent goodies already.

## 4545 METLEVMORIPH GHLEVRAGTERS

In the Twenty Worlds, it is common practice to genetically alter human embryos (or possibly those of other races) to produce individuals with extraordinary powers. These individuals are metamorphs. Metamorphs are created with mental and physical abilities far beyond that of normal humans.

Metamorphs can be classified into three groups depending on the amount of power or alteration. These classes are "Slight," "Moderate," and "Severe."

A GM should be very careful about allowing metamorph player characters into his campaign. It is recommended that, in order to preserve game balance, the GM give every moderate and extreme metamorph a disadvantage to his powers. Also, a GM should allow non-metamorph characters to begin the game at a higher level than metamorph characters. Generally a moderate metamorph should be one or two levels below and a severe metamorph should be three or four levels below nonmetamorph characters.

Certain metamorph powers are inherent and innate. These powers are indicated with an (I). Other powers come in sets. A metamorph will normally have only one set of powers — if any sets at all. Each power within the set of powers must be developed by expending Development Points to learn how to use the powers latent within the individual. Many cost Power Points to use.

A GM, once having decided to work a metamorph character into the campaign, must determine what power level the metamorph is to be. Slight metamorphs have only minor changes which are all innate and inherent physical changes. One or two powers should be chosen by the player and the GM. Moderate metamorphs have either three or four slight changes or one, or possibly two, medium-level changes. Moderates have some power sets to choose from. Lastly, severe metamorphs (of which there should be few individuals and extremely few player characters) can have five to six slight changes, three moderate powers, or a severe modification. Extreme metamorphs have a wide variety of innate powers and power sets to choose from.

The powers presented here should allow the GM to develop a number of different powers due to their loose structure. Other sources for ideas for metamorph powers that a GM could use are the chaotic table in *Rolemaster Companion III* (p. 49-50), the background options presented in *Character Law, Rolemaster Companion I*, and **Space Master**, a super-powered role playing game such as *Champions*, or just about any comic book.

If randomness is required or desired, the following table should be consulted, and then the specific powers should be rolled for using the tables in the following sections. Choosing powers appropriate to the campaign is recommended over using the tables randomly.

#### RANDOM METAMORPH CAPABILITIES

01-20	One Slight modification
21-30	Two Slight modifications
31-35	One Moderate modification
36-40	Three Slight modifications
41-45	One Moderate and one Slight
	modification
46-50	One Moderate and two Slight
	modifications
51-55	Two Moderate modifications
56-60	One Moderate and three Slight
	modifications
61-65	One Severe modification
66-70	Three Moderate modifications
71-75	Two Moderate and two Slight
	modifications
76-80	One Severe modification and
	one Moderate modification
81-85	One Severe, one Moderate, and
	one Slight modification
86-90	Two Severe modifications
91-95	Three Moderate and three
	Slight modifications
96-00	Two Severe modifications and
	ROLL AGAIN

Note that physical attacks given by physical changes are small attacks for slight metamorphs, medium for moderate characters, and large for severe metamorphs.

Metamorphs use a power point total that comes from their self discipline stat, if applicable. This power point total should be separate from any existing PP total the character might already have.

#### SLIGHT METAMORPHS (4.4.1)

The following changes are slight modifications:

01-20 (I) Skin coloration change

21-30 (I) Skin density increase (AT 5-8)

- **31-40** (I) Appearance change any outward change — removal, addition or modification Of character's nose, mouth, ears, skin, fingers, toes, teeth, tongue, hair, sex organs, etc. Or it can be the addition of claws, fangs, pouches, horns, tusks, gills, an tenna, small tentacles, snout, feathers, suckers, pads, etc.
- **41-50** (I) Ability increase +10 to any stat bonus or +5 to any two.
- **51-60** (I) Resistance modification +10 or -10 modifier to Essence, Channeling, Mentalism, ps ions, poison, fear, etc.
- **60-70** (I) Sense improvement one sense is heightened by a factor of two.
- 71-80 (I) Enhanced speed movement rate is doubled.
- **81-90** (I) Silent movement character can be completely silent when desired.
- **91-00** (I) Increased endurance add 20% to basic hits.

#### MODERATE METAMORPHS (4.4.2)

The following changes are moderate modifications:

- **01-10** (I) Chameleon power character can change his skin coloring at will to blend in with his surroundings. Character is 75%-95% invisible.
- **11-20** (I) Physical change removal, addition or modification of character's arms, legs, joints, neck, etc. Or the change can be the addition of a tail, trunk, large tentacles, wings, etc.
- **21-30** (I) Internal modifications modifications, improvements (or elimination for the need of) to internal organ/system such as lungs, heart, digestive system, nerves, brain, etc.
- **31-40** (I) Healing modification character heals at twice the normal rate.
- **41-50** Spell or psion power any spell or psion (GM discretion) up to 5th level is an innate power of the character. Power cost is one half of the amount of PP as the spell level (round up).
- **51-60** (I) Size change character size increases by up to 100% or decreases to

25% permanently.

- 61-70 (I) Skin density/armor (AT 3-4)
- **71-80** (I) Ability increase +20 to any stat bonus, or the bonus can be divided among up to four stats.

81-90 Elemental Power Set

Note: GM and player must work together to choose an element for the character's powers to center upon. The individual abilities are very loosely structured so that a GM may alter them as he wishes. It is encouraged that these powers be designed as originally and creatively as possible. DP stands for the Development Point cost that a character must pay to learn how to use that particular power. After a certain number of levels have been gained (a suggested number would be about six to eight), a GM may offer the player the option of spending those DP again to learn how to use the power even more efficiently. This can be equated in game terms by attacks inflicting double damage, bonuses doubling, etc.

5 DP Elemental Resistance (PP 5, metamorph gets a +10 vs. the element and all criticals are reduced by one level.)
10 DP Elemental Bolt (PP as the





appropriate spell or 6, whichever GM chooses. Range is 100'. Inflicts damage as the appropriate spell).

- 10 DP Elemental Immolation (PP as the appropriate spell or 10, whichever GM chooses. Touch gives A critical. Lasts up to one hour.)
- 12 DP Elemental Ball (PP as the appropriate spell or 9, whichever the GM chooses. Blast radius is 10' and the range is 100'.)
- varies Elemental Power (PP varies. Fire power may allow a character to fly while Ice power would let him create large amounts of ice. GM discretion.)

**Example:** Raganoci is a metamorph with this power set. He chooses earth as his element. He spends the DP, and learns to control his power so that he can project bolts of earth from his hands (the GM decides to treat them as ice bolts for damage with no chance of doing cold crits), "immolate" his body in rock so that he has rock-like armor around him (giving him AT 12 instead of a critical to those he touches), and tunnel into the earth at a rapid rate (20'/rnd) as an elemental power with a PP cost of 3/rnd. The GM decided this last skill cost 15 DP to learn to use.

#### 91-00 Telepathic Power Set

The GM should determine a number of telepathic powers, using either Mentalism spells or psions, and determining thenumber of development points each should cost. A suggested cost would equal the level of the spell or psion. It is suggested that the spells or psions chosen to be given as a set of metamorph powers be of a very general telepathic nature, yet in a specific group of powers such as transmitting and receiving thoughts, telekinesis, teleportation, pyrokinesis, etc. Psionic metamorphs are very interesting when put up against natural telepaths with their many years of study. There can be many similarities and many differences, as well as many strengths and weaknesses, on each side.

#### SEVERE METAMORPHS (4.4.3)

- **01-10** Spell or psion power any spell or psion (GM discretion) up to 10th level is an innate power of the character. Power cost is one half of the amount of PP as the spell level.
- **11-20** (I) Invulnerability one type of attack (fire, cold, puncture, slash, acid,

- etc.) inflicts no damage upon character.
- **21-30** (I) Skin density/armor (AT 11-12)
- **31-40** (I) Ability increase +40 to any stat bonus, or the bonus can be divided among up to eight stats.
- **41-50** (I) Body modifications entire body can be altered in size (decrease to 5% of normal size or increase of 200%), shape, etc. Skin covering such as fur, scales or feathers can be added, extra limbs, tentacles, wings can be added, etc. With this power, animal-humanoids such as wolf-men, bull-men, lobster-men, etc. or something totally original can be created.
- **51-60** (I) Regeneration character regenerates 1 hit every minute and even regenerates lost limbs (about a month for a full regeneration). Bleeding wounds clot in 30 minutes.
- **61-70** (I) Spectrum vision character can focus his vision to see any portion of the spectrum so that he can see in the infrared spectrum, the ultraviolet spectrum, etc.
- 71-80 Gravity/Density Control Power Set
- 5 DP Personal Density Control (PP 5, character can become AT 4 [very dense] or -20 DB [semi-insubstantial] for up to 1 hour.)
- 7 DP Flight (PP 4, character can fly at up to 200'/rnd for 20 minutes.)
- 10 DP Impact Attack (PP 6, causes target to be hit with waves of force, inflicting an A impact crit. Range 100'.)
- 10 DP Gravity Control (PP 15, can increase an object's weight up to 300% [living beings at a -30 to all actions] for 10 minutes. Range 100'.)
- 20 DP Gravity Control (PP 25, can decrease an object's weight to 0 which will cause the object to float freely for 10 minutes. Range 100'.)
- 81-90 Body Altering Power Set
- 10 DP Body Modifications (PP 5, can form hands into weapons, arms into wings, etc. for 10 minutes. GM discretion.)
- 10 DP Stretching Power (PP 5, any part of the body can be stretched to three times its length.)
- 20 DP Doppleganger Effect (PP 10, can change facial and bodily features to resemble any known humanoid being for one hour.)
- •20 DP Shapechanging (PP 15, can change into the form of any known being for one hour. No special or magical

abilities are gained.)

- 91-00 Matter Control Power Set
- 4 DP Analysis (PP 6, can analyze and identify unknown substances and their properties.)
- 15 DP Alter Matter (PP 15, can change one substance to another [e.g., lead to gold] permanently.)
- 15 DP Animate (PP 12, can animate matter to obey the will of the concentrating character. Treat as applicable weak elemental.)
- 20 DP Disintegrate (PP 20, can disintegrate 20 hits worth [about 5 lbs] of material permanently.)

#### DISADVANTAGES (4.4.4)

- **01-10** Weakness Character has one substance, energy form, critical, etc. that deals an additional critical to, weakens, or somehow harms him.
- **11-20** Dependency Character's powers depend on some external energy source, substance, etc.

**Example:** Therod is a metamorph character who has the elemental power set, and has chosen acid as his "element" since the GM has extended this power set to include substances beyond the basic elements. He can shoot blasts of acid, cover himself in acid giving acid crits to all he touches, and can create acid to dissolve other objects. The GM decides to give him a dependency upon a certain expensive chemical that he must digest for his powers to function. Without this chemical, he cannot produce the PP for his abilities. A character with flame powers might need solar power to keep up his energy levels.

- **21-30** Fear The Softechnicians made a mistake when designing the psyche and the character was designed to fear one thing greatly (-25 to all actions when in the presence of the object of the terror).
- **31-40** Limited use Certain abilities (particularly those that do not cost PP) are only usable a certain number of times per day, only under certain conditions, etc. This will not be appropriate for all abilities (such as permanently changed body parts, etc).
- **41-50** Side effect Use of the power(s) produces an annoying or even dangerous side effect determined by the Gamemaster.
- **51-60** No control Power(s) comes and goes uncontrollably or sometimes

activates itself. Perhaps the power (such as beams coming from your eyes) is "always on."

- **61-70** Ugliness Formation from the genetic miasma caused the character to be physically repulsive with an appearance of only 1-10.
- **71-80** Twistedness The character's beginnings and realization of power and identity were extremely stressful on his psyche. Character is slightly insane.
- **81-90** Disability Character has a disability to overcome due to a mistake made in genetic formation. Character could be blind, deaf, partially paralyzed, obese, an albino, etc.
- **91-00** Accelerated life Powers are literally eating the character's life away and he has only one half of the normal lifespan due to the stress of having superhuman power within him.

## 41,55 BLACKGROUIND OPTIONS

There are a variety of backgrounds for player characters in a *Dark Space* campaign. Detailed backgrounds are particularly necessary if the characters are created at a level above first. Listed here are two major background ideas and some tables for generating past events in the character's life.

#### THE MILITARY

With this background option, the character was in military service. The military organization should be chosen by the GM, and could be the Interworld Defense Force, the Cartel Deathtroopers, the Citadel's Sanhardrin, the support forces of the Scarlet Underground, or a local government's military.

There is a base 10% chance that a military character will be a metamorph. The percentage is increased to 15% if the character belonged to either the Deathtroopers or the Sanhardrin. Almost all metamorphs created experience military service for a time unless their powers dictate a better use.

All military forces train their soldiers in weapons use. A character with a military background can start his character with two extra skill levels in a weapon of his choice. The character can also choose three different combat skills in which to receive one free skill. GMs who require that characters obtain training to gain skill levels can assume that any combat skill would have been taught to the character in the military.

There is also a 70% chance that such a character will begin the game with his weapon of choice, without having to purchase it with starting funds. If the character is above 5th level when the game begins, this will always be a weapon of quality (+5). If the character is still within the military when the game begins, he will automatically begin the game with a weapon and some sort of armor (GM's choice). The character in the military will begin with 50 tradits plus 1-50 per level. A character with a military background will begin with the same amount, but will also receive a pension (assuming he was honorably discharged!) of 1-50 tradits plus 10 tradits for each year served, every year.

Anyone with the ability to cast spells who was in the armed forces can assume to

have access to any list the GM deems to be combat-oriented for purposes of studying the list.

For every year served, there is a cumulative 10% chance of an additional roll on the Detriments table in Section 4.3. Also, characters who are currently in the military have the drawback of having to actually serve — their free time to go "adventuring" may be quite limited. They may also be shipped off, away from the other characters, without much notice — possibly even to another world.

#### THE UNDERWORLD

Characters with an underworld background are not limited to just Thieves, Rogues, Criminologists and the like. Any character profession can be involved. A Fighter or even a Mage would be "muscle." A Sorcerer or a Telepath could be a spy or an investigator of some sort.

Characters who have an underworld background begin the campaign with 5 levels of streetwise skill in the area in which they worked. Also, the player can be given one free skill level in any two subterfuge skills. Spellcasters can begin the game having had access to any subterfuge spell or psion list if they wish.

A concealable weapon is a must for every character in the world of subterfuge, so each character will begin the campaign with one — even if they do not have great skill with it. Few characters will begin with armor. A shady character can become rich through theft, corruption, etc., or can just as easily be a street person barely making it through each day — but living by his wits. For that reason, such characters begin the game with 1-100 tradits (open ended) plus 1-50, regardless of level.

#### **OTHER OPTIONS**

Using these examples, a GM should see how a background can shape the starting equipment and skills of a character, as well as giving the character a background to use when the player develops a personality and role-plays his character.

Below are two tables for GMs to generate ideas for the character's past — particularly if the character is higher than first level. The events are very broad so that they can be easily molded to fit the character. The results of these tables should fit together with the tables in Section 4.3, if they are used. It should be noted that these tables should not significantly effect the status, wealth, or condition of the character. They should only be used for background flavor and as an aid to role playing. Each result on these tables can be the beginnings of a large story. **Example:** Thonian is a Softechnician character who will be created to fifth level. The GM determines that he will roll three times on each table. For Thonian, rolls of 66, 27, and 74 are made on the Triumphs Table, while 92, 88 and 10 are made on the Defeats Table. With this in mind, the GM and the player make up the following background: Thonian was the son of a Softechnician named Hiran. Hiran worked for the IDF repairing Softech items. However, Thonian's father was also an inventor, and worked on various Softech projects at home in his spare time. When he was sixteen, Thonian's mother and father died in an accident, and rumors began to spread that he was responsible. No criminal charges were made, but he gained a bad reputation. Thonian inherited his parent's home and all of his father's equipment. He used this equipment and tinkered with it until he used it to finish his father's last project — the creation of a new type of graft. By donating all of the money gained from this to various charities, he thought he would be able to erase his bad reputation his generosity did not work. The lab work did result in his being hired as a highranking Softechnician with the Cartel, however.

The GM can roll as many times as he wishes, but one roll on each table for every two levels of the beginning character (including adolescence level) is suggested.

01-0	5 Ran a small but successful business
06-1	0 Got married or had a close relationship
11-1	*
16-2	
21-2	F
1	0 Owned a home
	5 Honored for some deed in church
36-4	0 Earned a medal for a heroic act
41-4	5 Built or made something of worth
	0 Educated in a fine school
51-5	5 Educated by a Lorist
56-6	-
61-6	
66-7	-
71-7	5 Hired to an important job
76-8	0 Won an important battle or conflict
81-8	5 Had a pleasant, but uneventful life
86-9	
91-9	5 Roll twice on this table
96-0	0 GM's choice (or make up your own)

**TRIUMPHS TABLE** 

#### **DEFEATS TABLE**

- 01-05 Weather destroyed home
- 06-10 Parents died in accident
- 11-15 Spouse or friend died in accident
- 16-20 Close friend or spouse or parent murdered
- 21-25 Close friend or spouse or parent abducted
- 26-30 Framed for crime
- 31-35 Spent time in prison
- 36-40 Gained infamy for a crime or mistake
- 41-45 Excommunicated (at least temporarily)
- 46-50 Child died
- 51-55 Child murdered or abducted
- 56-60 Friend became enemy
- 61-65 Lost some important object
- 66-70 Had a small business, but it failed
- 71-75 Broke some important object
- 76-80 Became very ill for a long period
- 81-85 Spouse or significant other left
- 86-90 Lost an important battle or struggle
- 91-95 Vicious rumors spread
- 96-00 GM's choice (or make up your own)



## 4,06 EQUIP/MENT

When equipping characters, each must be given starting money. This can be determined from the character's background (above) or, if none of the above options are chosen, each character should begin with 100 tradits (or the equivalent immotigens, if appropriate), plus 41-50 more per level. Some of the money can be savings, so not all of it need be cash-on-hand.

All of the mundane items in *Character Law and Campaign Law* can be purchased almost anywhere in the Twenty Worlds. From the *Space Master Tech Book*, the following items are common: Chronometer (timekeeping functions only), Distance Lenses (no power cell needed — half the enhancement and no inner display), Infrared Goggles, Infra-red Lenses, Magnetic Compass, Ultra Goggles, Ultra Lenses, Instasplints and Instacasts, Collapsible Shelter, Tent, Air Pack, Foodpack, Ration Tube and all Clothing items. All prices for such equipment can be derived from the assumption that one tradit=one silver piece=one monit (or elmonit). All other available equipment can be found on the equipment list in this product.

						ć	\$\$	7				L \$\$	TL	30	<u>{</u> }	Sherry	0-964				
	Stat Bonus Modifications							Re	sistar	nce Ro	oll M	ods		Heal	ing ar	nd Inju	iry				
														Poi-	Dis-	Soul	Stat.	Rec.		Dice	Max.
Туре	St	Qu	Pr	In	Em	Со	Ag	SD	Me	Re	Ess	Chan	Men	son	ease	Dep.	Det.	X	Lang.	Туре	Hits
Human	0	0	+5	0	0	+5	0	0	0	0	0	0	0	0	0	10	0	1x	3	1-8	120
Philethian	-5	+10	+5	-5	-5	+5	0	0	+5	+10	-5	0	+30	+10	0	2	+3	2x	4	1-8	110
Replicants																					
Cognitor	-5	0	+5	+5	0	-5	0	+5	+15	+15	0	0	0	0	0	3	0	1x	4	1-8	100
Servant	0	0	+5	-5	0	0	0	-5	0	-5	-5	-5	-5	0	0	5	+1	1x	2	1-8	120
Warrior	+15	+5	-5	-10	-10	+15	+5	0	-5	-5	-5	-5	-5	+5	0	3	+1	.8x	1	1-12	150
Worker	+5	-5	-10	-5	-5	+5	0	-5	-5	-10	-10	-10-	-10	+5	+5	4	+2	.9x	1	1-10	130
Quan	+10	+10	+5-	-10	+5	+5	+5	+5	-10	-	-10	-10	-10	+5	+10	7	0	1x	2	1-10	150
Liophod	+5	-5	+10	-5	-5	+5	-5	+10	+5	+5	0	-5	+5	+10	+10	25	0	1.5x	*	1-8	120
Undead	va	ries –	– see	С &	T I an	d <i>II</i> fo	r crea	ature s	tats								<u></u>	- <u>.</u>			

\* --- Liophods speak only telepathically, and need no language.

Human (and metamorph human) characters are encouraged. A rare Philethian or Quan player character should be allowed by the GM if so wished. The presentation of replicant and Liophod statistics should not be considered a reason to have player characters of those races. The limitations of such characters should be obvious. These statistics are presented for GMs to use for NPC creation.

## 408 LANKOUACES

There are a variety of languages spoken in the Twenty Worlds. Many are available to player characters. The GM must decide, based on the character's background, which languages the character could have learned.

Geiderin — The "common" language of the Worlds. There are many dialects of this language, one unique to each world. These dialects do not prevent citizens from one world from communicating with those from others, but each does possess slang, idioms, and other specifics that are unique to it. By recognizing these factors and each world's particular accent, it is often easy to determine what world a speaker is originally from. Only by developing more than ten ranks in this language can a person effectively imitate the differing accents and understand the idioms of the various dialects.

**Palamadi** — Originating on the world of Palamad, this language can be traced back to the days of its first empire. Palamadi being somewhat of a rare, antiquated language now, Geiderin is more widely used on Palamad.

**Philethian** — A racial language of the Philethians that is actually three languages: Common, Noble, and Court Philethian. See Section 2.7.3.

Quani — The Quan have their own racial language that is very hard for non-Quan to speak (twice the normal DP cost for this linguistic skill). It depends heavily on tone to convey subtle meanings, and does not have the proper terminology to talk about scientific or most magical concepts. It sounds very much to non-speakers like purrs and growls.

**Liophodian** — There is no spoken language of the Liophods. They use telepathic communication and chemical communication that can be accomplished by touch only.

Sylvan — Originating on the world of Sylva, this magical language is used almost exclusively on that world, although Sylva does have its own dialect of Geiderin (incorporating many words and phrases from Sylvan).

**Telatin** — The official language of the Citadel. All priests speak this language,



since all ceremonies are conducted using it. It is spoken by few people outside of the Church.

**Thammis** — The root language of Telatin and Geiderin. A little spoken, antiquarian language.

**Trade Tongue**— Until the beginnings of the Cartel, this was simply a language for facilitating trade among speakers who had no normal common language. This language was adopted by the Cartel, and has become a complex language incorporating numbers with letters in word-formation and with a highly specialized vocabulary for terms dealing with commerce and production. Cartel personnel use this language in all of their official documents, meetings, etc. Slang terminology names this language Cartelese.

**Underspeak** — Originally the language of the Scarlet Underground, this language is now used by shady or underworld figures throughout the Twenty Worlds. In some particularly strict societies, it is a crime to know or speak this language.



# NON-PLAYER CHARACTERS AND BEASTS

500

## 501 STANDARD RIPSS

Here is a selection of standard NPCs, with general descriptions of training and equipment.

#### CITADEL PRIEST (COMMON)

**Dress:** White tunic with grey pants and boots for everyday wear. White robe with grey trimmings for ceremonial use. Holy symbol (silver sun) amulet worn at all times.

Level: 1-8.

Age: Priests of this rank are normally 19-28 years old.

**Equipment:** Normal personal effects and whatever equipment required for the current duty. Priests rarely, if ever, are armed with more than a knife or other small, one handed weapon. Occasionally, one will have one random graft or piece of Softech equipment such as a spore pistol or a sense monkey.

**Training:** Priest (clerical) spell use, ceremonial training, academic skills, medical skills, some subterfuge training.

#### CITADEL PRIEST (HIGH RANKING)

**Dress:** Grey tunic with black pants for everyday wear. White robe with red trimmings for ceremonial use. Black shoes. Silver sun amulet is set into a circular red field.

Level: 10-20.

Age: 30-50 yrs old.

**Equipment:** Normal personal effects, one type of microrgs, a graft or bud (one of these must be a sensory or stat enhancement device). Spore pistols (most often sleep spores are used) are common.

**Training:** As a common priest, plus administrative skills, interrogation, and some Softech skills.

#### SANHARDRIN (ELITE CITADEL SOLDIER)

**Dress:** Red jumpsuit, black boots, red helm that completely covers the face and head (dark black eye-slit). Formal uniform is the same covered by long red robes. Armor is never worn.

Level: 5-10+

Age: 20-35 yrs. old

**Equipment:** A longsword or two-handed sword, often magical; sometimes a polearm. No ranged weapons or Hardtech weapons; and only rarely Softech devices. Light equipment such as duriplast rope and first aid kits are sometimes issued.

**Training:** Adrenal defense and moves, melee combat skills of all kinds, martial arts, combat spellcasting, survival skills, medical skills, etc. The basic philosophy of the Sanhardrin is that a soldier must not rely on his weapons or equipment — he must be a weapon. They don't ever put themselves in a situation where they will be at a disadvantage because of their disdain for ranged weapons, and if they get in such a situation, they get out of it as quickly as they can — despite the cost. Normally those foes using ranged weapons are useless in

89

melee, making the Sanhardrin's job all the more simple.

#### **CARTEL OPERATIVE**

**Dress:** Blue coveralls unless undercover. Black boots.

Level: 5-15.

#### Age: Any.

**Equipment:** Anything, including Hardtech implants, very rare microrgs, one or two grafts, a bud, numerous applications, a burner pistol, or a biobomb.

**Training:** technical skills, subterfuge skills, combat skills (including martial arts), and very rarely, spell or psion use.

#### **CARTEL DEATHTROOPER**

Note: these are often replicant warriors

**Dress:** Blue and gold uniform or armor. Tall, black boots.

Level: 4-10+.

Age: 18-25.

**Equipment:** Heavy Burner, level 10 muscle enhancing microrgs, level 10 AT 12 chitin grafts, broadsword with level 5 bioenhancement microrgs. Occasionally special troops will use host armor.

**Training:** Combat skills, zero-G training, interrogation, and some technical skills. Note that they are often "hyped-up" on cyberdrugs or applications. Deathtroopers, unlike the Sanhardrin, make the most of their weapons and equipment.

#### **GEMINI PRIEST**

**Dress:** Half-black, half-white bodysuit. Often wear one black glove, one white. White cape, black boots.

#### Level: 7-12.

Age: Any.

**Equipment:** Personal effects, one type of microrgs, and possibly a graft or bud. Possibly a magical sword or other melee weapon. A black and white full shield. 2-4 applications.

**Training:** Priest (or possibly other) spell casting, ceremonies and religious philosophy, subterfuge and some combat skills.

## 5.2 SIGNIFICANT PERSONALITIES

#### GRAND ARCHBISHOP JASSICAL WENDIMERE

As the High Pontificate of the Grand Council of Archbishops, Jassical is, in effect, the leader of the Citadel. He is a very intelligent man who hates and fears the Cartel more than anything else in all the Worlds. He is constantly telling those around him that it is literally the root of all evil.

Rarely is Jassical encountered without a large retinue of servants, guards, advisors and other attendants. He is a fat, balding man with a great love for food and drink. He wears loose fitting robes and a large, heavy, medallion around his neck. As a general rule, he deplores Softech and uses none of the technology himself.

Jassical is content to let the status quo, and, in fact, fears change greatly (he is a man of many fears). He hopes to keep the Senate weak and the Cartel unpopular.

#### RADONIS PHATHON, CHAIRMAN OF THE JOINT CORPORATE BOARD

Perhaps the most singly powerful man in all of the Worlds, Radonis answers to no man, and there are few to argue with him when he has made his decision. Unlike a Senator or an Archbishop (even Jassical), he has no one in his organization who is his equal. The rest of the Corporate Board is made up essentially of "yes-men" who agree with all Radonis says and carry out all his orders.

Radonis is confident that once the Cartel offers the Worlds a new church the Citadel will come crashing down and will no longer be a threat. This new church will be one in which the people's religious beliefs will not be altered and the wrath of Immotos will not be incurred, yet the Citadel will not be in charge. Now that the Senate is primarily on the side of the Cartel (through honest convincing and large bribes), the Church is the Cartel's only enemy, as far as Radonis is concerned.

He is a thin man who is always immaculately dressed. His black hair is slicked back, giving his already hawkish facial features even more of an aquiline cast. A perfectionist to the extreme, everything around him must be as he wishes, or his terrible temper will reveal itself.

#### **GRAND GENERAL TORUS LEMFAE**

Not as single-minded as the Cartel or the Citadel leadership, Torus is an intelligent and resourceful man. He is very patient in his plans. Currently, the Interworld Defense Force, of which he is the commander, is attempting to discover and destroy the Scarlet Underground. But Torus is patient and will not use his troops rashly. He is not so narrow-minded as to believe that the Underground is the sole cause of his problems. The IDF is also extremely concerned with maintaining peace between the Cartel and the Citadel. He does not show any signs of concern even though tensions are currently rising.

He is well aware of the Cartel's plans to establish a new church. The IDF (by his orders) is observing the entire project. Torus is patiently waiting for the trouble to come to him, rather than going to lookfor it for it.

General Lemfae is middle aged, but still in fairly good physical shape. His hair is cropped very short, and he has a long scar that runs down the side of his face. He wears the traditional IDF uniform (a blue jumpsuit) under a dark trenchcoat with a number of medals on the right breast. He is never seen without a sabre at his side.

#### ANNAPH LI RIGHIM, HIGH PRIESTESS OF THE GEMINI SOCIETY

Newly appointed as the leader of the Gemini, few people know anything about Annaph. She is a metamorph with an additional set of arms and phenomenal intelligence. She is aloof and quiet, issuingher suggestions and orders softly and calmly. Her long hair, which frames her delicately featured face, is dyed so that half is white and half is black. Her dress is that of a Gemini Priest (half black, half white bodysuit with black boots).

She recognizes that the Gemini Society is a minor player in comparison to the Citadel and Cartel, but she is confident that those two major powers will be so absorbed with each other (and she seems to be right on that point) that they will not notice the growing membership and influence of the Gemini.

Her appointment to the position she now holds at such a young age (28 years old) is due mainly to her impressive work in the field of Gemini philosophy. She has written

83



Annaph Li Righim High Priestess of the Gemini Society

EURHEV CORBACIL PRESERVATIONIST LEADER

and published three books on the subject, and they have already achieved "holy book" status among the members.

Annaph is never seen without her bodyguard, a huge warrior replicant with an earth element skin graft, and a heavy burner on his person at all times.

#### EURHEV CORBACIL, PRESERVATIONIST LEADER

Great grandson of the original leader and founder of this reactionary group, Eurhev has attempted to bring new life to the Preservationists. To some extent, over his long career, he has been successful in doing just that. New members are joining all the time, and the Preservationists are represented on every world.

It was his idea to produce anti-Softech propaganda and to lash out at modern ways, rather than to just trying to hang on to the past. It was also his plan to expand the sale of Hardtech, both to raise funds and to propagate its use. His leadership of the group and his methods have come upon much criticism. Eurev is short and has a bit of a hunchback. His white hair is shoulder length, but it is usually pulled back and bound with a cord. He wears a simple shirt and pants, and is hardly ever seen without some Hardtech item in his hands.

He is very old now, and it is assumed that his son, Vectien, will take his place. It is very possible that even unto his actual death, Eurhev will have some hand in the affairs of the organization.



## 5.3 GAME STATS FOR IMPORTANT INDIVIDUALS

Professions are given for both Space Master and Rolemaster. "Telepath" in quotes denotes a spellcaster using telepath stats in SM.

#### NGYL YRIMIN, MASTER LORIST

Age: 1290. Eyes: Green. Hair: Black. Build: Slight.

Height: 6'9". Race/Sex: Philethian/M. Skin: Pale. Demeanor: Studious.

**Dress:** Purple robes with a silver circlet. **True Attitude:** Professional and calculating. **Home:** Belragor, Geideri.

The only human organization that Philethians regularly take an interest in is the Lorists, and that is due in part to the Master Lorist Ngyl Yrimin (this is a humanized name. His real name is Ngylomngsuniccon). He joined the organization at a very early age, and achieved his position almost 800 years ago. No human lorists can even remember the previous Master Lorist.

He is devoted to learning and knowledge, and has seen many threats come and go. He reacts to the greatest challenge with a calm, calculating manner. He sizes up the problem, develops the most logical and effective plan, and carries it out.

Ngyl wears long, purple robes studded with gems, which form a lightning bolt pattern. His circlet is of pure silver, and he has the tattoo of the Master Lorist upon his forehead which consists of a glowing rune, representing the first letter of the Philethian alphabet.

Hits: 150. Melee: 180th. Missile: 200cb

**AT(DB):** 2(100). **Sh:** N. **Gr:** N. **MovM:** 30

Lvl: 50. Profession: Sage/ Researcher(Semi-"Telepath"). Stats: St-80; Qu-100; Em-98; In-90; Pr-101; Ag-98; Co-92; Me-102; Re-100; SD-90. Will: 100.

#### **AP:** 95. **PP:**1200 (150 x 8).

Skill Bonuses: Climb50; Swim40; Ride70; DTrap80; PLocks100; S&H140/130; Perc160; Rune180; S&W180; Chan70; DirS190; Amb10; Acro80; Act100; Lead100; PubSp90; Sail85; Trick75; All other academic skills: 120.

**Spells:** Base Spell OB: 100, Directed Spell OB: 190 (Lightning Bolt). Knows all Sage Base lists to 50th, Mentalist Open and Closed lists to 20th, and Starsea Ways to 20th.

**Circlet:** X8 PP enhancer, negates all head criticals, casts continuous Mirrormind.

**Ring:** Silver set with a star sapphire. +50 to DB.

**Robes:** Allows Ngyl to cast X3 Lightning Bolts 10 times per day.

**Bookmark:** Once set in a book, will absorb 1/10 of its knowledge per day and transfers it to Ngyl when touched.

**Sword of Defense:** +10 Two handed sword, +25 to DB. Casts Bladeturn III 3/day.

**Other Equipment:** Small Brain Bud, X-ray vision eye patch graft, 10th level Memory Enhancing microrgs.

#### TASILICUS RHENDRON, HIGH LORD OF THE FIVE CHAINS

Age: 65 (Appears 25). Eyes: Blue. Hair: None. Build: Muscular.

Height: 5'10". Race/Sex: Human Metamorph/M. Skin: Light blue. Demeanor: Aloof.

**Dress:** Black tunic and pants with a red cloak. **True Attitude:** Cruel, scheming.

Home: Nillium, Tioman.

Tasilicus won the right to wield the Five Chains by a magical combat with his chief rival. The combat was not supposed to be to the death, but there was not a trace of his rival left after the battle was over.

A powerful mage himself, he uses the fact that he controls the most powerful group of spellcasters in the Twenty Worlds to his utmost advantage. He fully believes that he will one day rule the Worlds. He has so many plans and schemes in progress that even he cannot remember all of them at once. That is what his trusted replicant secretary, Histar, is for. He fully trusts no one else. Though the Five Chains give him incredible powers (especially over his fellow mages), he does not completely rely on them. He was incredibly powerful even before he acquired them.

The Chains hang from his belt. He wears a tight fitting black outfit to show off his very un-mage-like physique. He is as vain as he is heartless. He will attempt (eventually) to slay anyone making any comment about his skin color or his origins as a metamorph.

Hits: 200. Melee: 240claw. Missile: 180sl.

**AT(DB):** 20(105). **Sh:** Y. **Gr:** N. **MovM:** 28.

Lvl: 45. Profession: Evil Magician/ Telepath. Stats: St-95; Qu-98; Em-102; In-80; Pr-87; Ag-98; Co-99; Me-75; Re-97; SD-95. Will: 75.

**AP:**80. **PP:** 1070 (180 x 9).

Skill Bonuses: Climb50; Swim60; Ride65; S&H 130/125; Perc150; Rune180; S&W140; DirS190; MASt190; Amb15; Act85; Admin75; Diplom50; Lead110; PubSp95; SpellM140; StarG60.

**Spells:** Base Spell OB: 45. Directed Spell OB: 190 (all bolts). Knows all Base and Evil Magician to 50th, Open and Closed Essence to 20th, and Dark Space Lists to 10th level.

Metamorph Powers: +20 St bonus. Ice Powers: X2 Ice bolt, can create super-hard ice armor (AT 20), and can inflict C cold crits by touch (when armored). Skin color altered to slightly blue.

The Five Chains: see Magic Item Section.

**Ring of the Starsea:** Allows wearer to cast Realspace Gate (Starsea Ways) one time per day. +25 DB

Shield: +30 full shield, also acts as a Spell Shield True, floats upon command, and shrinks down to 1" square size.

**Other Equipment:** Metabolism Augmenter microrgs, 10th level Claw weapon graft, nutrient bud.

#### STYEL THIMMON, COUNCILMEMBER OF THE SCARLET UNDERGROUND

Age: 38. Eyes: Brown. Hair: Black (shoulder length). Build: Moderately muscled.



Height: 6'. Race/Sex: Human/F. Skin: Tanned. Demeanor: Friendly.

**Dress:** Simple leather suit. **True Attitude:** Controlled. **Home:** Gellel, Wesridon.

Styel is a master thief, yet also a master leader and organizer. She is very difficult to find unless strong underground connections are used. She is no longer a thief for hire, though occasionally she still takes on missions of her own. She spends all of her time devoted to the Scarlet Underground council and foiling the IDF.

She is extremely unpretentious, and wears no jewelry (though she possesses much). She is considered masculine by many, but this is really a mistake. She simply shows her more feminine side to very few.

Hits: 150. Melee: 190bs. Missile: 200pistol. AT(DB): 12(140). Sh: Y. Gr: N. MovM: 34.

Lvl: 40. Profession: Thief (Telepath)/ Criminologist (Semi-Telepath). Stats: St-90; Qu-102; Em-81; In-89; Pr-100; Ag-101; Co-98; Me-95; Re-92; SD-100. Will:70. AP:98. PP:480 (120 x 4).

**Skill Bonuses:** Climb160; Swim90; Ride:55; DTrap120; PLocks190; S&H200/190; Perc150; Amb40;

AMov80; MA\$t140; MA\$&T140; Acro130; Act85; Lead90; Admin80; Seduct50; Subdu110; Trick160. **Spells:** Base Spell OB: 40. Knows all of the Self Mastery Psion lists to 30th, (or the Monk Base lists). Knows Softech Ways to 20th.

**Tunglin:** +30 broad sword with a synthisteel blade. X4 PP enhancer. **Sack of Nether Storage:** Allows storage of up to 1000 lbs of material in a tiny bag. She keeps two extra normal replacement arm grafts, two biocrystal arm grafts, a pair of wing grafts, and a Spore Blaster arm graft among her more mundane tools and such within this bag.

**Gloves of the Thief:** Gives +20 bonus to all thieving skills.

Shield: +25 and weightless.

**Other Equipment:** Two 5th level agility augmenting replacement arm grafts, Elemental (electricity) Protecting microrgs, 10th level Nerve Stimulating (quick) microrgs, Acid Bud, Hardtech communicator implant, and a burner pistol in a sheath bud.

#### VEROWN.

Age: ? Eyes: Green. Hair: Black. Build: Average for a cat.

Height: 8". Race/Sex: Cat/F. Skin: Furred. Demeanor: Aloof (like a cat).

**Dress:** None. **True Attitude:** Paranoid. **Home:** Ramsidus, Lo Bidar.

Verown is a black cat. Through numerous DNA additions, 10th level reasoning enhancing microrgs, a small brain bud, and a magical translator pendant, she is able to think and communicate on the same level as humans. It should be noted that she still has the basic mind of a cat, and that she still thinks like a cat rather than a human in many instances. The same treatment has been given to other cats and various animals, since her rise to fame, but almost all the experiments have not been nearly so successful. No one knows the reason. It is said that she slew the humans who made her what she is, but no one knows why.

She has been a thief, an assassin, and for a short while she was an acolyte Citadel priest. At one time, Verown ruled her own petty kingdom, but she was dethroned in a revolution. Her current whereabouts are unknown, but she almost certainly has some new plan to gain the power and prestige she seems to crave.



She does not rely on her own abilities, but rather on the use of others to carry out her ingenious plans and schemes. She has a small tentacle graft on each side of her body to assist her in manipulating objects.

Hits: 40. Melee: 60SGr (besides claw and bite). Missile: None.

**AT(DB):** 1(30). **Sh:** N. **Gr:** N. **MovM:** 75.

Level: 10. Profession: No Profession. Stats: St-29; Qu-100; Em-98; In-70; Pr-99; Ag-101; Co-50; Me-100; Re-100; SD-45;

Will: 95. AP: N/A. PP: 20

Skill Bonuses: S&H90/70; Leap80; Acro65; Lead100; Admin100; Perc75; Diplom90.

Spells: Knows Spirit Mastery to 10th.

**Pendant:** Translates her own "speech" into Geiderin and Geiderin into her own tongue.

**Other Equipment:** 5th level tentacle grafts that deliver Small attacks, 10th level reasoning enhancing microrgs, small brain bud.

**Poison:** She sometimes poisons her claws with a tenth level nerve poison.

## 504 BREANTS OF THE DARK SPACE

#### CREATURES OF THE TWENTY WORLDS

There is a full spectrum of beasts on each of the Twenty Worlds, far too many to include all of them here. Described below are a few examples of some of the more interesting fauna. Almost any of the beasts in Creatures and Treasures I and II can be used as native creatures in appropriate areas of the Worlds, or the GM can make up his own beings. Specifically, the sections on the undead would be useful, as well as various dragon types (and other mythological beasts) for use on Sylva. Note that not every creature need be strange and alien. Dogs, birds, deer, insects, snakes, bears, etc. can be used on almost any of the worlds as is, or slightly changed. Colors, skin types, numbers of eyes, limbs, etc. can all be changed to create interesting native fauna.

For information on the codes used in this and other sections of this book detailing creatures, see *Creatures and Treasures* or *Creatures and Treasures II*.

## Arwolf: msk-R,CDHP-5; 4' high; use Large creature critical table.

An arwolf is an extremely dangerous animal that inhabits the world of Gant. It resembles a large, hairless wolf with a very hard yet flexible, chitin-like skin. It is silver or black in color. Inhabiting isolated areas, these mammals hunt their prey in packs like normal wolves. Occasionally, they are domesticated and trained as guard dogs or hunting animals.

#### **Essao:** (f)-(GOZ),(W)-3; 5'-8' wingspan.

These avian creatures are natives of Erepodi. They are four-legged, blue-plumed birds with sharp beaks and four eyes. Essao eat small animals that they catch with their four sharp talons. People often train them as hunting animals on their native world. **Frazarc:** cf-X@,G,AW-5; larvae: touch gives A cold crits, burrows through ice, 2'-4' long; young: touch gives B cold crits, bite gives special 3rd level poison that freezes the blood of the victim in 1-100 rounds, 4'-8' long, reduce critical severity by one level; adult: touch gives C cold crits, casts Ice Law spells, 4 PP/level, 6' tall.

The Frazarc are native to the world of Zairic. When they first hatch from their eggs, their larval form is 2'-4' long and immediately burrows into the ice. They, like all the stages of frazarc, eat small rodents that live in the warmer underground caves of the world. The next stage of the frazarc resembles a furred serpent with human-like arms. It forms a poison sac within its mouth at this stage which injects its victims with a special blood-freezing poison. Lastly, the adult stage forms, the serpent-like tail splitting into legs so that the creature looks like a furry, reptilian humanoid. This last stage is somewhat intelligent and possesses spell-like powers, but has no speech abilities. The main goal of the frazarc, at any stage, is its desire for warm meat upon which to feast. All stages of the frazarc cause damage to warm creatures simply by touching them with its chilling flesh.

#### **Helias:** (-)-(-)-4; floats with a hydrogen filled airsac; fire requires them to make an *RR* or explode like a fireball with a radius of two times their size; 10'-20' diameter.

Floating through the skies of Haredda are the balloon-like Helias. They are red in color, and float by chemically producing helium and filling up their large air sac with the lighter-than-air gas. Their body is actually quite thin and rubbery. If they take 20 or more hits in one round, they will begin to descend uncontrollably. They have no means of locomotion once grounded, as

BEASTS O	)F D	ARK	SPA	ΥCE
----------	------	-----	-----	-----

					DEAD							
		Base	Max. Pace/	Speed	Size/		AT		#	Trea-	Bonus	Outlook
Туре	Lvl	Rate	MN Bonus	MS/AQ	Crit	Hits	( <b>DB</b> )	Attacks	Enc.	sure	EP	( <b>IQ</b> )
Beasts of the Twen	ity Worlds											
Arwolf	6F	100	Dash/20	FA/FA	M/LA	170F	12(30)	80MBi	2-20	-	С	Aggres.
Essao	3A	120	Dash/25	FA/FA	M/-	50B	1(30)	50MCl(4x)/45MPi	1-3	-	Α	Normal
Frazarc												
larva	3B	55	<b>Run/10</b>	MD/MD	S/-	60D	3(10)	45MBi[A cold]	1-2	-	В	Hungry
youth	6D	70	Spt/15	MF/MF	M/I	100F	4(20)	65MBi[B cold]/poison	1	-	D	Hungry
adult	8F	70	Spt/20	MF/FA	M/I	120F	4(25)	80MBi[C cold]/Spells	1	-	Е	Hungry
Helias	4D	40	Run/0	SL/MD	L/-	60C	1(0)	-	1-10	-	-	Passive
Zimmev	2B	35	Run/10	MD/MD	S/-	30B	12(0)	35TPi(4x)/40SBi	1-10000	-	-	Hungry
Entities From Deep	o Space											
Fungiss (fly)	10E	100	Dash/10	VF/VF	L/LA@	200G	1(40)	110HCl(2x)[Acid]/Poison«	1-20	-	G	Agress(LI)
Jirlon	8G	150	Dash/20	BF/BF	T/-	80E	3(60)	60SSt/Poison«/Special	1	-	Е	Domin(HI)



they spend their entire existence in the air. They mate, give birth, and die in the atmosphere of Haredda. They feed on nearmicroscopic creatures in the air.

#### *Zimmev:* (*cf*)-*F*,*RUW*,(*T*)-*3*; 1"-18" long.

The Zimmev is uncomfortably common on the world of Bothom. It is a black, insectoid creature that can reach the size of a man's forearm. It has four pincered legs with which to grab prey, and ten with which to walk. It does not fear any creature, even the huge reptiles that stalk Bothom's forests can be brought down by a swarm of these omnivorous arthropods. When they come in a particularly large swarm, they eat everything in their path, making the normally green landscape black with their presence.

#### **ENTITIES FROM DEEP SPACE**

There are also some beings who are common to all of the Twenty Worlds and the areas in between because of their unique abilities to travel through realspace.

**Fungiss:** (-)-(-)-8; immune to cold, vacuum, nether, slash and puncture criticals; touch is toxic as per a 10th level (Var. A) reduction poison plus an additional acid critical; regenerates 5 hits/round; 10'-15' long, 10'-15' wingspan; use large creature critical table.

Whether these beings were spawned on another world, or whether they are native to the cold reaches of space itself is not known. Composed entirely of an alien fungus, these creatures can "fly" through the vacuum of space or through the air via some magical power in their wings. They look vaguely (their form is mutable since they are composed of fungus) like winged worms with long antennae instead of eyes. They leave bits of their fungal bodies wherever they go, constantly regenerating any lost body parts. Huge clawed talons located on their underbody are their main means of attack, catching fleshy prey when they are hungry (which is most of the time). They simply absorb dead animal material into their bodies, as they have no mouth. Their touch is caustic to beings of a more normal nature than themselves. These creatures are rare, coming to inhabited worlds occasionally to feed. There is said to also be a foul ritual or spell to summon these beings from space. They have no connection to the Vlathachna.

Jirlon: (-)-(-)-9; sting injects special 7th level (Var. F) poison, RR failure: mild: paralyzed for 1-10 rounds; moderate: paralyzed for 1-100 rounds (open ended); severe: paralyzed for 1-100 minutes (open ended); extreme: paralyzed for 1-10 hours); once inside a victim's body, they can completely control his actions; cold attacks inflict double damage; 5" long.

These insectoid creatures are from a planet on the far side of the galaxy form the Twenty Worlds. They journeyed to this portion of space by a means as yet unknown. Their method of travel has been termed as "seeping down from other worlds." What this exactly means, no one knows or can completely understand. They are six-legged creatures with small bodies, long stinger-ended tails, and almost human faces with large eyes. It attacks its prey with a stinger, paralyzing them. Then the Jirlon enters the victim's body through its mouth and takes control of all body actions (including speech) by lodging itself at the base of their brain. After that, it uses this new body to accomplish whatever end it seeks. The Jirlons' ultimate goal is still unknown, but they seem to be taking control of political and magical power

bases. They can control a victim no longer than 21-30 days before the victim dies (the Jirlon sustains the victim for that long in some unknown way). If the Jirlon leaves a victim before that period, the victim can be saved through healing spells but will die in 4-8 rounds if unattended. A Jirlon can be forced out of a body via any sort of cold damage (which it fears). Upon leaving the body, the creature will rapidly flee. Like fungiss, they have no connection to the Vlathachna.

## 6.0 HARDTECH

"Magic allows us to break the laws of the universe to accomplish goals. Technology allows us to use those ame laws to accomplish those same goals." -Thomin Koll, Lorist/Mage ca. 8977

The technology utilized in the regions of *Dark Space* fall into two categories: Hardtech, also known as Oldtech, and Softech, also known as Biotech. Hardtech is the science of inorganic devices and principles

Oldtech, and Softech, also known as Biotech. Hardtech is the science of inorganic devices and principles such as computers, robots, burners, and numerous other items. Softech deals with organic, living "devices" and principles such as microrgs, grafts, metamorphs and other entities.

While human use of Hardtech is much older than modern Softech, its use is declining more and more as each year passes. The skills dealing with its production and maintenance are becoming increasingly obscure. Because of the Pirathon, many Oldtech devices, including robots and computers, are considted blasphemous and illegal (see section 2.5 on Religion). Presented here are some of the devices which are (as of now) allowed under the Pirathon Doctrine.



## 601 MADLARITS

These implants are non-organic devices or materials that are placed within the body. They must be implanted via surgery, and doing so is a Hard surgery maneuver.

Artificial muscle — these servo-units increase Strength bonus by 10 (type I), 20 (type II) or 30 (type III). The legality of these motors under the Pirathon Doctrine is questionable.

**Body Armor** — metal or plastic armor actually embedded into the individual's skin. Will provide AT 12 (duriplast), AT 17 (synthisteel) or AT 18 (synthisteel plus).

**Bone Lacing** — metallic bone lacing that allows the individual to ignore 90% of all bone crits.

**Earphone communicator** — implanted communicator. See earphone communicator below. Surgery is an Easy maneuver.

**Finger blades** — razor-like metal blades that can retract into the finger tips. Gives the user a medium claw attack, but the skill must be developed just like a weapon (or a martial arts weapon kata). Surgery is a Medium maneuver.

**Flashlight** — a small light (hooked into the body's organic electrical impulses) which can be fitted into the finger, forehead, etc. of the body. The light has a range of 25'.

Magnet — a magnet which is implanted anywhere under the individual's skin. It is powerful enough to lower a metallic weapon's fumble range by 1 if implanted in the hand, or to hold a metallic weapon to the body (in lieu of a sheath), or to add +25 to climbing a metallic surface if within the hands or feet, etc. **Tools** — any number of retractable tools can be imbedded into the fingers of an individual. Each tool must be implanted separately. All tools, such as screwdrivers, pliers, mini-saw, wirecutters, etc. cost the same except for the mini-drill (powered by the body's electrical pulses) which costs double.

Whip — a retractable razorcord whip up to 8' long that is implanted into the palm or finger of an individual. This whip does normal whip damage, with an additional A slash if it inflicts a critical.

## 602 WEAPORS

Note: Rolemaster character professions used in Dark Space need to have an additional weapon category (Section 4.2). These weapons fit into their logical Space Master categories for those professions (heavy burner is 2h energy, burner pistol is 1h energy, protoplasm projector is 1h projectile, and a sprayer has no applicable skill).

**Burner** — Comes in two forms: pistol and heavy burner. These weapons are usually constructed of metal inner workings and barrel, with a heavy duty plastic outer casing. These weapons project streams of supercharged plasma energy that inflict incredible damage. In order to fire the weapon, it must first be "primed." This entails simply activating the switch which readies the very unstable mass within the inner chamber. When a burner is primed, it makes a continual hissing noise. Priming the weapon is a 50% action. Once primed, a weapon may be fired normally, as desired. Leaving the weapon in a primed condition



is dangerous, however. Disrupting the unstable mass within the chamber could cause a violent and uncontrolled release of energy. If a character moves quickly or makes a maneuver classified more difficult than "light," there is a 10% chance that the weapon will explode with the force of a plasma ball (RM) or a plasma grenade (SM).

A burner pistol fires single shots of plasma that are treated as 1/2 damage plasma bolts with crits reduced one level (RM) or Mark 2 blaster (SM). A heavy burner fires plasma bolts (RM) or acts as a plasma repeater (SM). As a plasma repeater, it can be set for automatic fire. In Rolemaster this can be treated as the ability to fire up to five x1 bolts per round, with the firer's weapon bonus divided up equally among the bolts. These can be at different targets within 90 degrees of each other, or at the same target. (For example, a firer with a 70 OB with a heavy burner wishes to fire three bolts, one at a Zhainmoth with a spore pistol, and two at a Zhainmoth in host armor. Each separate bolt would have a bonus of 23.3 -23 when rounded).

**Protoplasm Projector** — An 18" long, 2" diameter, plastic tube that is open on one end and is capped with a firing mechanism on the other, this weapon is used to project out various protoplasmic jellies such as spell-jellies, stun-jellies, and nutrient drainers (see Section 6.2.8 for all three). It has an effective range of 100', and it can be loaded in one round and ready to fire the next. Skill development is needed to improve the aim on a projector.

**Sprayer** — This weapon sprays a fine mist in a cone (50' range, 10' wide at the

farthest end). The mist can be comprised of a variety of "loads." This weapon is bulky, requiring that a 20 lb. storage pod be worn on the user's back. A hose is connected to the pod and used to spray targets. Extremely little skill is needed to use this weapon. Like a spore pistol, no offensive bonus is needed — just point and fire. The target(s) must make an RR vs. the attack. To determine this RR, the attacker's level and the defender's level are used, and the target's quickness bonus is used as a modifier.

Various sprayer loads (each comprising about 30 attacks) are as follows:

- Acid (inflicts A acid or heat crits)
- Blindness (victims blinded for 1 md/5% RR failure)
- Cell disruption (inflicts A disruption or impact crit)
- Choking (victims choke for 1 md/5% RR failure)
- Flame (inflicts B heat crit)
- Flame retardant (no attack, but puts out all flames in effected area)
- Liquid nitrogen (inflicts C cold crits)
- Poison (any type circulatory, nerve, etc. — cost depending on level)

## 603 (ALR/MOR

ARMOR MANEUVER PENALTIES					
Armor	Min Man Penalty	Max Man Penalty	Missile Penalty	Quick Penalty	
DB(AT 17 DB 10)	-10	-60	0	5	
DBG(AT 18 DB 10)	-15	-65	-10	10	
DHE(AT 19 DB 10)	-20	-75	-20	15	
DE(AT 20 DB 10)	-25	-85	-30	20	
SCV(AT 13 DB 15)	-5	-45	0	0	
SCG(AT 14 DB 15)	-10	-50	-5	5	
SCS(AT 16 DB 15)	-15	-60	-10	10	
SB(AT 17 DB 20)	-10	-55	0	5	
SBG(AT 18 DB 20)	-15	-60	-5	10	
SHP(AT 19 DB 20)	-20	-70	-10	15	
SFP(AT 20 DB 20)	-25	-75	-15	15	

The following armor types are available in addition to **Rolemaster** AT's. All provide additional defensive bonus modifications due to the quality of material, and are also much less encumbering than normal armor.

**Duriplast breastplate (DB)** — a breastplate of lightweight, super-hard plastic. Provides AT 17 with an additional DB of 10.

**Duriplast breastplate and greaves** (**DBG**) — as above, but with duriplast greaves covering forearms and shins. Provides AT 18 with an additional DB of 10.

**Duriplast half exoskeleton (DHE)** — a suit of duriplast that covers most of the body. Provides AT 19 with an additional DB of 10.

**Duriplast exoskeleton (DE)** — a full armored suit of duriplast. Provides AT 20 with an additional DB of 10.

Synthisteel chain vest (SCV) lightweight plastic hardened to be stronger than the finest steel and made into chain links. Provides AT 13 with an additional DB of 15. Synthisteel chain vest and greaves (SCG) — as above, but with solid or chainlink synthisteel greaves covering shins or forearms. Provides AT 14 with an additional DB of 15.

**Synthisteel chain suit** (SCS) — full suit of synthisteel chain mail. Provides AT 16 with an additional DB of 15.

Synthisteel breastplate (SB) — a breastplate made of solid synthisteel. Provides AT 17 with an additional DB of 20.

Synthisteel breastplate and greaves (SBG) — as above with solid synthisteel greaves covering the shins and forearms. Provides AT 18 with an additional DB of 20.

**Synthisteel half plate (SHP)** — a suit of solid synthisteel that covers most of the body. Provides AT 19 with an additional DB of 20.

Synthisteel full plate (SFP) — the ultimate armor, provides AT 20 (covers entire body) and an additional DB of 20.

01

## 60 4 CY BERDRUGS

These are actually inappropriately named, as they are not drugs at all. Cyberdrugs are actually electrical impulses artificially shot through the brain to produce various effects. Because of this, they are also called "power pulses" or "impulse treatment."

A cyberdrug implement is a small metal box (1"x3"x3") with two sets of electrodes which are applied to the temples. The power it requires is very small because the charges it administers are very slight. The implement is constantly powered, as it absorbs enough electricity from the brain for one more application. With a cyberdrug implement, a skilled technician can apply the electrodes and achieve various effects. Each different effect requires a different method of application, so each is treated as a separate skill (altough they may be treated as similar skills. A person being administered a cyberdrug against his will is allowed an RR vs. the effect with his SD bonus as a modifier. The effects include:

Alertness — The brain is stimulated so as to be extra alert for six to eight hours. This effect is sometimes called "a pop" in common slang. A +10 bonus is added to perception rolls, and the user is able to keep awake throughout the duration of the effect. Twenty four hours must pass between "pops" or the recipient will die of overload.

**Frenzy** — This is a more potent form of the alertness effect. It stimulates the brain into a frenzy state. Common slang for this is a "a burst." The user acts as though "hasted," inflicts double melee damage and can take twice as much concussion hit damage. The user, however, does not have any concern for personal safety, and so will not parry or defend himself in any way.

The frenzy state is not instantaneous, but rather it builds and intensifies after the brain is "pulsed." The state detailed above is not reached until three hours after administration of the cyberdrug. During all of the intervening time, the individual will become more and more intense and hyper-active. The frenzy state will last only about 10 minutes, but then there will be about a three hour period in which the subject will be "coming back down." During this time, he will be at -25 to all actions.

**Healing**— "Patient" goes into a meditative state for as many hours as desired. All wounds the character has taken heal at twice normal rate while in this state. **Pleasure** — The brain's pleasure centers are stimulated as the "patient" feels waves of pleasure for 1-10 minutes. There is a 10% chance per use that the user will become addicted, needing at least one "fix" per day.

**Resistance Destroyer** — When applied to a target who has failed his RR, his resistance to interrogation or coercion will decrease. The electrical impulses affect the target's mental will to resist and deny. As a general rule, anyone taking as many applications of this cyberdrug as he has levels will be unable to resist at all, but he may give in long before that (GM discretion).

**Sleep/unconsciousness** — This cyberdrug will cause someone to go into an extremely deep sleep instantaneously, and remain that way for 1 minute per 1% RR failure. It can be used for those with trouble sleeping, or as a weapon of sorts.

## 6.5 MISCELLANEOUS TECHNOLOGY

#### **COMMUNICATIONS**

Communications devices that are used in the Twenty Worlds are all based on the Regirdian Principle. This technique involves storing information on organic molecules (orgmol) and transmitting these molecules at near light speed through nullspace to their destination. Due to the nature of this transmission, the receiver must be a specific one. The molecules cannot be broadcast to many different receivers at once (like radio or television signals — Hardtech from long ago).

All of these devices are powered by the new organic battery which generates bioelectrical impulses. This battery is very long lasting (it lasts until it dies after many, many years), and its full application has not even begun to be realized yet.

Due to their indespensibility, and their almost completely organic nature, they have been deemed acceptable under the Pirathon Doctrine. These communicators come in many sorts:

**Earphone communicator** — this device is a headset that has a range of about 100 miles. Transmits audio only. **Pocket communicator** — this hand held device has a range of 500 miles. For three times the price, and twice the size, it will transmit visual information as well as audio.

**Tele-link set** — this device (about 1'x1.5'x1.5') is heavy, but portable. It has a range that will carry to any location in the Twenty Worlds, with the maximum of a few minutes lag-time between responses. Will transmit both audio and visual information.

**Recorder/Player** — Stores information molecules and plays them on a screen on its surface. These devices can be used to store text, entertainment or instructive programs, messages sent from a transmitter (this device can receive, but not send), etc. More than any other group, the Citadel takes advantage of this technology and creates programs that are both entertaining and instructive in the ways or beliefs of the Church, and encodes it on organic molecules to be played upon such devices. Receives transmissions or molecule storage discs can be inserted to add information directly to the player. A molecule storage disc can store about 500 megabytes of information.



Printed material can also be typed in with a keyboard attachment, just as sound and pictures can be recorded with a microphone/ lens attachment (which is very small and clips onto the player's side).

**Molecule storage disc** — a small plastic disc used for transportation of organic molecules with information stored upon them. Fits into any recorder/player unit.

#### PLASTICS

Plastics are still very much in production, even though they were originally a major part of Oldtech. Such materials as duriplast and synthisteel are lightweight, ultra-hard substances. Other normal plastics are also still produced, to make such items as:

**Injector** — small, plastic applicator for microrgs, nutrient solutions and any other substance that is to be injected into an organism. It really requires no skill to administer substances with an applicator.

Growth tank — reinforced with duriplast, this transparent plastic container is where protoplasm is genetically manipulated (through chemicals and microrgs) to produce various types of Softech (including metamorphs). Such a tank can only be used to form one item or being at a time. Growing time can take anywhere from five days to many years, depending on the object or creature grown, the level, etc. The GM will have to decide growing times for himself based on such factors.

**Storage units** — come in all different sizes and shapes, some rigid and some pliable. Can store solids, liquids and gases.

Many other mundane items are produced such as ink pens, dishes, shower curtains, etc.





# SOFTECH

Dirrem fumbled frantically with the lock. Calm down, he told himself. He concentrated, letting his mind come in touch with the microrgs that flowed through his system. Tapping into the knowledge they stored, he attempted to pick the door's lock again.

The hallway was dim, but the light from the lantern raft on his shoulder was enough to see by. As he fitted the on lockpick the ne door's lock, he quitely cursed the sorcerer who had

cast that withering spell on his locapies amoeba. Dirrem could hear the faint squisters sound of the Thing that followed him. Fear ran down his back, and he began to sweat cold, sticky droplets. Finally, the lock clicked and the door swung upon — revealing a small dead and room

Finally, the lock clicked and the door swung open — revealing a small dead and room beyond. "No!" he cried aloud. He had lost his bearings. He had made a wrong turn. He was trapped with the Thing.

Spinning about, he saw the Vlahachna-spawned horror begin to enter into the light. It was covered with green and grey tentacles that slid along the floor making an unnervingly inhuman noise and learner a trail of bluint-purple ichor. Amidst the tentacles, he could make out red, piercing eyes that looked at him in a way that tore at his very being. There was no monte on the creature, he knew, for it fed not on flesh...but on souls.

Dropping the lockpick, he drew his spore pittol from its sheath bud. He did not take the time to aim, but fired numerous doses of the acidic spores into us approaching body in rapid succession. No visible effective

There was no one in the abandoned complex to hear his scream.



Softech is very much in use, and its proliferation is increasing. It is, in its modern incarnation, fairly new: being only a few hundred years old. However, its principles are founded on a science which predates recorded time.

It is based around the genetic manipulation of protoplasm --- the building block of all living beings. This protoplasm can be engineered within what are called growth tanks to create an incredible multitude of Softech items and beings. Softech can be divided into three areas: items, programmed creatures, and free-willed creatures. Items are non-sentient devices, including grafts, buds, and other items. These items are actually more like plants than "creatures" for they have no intelligence or mobility of their own. Programmed creatures include beings bred to carry out various tasks with genetically engineered abilities. Normally they have only enough intelligence to fulfill their purpose. Softech free-willed creatures include genetically engineered natural beings such as animal and human metamorphs which are given extraordinary capabilities or alterations to allow them to adapt to other environments. These creatures can also be original creations that think, eat and reproduce as a natural creature would.

For purposes of this section, the areas of Softech are not separated completely into these different sections because of the amount of crossover. For example, certain microrgs can qualify as programmed creatures, while others are extremely intelligent and are completely sentient. By reading the descriptions, it should be obvious which area an item falls into. Instead, they have been divided into separate sections based on how they are used.

Repair of Softech (except to those items that regenerate on their own) is done with a special type of protoplasm called *repairplasm*. One dose will normally heal minor damage or up to 20 hits or a A or B critical, while two or more doses may be needed to repair more serious damage. To use repairplasm, one must have the proper skill or skills. Damage can also be repaired through the use of magical healing spells. Lifegiving spells are unnecessary, since Softech items have no soul.

All of the Softech items require a nutrition injection or bath every week or they will wither and die, becoming useless (a GM can vary this amount of time depending on how much Softech he wants to have around). A major exception to this rule are grafts and buds which feed directly from the nutrients within their particular host. Many Softech creatures can be injected like the items, but some eat and drink like naturally occurring creatures.

Any Softech item that is specifically made for an individual can have a biolock placed within it. This means that the item will only work for someone with the correct bioprint. A bioprint is a complete analysis of all bodily structures, functions, and metabolism. It is virtually impossible to copy another's bioprint. An item so locked can scan for a bioprint by touch and it takes only one to three seconds.

Many Softech organisms have a level, just like an ordinary creature. These organisms are indicated by an asterisk (\*). Use the level to determine the cost of these organisms and the bonus they confer. Their level bonuses are identical to those used for character level bonuses for skills.

SKILL RANK BONUS TABLE					
Skill Rank	Normal Bonus				
0	-25				
1	+5				
2	+10				
3 4	+15				
4	+20				
5	+25				
6	+30				
7	+35				
8	+40				
9	+45				
10	+50				
11	+52				
12	+54				
13	+56				
14	+58				
15	+60				
16	+62				
17	+64				
18	+66				
19	+68				
20	+70				
21	+71				
22	+72				
23	+73				
24	+74				
25	+75				
26	+76				
27	+77				
28	+78				
29	+79				
30	+80				



The following codes are used in the description of the Softech items where appropriate (e.g. grafts and buds are external and so these codes do not apply):

SOFTECH CODES CHART					
Code	Meaning	Notes			
PA	Physical Addition	Adds new system or tissue to host's body			
PE	Physical Enhancement	Improves already existing system, tissue, etc.			
PR	Physical Reorganization	Reorganizes makeup of an existing system for desired effect			
PM	Physical Mutation	Completely alters system, tissue, etc.			
MA	Mental Addition	Adds new tissue to host's brain			
ME	Mental Enhancement	Improves host's brain or brain portion			
MR	Mental Reorganization	Reorganizes brain or brain portion for desired effect			
MM	Mental Mutation	Completely alters brain or brain portion			
Physical	Effects				
(no code	means organism effects bra	ain)			
В	Bone	Effects the skeletal system of the host			
C	Circulatory/Respiratory	Effects the circulatory and/or respiratory system			
D	Dermal	Effects the skin of the host			
E	Environment	Effects the outer environment of the host			
М	Muscle	Effects muscles of the host			
N	Nerve/Sensory	Effects the nervous system or senses of the host			
0	Organ	Effects organ(s) of the host			
S	Substance/Hormone	Causes host to release hormones, etc. or releases a totally new substance within host			
(C)	Constant Effect	Effect is continuous			
(W)	At Will Effect	Effect is at the will of the host			
*	Multi-level	Organism has a variable effect due to its varying in levels			
[M]	Magical	Organism has powers which are (perhaps — depending on GM) magical			

## 701 MUGRORIGS

"Microrg" is a generic term for bioengineered microorganisms, viruses, etc. which are injected into a host's body. There, the microrgs will enhance, inhibit, mutate, assist or somehow alter something in the host's body. This is done through either addition to or alteration of the host's genetic structure, or actual physical assistance to the specific system to be enhanced. There is a 5% chance that injecting microrgs into a host's body will "burn out" his system. This percentage is cumulative if more than one injection is made. This burnout will result in the host having all mental OR physical temporary stats reduced by 1-20 and taking two E stress criticals.

As explained above, bonuses conferred are determined by the level of the microrg.

Note that microrgs can be placed into any Softech organism, since they are living organisms. Microrgs, cannot, of course, host other microrgs. Auditory Enhancers — PE-N(C)\* These microrgs improve host's hearing by a factor of one for every three levels.

**Example:** Rael has level 8 Auditory Enhancing microrgs injected into him. 8 divided by 3 is 2.7, so his hearing is improved 2.7 times. (Or 2 or 3 depending on if the GM wants round numbers, and if he wants to round it up or down. It is suggested to round to the nearest.)

**Balancers** — PR-M,N(C)\* Adds to all maneuvers dealing with balance because of these microrgs' manipulation of the host's inner ear and limbs.

**Bloodclotters** — PA-C(C) Completely stops one hit/round of bleeding per round, up to 5 hits/round per wound.

**Bodywatchers** — PA-all(C) Monitor bodily systems of their host. Relate a telepathic diagnosis of any damage taken, poison or disease infestation, etc. **Bone Hardeners** — PM-B(C)\* Hardens bones in host's body. Host ignores 10% of bone criticals per level and receives 5 more hits per level.

**Brain Stimulators** — ME/MR(C)\* Stimulates unused brain cells and brain connections. Adds to Reasoning bonus.

**Contraceptives** — PR-O(C) These microrgs make it totally impossible for a female host to release eggs or a male to produce sperm. 100% effective.

**Dermal Armorers** — PE-D(C)\* Hardens host's skin. Gives increased AT and adds 5 to host's hit total per level in addition.

**Disease Guards** — PA-S,C(C)\* These microrgs protect the host versus any diseases, viruses or hostile invading microorganisms, giving him an addition to all RR's dealing with such conditions.

**Eye Focusers** — PE-N(C)\* Enhances host's eyes, improving the acuteness of vision by adding a bonus to perception.



**Eye Rangers** — PE-N(W)\* Increases the range of vision by a factor of one for every three levels of the microrgs.

Flexibility Enhancers — PE/PR-M,B(C)\* Loosens host's joints by stretching the muscles around the joints and strengthens his tendons, giving a bonus to all contortions, acrobatics or tumbling maneuvers.

**Flexibone Enhancers** — PM-B(C)\* Makes host's bones very flexible, so that host can ignore 5% of bone crits per level, and adds to contortions maneuvers.

**Internal Controllers** — C,M,N,O,S(W) Allows host to completely control internal bodily functions like heart rate, digestion, etc (although the system cannot be made to do anything out of the ordinary like digest metal, breathe poison gas, etc.)

Lifegivers — PA/PR-S(C) These microrgs continually produce oxygen and nutrients through the recycling of waste, and feed them into the host's system. Host can go for periods of up to a week without needing to eat or breathe.

Memory Enhancers — MA/MR/ ME(C)\* Enhances and reorganizes the memory parts of the brain and actually adds storage capacity. Adds to Memory bonus.

Mental Recorders — (special) Copies all mental thought patterns, memories, knowledge, etc. from the host. In effect, the memories and personality of the host are copied and stored. These microrgs can then be removed, stored (often outside of realtime) and eventually retrieved, allowing the host's mind to be incorporated into a new body. These microrgs can be used to make duplicates of the host, or to give the host virtual immortality.

Muscle Hardeners — PM-M(C)\* Toughens muscle tissue, adding half level bonus to host's strength and allowing him to ignore 5% of muscle criticals taken per level.

**Nerve Stimulators** — PE-N(C)\* Enhances and improves nerve connections. Adds to Agility or Quickness bonus.

**Organ Armorers** — PM-O(C)\* Protects and strengthens all of the host's internals. Host ignores 5% of all organ criticals per level.

**Pain Blockers** — PR-N(C)\* Blocks pain signals from reaching the host's brain. Host takes no penalties from feeling pain, but still takes normal amounts of physical damage. Host can also take 10% more concussion hits per level before going unconscious (but still dies by taking the same amount of hits).

**Poison Absorbers** — PA-varies(C)\* Eliminates any one type of poison (circulatory, nerve, etc.) that enters the host's system and coverts it into harmless waste matter. Poison must make an RR vs. microrgs' level. More than one type of poison absorber can be within a host's body to protect him from different kinds of poisons at once.

**Proceptives** — PE-O(C) Enhances egg receptivity and sperm count so that it is 90% likely that a pregnancy will occur, or 99% if both partners are hosts for these organisms. Multiple births are a likely result.

Quick/Slow Muscle Tissue Enhancers — PR-M(C)\* Changes the proportion of "fast twitch" and "slow twitch" muscle fiber to either allow host to move more quickly or to have more endurance. Either adds to Quickness or Constitution, but subtracts an equal amount from the other. For example, if a level 3 "quick twitch" microrg is injected, the host will have a +15 Qu bonus, but a -15 Co penalty. If it was a "slow twitch" microrg, it would add to Co and subtract from Qu.

**Regenerators** — PM-all(C)\* Accelerates healing within host. Host regenerates 1 hit/minute for every three levels the microrgs has.

**Revivers** — PR-S(W)\* Negates one round of stun for every three levels from all wounds inflicted upon the host by pumping adrenaline through the system. For example, if a host has level one revivers, a crit giving the host two rounds of stun becomes one, or one round becomes none, etc.

**Strength Inducers** — PE-S,M(C)\* Stimulates adrenaline flows and improves muscle and bone tissue. Adds to Strength bonus.

**Timesensers** — MA(W) Allows host to know the correct time at will, and also will alert the host at preset times (like an alarm).

**Vocal Amplifiers** — PR-O(W)\* By reorganizing the larynx of the host, these microrgs allow the sound of the host's voice to be amplified by a factor of one for every three levels.

**Vocal Enhancers** — PE-O(C)\* Gives bonus to vocal tasks such as oratory, acting, duping, etc. Improves sound and quality of voice.

#### VERY RARE MICRORGS

These microrgs, like the more common types, must be injected into the recipient's system for them to be effective. They will interact with the host's system and bestow abilities on him. Note that all the microrgs of one type will act as one entity within the recipient's system. Unlike the more common kinds, the host of these microrgs must thereafter inject himself with a nutrient solution every three days or the organisms in his body will die in 1-3 days, he himself will take an E stress critical and all of his temporary stats will be reduced by 1-4 due to the trauma to his system. The nutrient solution is quite common, since it is the same solution used to keep grafts and buds alive (see price list), but these microrgs are not easily available anywhere in society. The Zhainmoths are the main source of these organisms, since it is beyond mainstream human technology to produce them. There is a 20% chance (cumulative if more are injected) that injecting these microrgs will "burn out" the host.

Acid Producers (Blood) — PA/PM-S,C,E(C) Makes host's blood acidic, causing an A acid critical to any foe delivering a bleeding critical to him.

Acid Producers (Saliva) — PA/PM-S,E(W) Makes host's saliva acidic, allowing him to spit acid up to 5' giving A acid criticals.

**Digestion Augmenters** — PA/PM-O(C) Allows the host to consume any nonsynthetic matter (even wood, stone, etc.) and obtain nutrition from it due to modifications and additions to the digestive tract.

**Electric Absorbers** — PA/PM-E(W)\* Absorbs static electricity building up a charge enough to release 2 lightning bolts or 1 X2 lightning bolt every 24 hours. Add level bonus to attack roll. They also reduce electricity criticals taken by 1 level (B's become A's, A's are ignored, etc.).

**Elemental Protectors** — PM-all(C) Enables the host' to gain a +30 RR and/or DB bonus versus any one element (fire, ice, water, etc.). One element (GM choice, perhaps an "opposing" one — i.e., heat vs. cold) will inflict double normal damage on the host. Note that clothing and equipment are not protected.

**Gravity Nullifiers** — PM-all(W) Negates the effects of gravity for the host. The host can levitate at will, carrying 50% of his body weight in extra equipment with him.



**Growth Stimulators** — PE-S(C)\* By enhancing the output of the thyroid and other glands, these microrgs stimulate growth in the host. The growth occurs slowly (no more than a .1x growth in one month), and the total amount of growth depends on the level of the microrgs. For each level, the host will grow an additional .1 times his current body size. For example, 5th level microrgs will enlarge the host to 1.5 times his original size. 17th level microrgs will increase his size by 2.7 times. Growth Stimulators are not available over 20th level (and the 20th level microrgs are quite rare). Note that these microrgs die after growth is complete. Use of this microrg will shorten the lifespan of the user by 25%.

Level Enhancers — PM-special(C)\* Increases the level of any one other Softech organism, including other microrgs within a system. Once an organism's level has been increased, these microrgs cannot enhance another Softech creature (i.e. they cannot be switched from one item to another one in effect). The level enhancement is equal to one level for every three levels that these microrgs have. Note that if used to enhance the level of a non-Softech organism (e.g., a human), the level increase is one level for every ten levels the microrgs have.

**Metabolism Augmenters** — PE-S(W) Speeds up the host's metabolism for short periods of time. Host can "Haste" himself at will for 10 rounds/day.

**Poison Producers** — PA/PM-S,E(W)\* Secretes a nerve poison (level is the microrgs' level) through the host's skin five times per day at will.

**Power Boosters** — MA(C)\* Have 5 PP/ level of their own that can be added to the host's total.

**Power Generators** — MR(C) Produces power points at a rate of 1/minute, to a maximum of three times the microrg's level. The host can use these PP as though they were his own. Host's maximum PP total remains the same.

**Psionic Stimulators** — ME(C) These microrgs multiply PP by 2 for Mentalism (and/or psions if using Space Master) by affecting the proper areas of the brain.

**Resurrectors** — PA/MA-all[M] These microrgs only come into play after the host body has actually died. They then magically cast a spell restoring life, healing the lethal wound (but no others) of the host instantly. After this one spell, these microrgs die, without any ill effects to the host. Sensors — MA(W) Allows the host to have a sort of "radar sense." This sense gives him the ability to detect all solid objects, their position, and their movement within 25'.

Skill Carriers — MA(W)\* These microrgs are intelligent and knowledgeable in one skill or lore area and can communicate this knowledge telepathically with the host.

**Spell Casters** — MA(W)\* These organisms have 3 PP/level. They are very intelligent and can cast spells through the host (at his behest, but without any effort by him). Note that if the host is a spell caster, this means that he can cast two spells at the same time. The microrgs know 1 spell list/ level, up to their level.

**Spore Producers** — PA/PM-S,D(W)\* Produces a specific type of spore (see section on spores) that the host can project from his fingertips as a spore pistol ten times per day with a bonus equal to the microrgs.

**Telepaths** — MA(W)\* Telepathically communicates with host and any other telepathic microrgs within 1000 feet/level. Thus, a conversation can be relayed between two hosts.

#### **EXTERNAL MICRORGS**

These microrgs are different from the others in that they are not injected into a host, but instead, they are coated onto an object. They all come with a plastic applicator.

**Bio-enhancers** \* — These microrgs are semi-empathic and allow a person to use an item as though it was more of an extension of their own body. This organic link between user and item gives a bonus determined by the level of the microrgs. The item must be coated with the nutrient solution every three days.

**Examples:** A Fighter puts bio-enhancing microrgs on his battle axe to make him "one" with the weapon. A Thief applies them to his lockpick, a blacksmith puts the microrgs on his hammer, etc.

**Builders** — Secreting minute amounts of a quick-hardening cement-substance, these incredible microrgs can be used to build simple constructions such as walls or buildings. One "dose" of these will produce an amazing 1 cu' per day. They are empathic and receive their building instructions from their owner's mind. The microrgs must be sprayed with the nutrient solution once per day. **Cleaners** — These temporary microrgs will clean the surface of any object or being to the point of complete sterilization. One dose of these microrgs will clean up to 10 cu' of any object to which they are applied, then they die.

**Organic Simulators** — These microrgs are different than any other sort. They are larger, being almost visible to the naked eve. The come in such large numbers that they can form visible, usable objects. They can control their hardness (up to the hardness of steel) as well as their shape. One set of these can form an object up to 1/ 2 cu' in size, larger if density (hardness) is less than that of steel. More than one set can be combined to create larger objects. Like many microrgs, these are empathic and will take whatever form their owner wishes if he is within five feet of them. Unlike other microrgs, they are able to fly through the air very short distances on their own power, so that they can join together. Using these abilities, many people have the microrgs remain about their body, so spread out that they add no real noticeable mass to the person. Then, on mental command, these microrgs can form a simple weapon, such as a dagger, or other needed item. Note that it really isn't feasible for the microrgs to form an object with moving parts.

**Example:** Rael the Mystic has some Organic Simulating Microrgs, and applies them to his body. Since they are so small, they add only a small amount (about one pound) of mass to his form. Rael is later knocked unconscious when he is captured by evil cultists and finds himself in a cell, stripped of all equipment. Smiling knowingly, he mentally commands the microrgs to take the form of a lockpick, and he picks the lock (he has a great skill bonus, which is good, because the microrgs confer no bonuses to the items they become). He then has the microrgs become a dagger, and he sneaks up behind the guard, taking him out with his ambush skill. Rael then realizes that he has no idea where in the Twenty Worlds he is. He curses, wishing that the microrgs could become an orgmol communicator, or at least a compass, but they cannot.

**Repairers** — When applied to a broken, non-living item of less than 1 cu' in size, these microrgs will manipulate its molecular structure, fixing breaks or tears, if at least 95% of the original item is present. They are empathic, and can sense what must be

done by the being who applies them. When finished, they die.

**Sentries\*** — These microrgs can exist on any inorganic or organic surface. The area they occupy must be coated in the nutrient solution every three days. They are aware of their surroundings (about a 25' radius) and can communicate all that they perceive up to 50'/level. They must be specifically coded to a single mind (see bio-locking process, above).

#### **TEMPORARY MICRORGS**

Unlike the other types of microrgs, these do not need to be nourished and there is no chance of burnout. They are not intended to stay within the host's system for an extended period. Most only remain for a 24 hour period, and then die.

#### **Healing:**

**Bloodclotters** — PA-C(W) Once within the host's system, these microrgs will clot any one bleeding wound when the host so wills, no matter what the rate of bleeding.

**Bone Repairers** — PA-B(W) Once within the host's system, these microrgs will repair any one broken bone, including shattered bones, when the host so wills.

**Muscle Repairers** — PA-M(W) Once within the host's system, these microrgs will repair any one wound to muscle tissue when the host so wills.

**Nerve Repairers** — PA-N(W) Once within the host's system, these microrgs will repair any one wound to nerve tissue when the host so wills.

#### Sensory Enhancement:

**Auditory Enhancers** — PE-N(C) Improve the host's hearing so that all audio perception rolls are modified by +20. **Dark Vision Granter** — PR-N(W) By manipulation of the rods within the host's eyes, these microrgs allow him to see in even complete darkness.

**Infra-red Granters** — PR-N(W) Host can see heat sources at will.

**Vision Enhancers** — PE-N(C) These microrgs improve the host's vision so that +20 is added to all visual perception rolls.

#### Miscellaneous:

**Disease Carriers** — PR/PM-all(C)\* These microrgs are used as biological weapons. They are released via bombs, sprays, etc. into populated areas. They carry diseases of various types and of various levels.

**Elemental Protectors** — PA-all(C) Protects the host from one elemental force (heat, cold, electricity, etc.). Host has a +25 RR bonus vs. effects of the element, -20 to appropriate elemental attacks, and criticals of the element are reduced by one level.

**Knowledge Carriers** — MA(W)\* These microrgs are temporary versions of the Skill Carriers, above. They can be implanted with knowledge that is needed only temporarily such as the layout of a specific (yet unfamiliar) building complex or the personal file of an individual with whom the host is about to deal.

**Knowledge Increasers** — Special These microrgs are special in that they join directly with the host's DNA, delivering knowledge directly to his brain through his genetic makeup. Repeated treatments of this microrg over a period of 1 year (one treatment per week) can result in an education the equivalent of 10 years of normal study. This form of training is used in the creation of replicants and other metamorphs, though it can be used on any being. **Poison Neutralizers** — PA-S(C)\* These microrgs completely neutralize any poison in the host's system. The poison must make an RR based on the microrgs' level. Normally, they are keyed to one type of poison (nerve, circulatory, etc.), although there are microrgs which devour all poison's within the system at twenty times the cost.

**Dermal Armorers** — PM-D(C) Hardens host's skin, giving him AT 4.

**Truth Inducers** — MM(C)\* Inhibit the host's brain so as to only allow him to tell the truth, or what he believes the truth to be. Host must make an RR vs. the level of the microrgs.





## 782 UMING GRAFTS

These organisms have been created to be able to attach themselves to a host and live off the host's system while the host is able to control the graft organism. They can be easily removed if the host so wishes or dies. While not connected to a host, the graft organism must be injected with nutrient solution every week (or continually soaked in the solution) or it will die. The grafts have been engineered into various forms.

A graft, since it is connected to the host's system, acts completely as though it is a part of the host's body. This includes damage taken. Hits and criticals inflicted on the graft will affect the host.

Note also that a graft can be placed on another graft, such as a weapon graft on a replacement graft, etc.

For ten times the normal cost, a graft can be engineered so that it will be intelligent and possibly sentient. It can then be taught skills at a cost of an additional 100 tradits per skill level per skill. For example, an arm or hand graft could be made intelligent and taught lockpicking skills so that when it is used by the host, such skills can be utilized, or a weapon graft could be taught skills like reverse stroke, disarming, etc.

This process of engineering intelligence in grafts is not completely perfected. There is a 1% chance that the graft will eventually gain a free will and begin to think independently. In a case such as that, it may grow to resent the host, and may try to dominate him just as the host would normally dominate a graft. A battle of wills would be necessary in such a situation.

#### WEAPON GRAFTS

**Note:** These weapon grafts can all be made "Deathdealers" by engineering poison secreting nodules within them. The cost is increased, depending on the level of the poison. Also, "Fleshharrowers" can be purchased at five times the cost. These weapons secrete acid, delivering additional acid crits. Lastly, the weapon grafts can be laced and bound with duriplast, steel, or synthisteel giving an additional +5, +10 or +15 bonus respectively, and increasing the cost by a factor of two, three or five respectively.

**Blade**\* — Fits onto and covers the host's hand. This chitinous blade acts as a short sword with a bonus per level due to its intimate and living interaction with the host:



**Claw\*** — Attached to fingers, these grafts allow claw attacks to be made, with a maximum result of medium.

**Fangs**\* — When attached to the host's teeth, these grafts allow a small bite attack to be made.

**Hammerhand**\* — As the blade, except medium bash attacks can be made by these chitinous, hammer-like appendages.

**Horn\*** — Can be attached anywhere on the host's body. This very hard graft allows the host to make a large horn attack. It is like the blade in other ways.

**Pincer\*** — As the blade, except this pincer-like graft can be used as a large pincer attack.

Tail\* — Must be attached to the base of the host's spine, allowing a medium bash attack to be used. Otherwise, treat as the blade. Without a brain bud or brain stimulating microrgs, a host cannot use more than two arms (including the tail) at a time.

**Tail with Stinger**\* — As tail, but a large stinger attack is used instead.

**Tentacle\*** — Can be attached anywhere on the host's body, able to be used for a large grapple attack. Otherwise, treat as the blade. Without a brain bud or brain stimulating microrgs, a host cannot use more than two arms (including the tentacle) at a time.

#### **Replacement Grafts**

**Dermal Replacement** — Serves as a replacement for burnt or damaged skin tissue. Cost is dependent on the percentage of the body that needs dermal replacing.

**Replacement Limb** — Will replace and act as either a normal human arm or leg (or just a hand or foot, etc.) when grafted onto the empty stump of a host who has lost such a limb. These grafts can be cut down to fit any host.

— pouches (hidden or non-hidden) can be included within these limbs, able to store anything that could reasonably fit into an inner cavity within the limb.

— retractable extensions can be added to these limbs. These entail a storage cavity (like a pouch, above) that contains an extension of the limb, such as something



similar to the weapon grafts, above. For example, claws could retract into the fingers of a replacement hand, or a blade could retract into the palm of a replacement hand and arm. The cost is equal to the limb, the pouch, and twice the cost of the extension.

— Improved replacement limbs\* can be purchased, but require an additional cost depending on the level of the limb. An arm could add to the Strength or Agility bonus of the host (for maneuvers using the affected arm only) or improved legs might add to Quickness.

**Replacement Organ** — Unlike other grafts, this must be placed during surgery as



it is grafted to the interior of a host's body rather than the exterior. If a successful Hard surgery skill roll is made, the organ can be grafted into the spot of a damaged organ, taking its place and lasting the life of the host. All organ grafts, being equally complex, cost the same price.

Unique Replacements — These grafts are placed only onto the stumps of handless arms. The are placed in lieu of a "normal" hand.

— Axe\* — As Blade graft, but a chitinous axe-head replaces the hand and the hand axe table is used.

--- Blade\* --- As Blade graft, but the hand is replaced, not covered.

--- Claw\* --- A large claw is grafted on rather than a human hand, treat as a claw graft.

— Hammer\* — As Hammerhand graft.

--- Maw\* --- The mouth of a vicious beast is grafted onto the stump of the host's arm. Inflicts medium bite attacks.

--- Pincer\* --- As Pincer graft.

— Spore Blaster\* — As a Spore bud.

--- Whip\* --- As Tentacle graft.

#### **OTHER GRAFTS**

Additional Arm — These grafts are exactly the the same as replacement grafts and can be as varied, but they are made to be attached in addition to the normal limbs. An additional arm will normally be placed on the host's side, under an arm. These arms can be used as the host would use a normal arm, but unless the host has a brain bud or brain stimulating microrgs, he will not have the mental coordination to handle more than two of the three arms at a time.

**Beauty Grafts\*** — This is a variable graft skin that improves facial features, various body part size, etc. all for the sake of comeliness. Bonus to appearance is determined by the graft's level.

**Breather** — This graft fits over the host's mouth and nose, covering the entire lower half of his face. It serves as a filter and prevents the host from breathing any harmful toxins. Of course, it must be removed in order for the host to eat or drink (but not to talk).

**Chitin\*** — Provides host with AT 3, 4, or 12 and covers most of the body. Also gives 10 additional hits per level which take all inflicted damage before the host's hits. This chitin regenerates 1 hit/minute. This graft does not affect criticals in any way. **Coolsuit** — This is actually a set of many grafts, fitting onto the legs, arms, torso and head of the host. Due to the nature of the graft, it keeps the skin of the host cool. It cools the air within the many pores of its form, and then circulates the cool air next to the skin of the host. Used primarily on Bothom and Palamad.

**Elemental Skin** [M] — This grafts onto a host's entire body. It is keyed to a specific element (fire, cold, earth, etc.) and when the wearer wills it, he will become immolated in the element, giving an appropriate effect, and making the host immune to the element. Effects are as follows for an elemental type:

--- earth --- host is AT 12, encased in earth armor. Hand to hand attacks deliver an additional A impact critical.

--- fire --- host inflicts additional heat crits along with all others. Flammables within 5' may catch fire. Touch burns.

--- electricity --- host inflicts additional electricity crits with all others.

---- air ---- host is surrounded by swirling winds. He is at -15 to be hit by incoming attacks.

— cold — host is encased in ice, giving him AT 8, and inflicts additional cold critical with all others.

**Eye Graft** — There are two different types of eye grafts. One is a simple replacement eye for one that is damaged or destroyed (lower in cost and more common) and the other being an eye that can graft itself to any part of the host and yet still transmit visual signals to the brain via any nearby nerve due to its complex structure. These eyes have all of the normal visual **capabilities of a human eye.** 

**Eyepatch** — A transparent membrane which covers the surface of the hosts eye. Not actually an eyepatch at all, but a set of grafts which give the host additional visual capabilities. Such benefits can include:

--- ultra-violet vision --- limited night vision.

--- microscopic vision --- +20 to perception when looking at tiny things.

— far-ranged vision — 2x normal.

**Gills** — Attaches to the throat of the host and allows him to breathe underwater.

Lantern — Grafts onto any part of the host's body. This 3" diameter organic sphere is similar to the abdomen of a firefly. It will light up an area equal to a torch when its host so wishes. It is often used by workers underground or underwater, but is useful for night actions as well.

**Morph Skin\*** — This graft is an entire layer of skin that can be mentally altered at will to appear as any being of the same sex, race and of approximately the same size. The being imitated can be a specific individual, but anyone who had seen the being before has can make a Medium Intelligence maneuver to discern that it is not the real individual. The level of the skin modifies this roll.

Sensory Skin\* — Normally grafted to the host's hands or perhaps feet, this skin graft allows the host to perceive even very minute vibrations in any material or object touched. Also allows a bonus to any action involving a delicate touch (lockpicking, picking pockets, etc.)

Serpent\* — This graft can attach anywhere and appears to be a poisonous snake that is attached to the host via the serpent's tail. This graft is semi-intelligent and will attack of its own volition when mentally commanded. Its attack is a medium bite, with its OB depending on its level, and the level of its poison being 1/2 of its level (round up).

Serpent Blaster\* — As the Serpent Graft, except this graft can also breathe a firebolt with a 50' range 3 times per day. The firebolt's bonus is determined by the serpent's level.

**Shield** — Grafts to the host's forearm. This chitinous shield can be any size and adds an additional +10 bonus to DB. Like weapons, it can be reinforced with other materials for the same additional bonuses and costs.

**Shock Hand** — Fits onto hands like a thin glove. Absorbs kinetic energy of the movements of the host, and converts it into electrical energy. Host's touch gives A electricity criticals at will.

**Sonic Pest Remover** — This small graft "patch" is 1" in diameter. It continually sends out an extremely high pitched sonic signal that drives away insects, small rodents and other pests within 5'.

**Translator** — This tiny graft attaches to the inner part of the host's ear. It is intelligent, and knowledgeable in two languages. It will vocally translate one into the other



when desired, if the language is within audible range. For double the price, one more language can be added to its repertoire.

**Warmsuit** — As the coolsuit, above, except that it keeps the host warm rather than cool. This is used primarily on the frozen world of Zairic.

Wings — These large grafts attach to the host's back, allowing him to fly at a rate of 200' per round. They have a wingspan of 18' (assuming host is human sized), and can resemble leathery bat wings, insect wings or feathered avian wings.

Webbing — Fitted in between fingers and toes, these grafts allow the host to swim at 1.5 normal pace with a + 30 skill bonus.

## 703 BUDS

Like grafts, these Softech items attach themselves to the host's skin. Unless otherwise noted, buds are usually about four inches long and wide, and are about one inch thick. Unlike grafts, many buds connect and interact with the host's body, and therefore must be removed very slowly (over a period of at least five minutes). A storage bud is a notable exception to this rule. It is actually more like a graft.

Acid Bud\* — This bud is a weapon that attaches anywhere on the host's body. It can be used to emit a stream of acid up to 25', one time per day. The target must make an RR, based on the bud's level, or take a B acid critical. It creates its own acid.

**Brain Bud (Small)** — Attaches to the head of the host, giving +20 to Memory and Reasoning bonuses due to interaction with the brain and increased brain capacity.

**Brain Bud** (Medium) — As the small brain bud, except it is 1.5 times larger and gives a +40 bonus.

**Brain Bud (Large)** — As the small brain bud, except it is 2 times larger and gives a +60 bonus.

Gas Emitting Bud\* — Another weapon bud, this can be attached anywhere to the host's body. When so willed, once per day, it can emit a cloud of gas (note that the host, unless proper precautions are taken such as a lung graft, is subject to the gas's effect as well) in a 10' radius cloud. All within this cloud are effected by a nerve poison the same level as the bud. It recreates its own gas.

**Muscle Bud** — Twelve of these buds are required to obtain the full benefit. Attach two to each arm and leg and two to the back and chest. Gives a +30 Strength bonus.

Nutrient Bud — This bud is fitted anywhere onto the host's body. It injects needed nutrients into the host's bloodstream and continually reproduces the required substances by recycling waste. The host can last up to one week without food or drink.





**Organ Bud** — This bud is a remarkable lifesaving tool as it will immediately respond when one of the host's internal organs are damaged or destroyed, instantly "plugging itself into" the host's system and adapting itself to serve the damaged organ's purpose. It can only operate for twenty four hours, in which time the damaged organ must be repaired.

**Projector Bud**\* — There is a tube within this large (2x normal size) bud. The bud itself can split open (and close again) to expose the tube. The tube can fire projectiles such as biobombs or spell jellies (see programmed creatures section). The accuracy depends on the level of the bud.

**Spore Bud** — As the gas emitting bud, but this bud emits a cloud of spores once per day. The price depends on the type of spores (use the prices for the spore biobomb). It recreates its own spores.

**Storage Bud** — These buds come in four different styles. The secret storage bud is very small and almost unnoticeable (90% unless specifically looking for one). It has a small pocket-like pouch that allows the host to insert something small such as a folded paper, a needle, etc. within it.

The sheath bud is small and attaches to the host's body, allowing him to sheath a weapon through a small slot in its carapace.

A pouch bud is the size of a belt pouch and attaches to the host's body, allowing him to store small objects within. These buds come with and without sealable coverflaps.

A pack bud fits on the host's back. It is like the pouch bud, except that it is the size of a backpack.

## 704 LIOST ARMOR

HOST ARMOR CHART								
Armor	Height	AT	Hits	Attacks	Special			
Cradic	7'9"	12	150	Large Pincer and Medium Bite	Breathe underwater; +10 St			
Horath	8'	4	170	Large Claw and Large Bite	+20 percep; +20 St; +10 Ag			
Serpor	7'10"	12	120	Med Claw, Lrg Bite and Lrg Bash	Clings to surfaces; +25 St			
Kiric	7'9"	12	130	Huge Stinger	Flies short distances; +10 St			

Host armor resembles a full-body graft. Like most grafts, these creatures are nonintelligent and have no mobility without a host. The host literally climbs into one of these large humanoid creatures via an entrance in the back that seals once entered. Once a host has occupied its interior, the armor appears to be a large humanoid animal-like creature. Wearing a suit of host armor confers a number of advantages. The host armor has an armor type of its own, a number of hits that are expended before the host's (that regenerate at a rate of 1/minute), and usually a built-in set of skills, musculature and natural weaponry. The level of the armor determines the offensive bonus that the armor has with its attacks. A host cannot usually use weapons or delicately manipulate objects while wearing host armor.

When a person in host armor takes a critical, there is a percent chance equal to the current hit total that the critical will be taken by the armor. Only additional concussion hit damage and severed body part critical effects affect host armor. Stuns, bleeding, bone breaks, etc. do not affect them.

Cradic Armor looks like a large, upright crab. It provides thick shell-like armor, and at the end of the arms are large pincers. The head is equipped with a large toothy mouth. It is also equipped with gills that allow the host to breathe underwater. Its musculature adds +10 to the host's strength. It also gives the host a bonus in swimming and operations underwater determined by the armor's level.

Horath Armor is mammalian. It has thick skin covered with fur. The armor comes complete with long, bear-like claws and a wolfish head with long teeth in its mouth. High quality senses, smell and hearing, are included with the armor and add to the host's bonuses. Its musculature and nerves give the wearer bonuses in Strength (+20) and Agility (+10). It also gives the host bonuses in tracking, hunting and similar skills, the amount of the bonus determined by the level of the armor.

Serpor Armor resembles a giant humanoid reptile. It has scaly armor, long claws and teeth, and a strong tail that can be used as a weapon (bash attack). It has suction cups on its hands and feet that allow it to cling to flat, dry surfaces (+75 to climbing skill). Its muscles give the host a mighty +25 Strength bonus. Its level determines the amount of bonus that is given to the host's swimming bonus.

Kiric Armor is insectoid in appearance. It has thick, chitinous armor and large, insect wings that allow it to fly in short hops (1000' maximum). It also has a tail with a large stinger that carries a nerve poison whose level is 1/2 of that of the armor. It adds 10 to the Strength of the host.



## 705 SOFTEGH UMPLAINTS

Implants are much like microrgs, but can only be added to the host through surgical means. Implants are not living organisms in themselves, but portions of organisms that can be implanted in others. It is a Hard surgery maneuver to place an implant.

Personality Implants\* — These implants carry with them personality traits that will manifest themselves in the host. Such implants are calmness, aggressiveness, analyticalness, maturity, immaturity, carefreeness, submission, greed etc. Though most of the effect in game terms will be on role playing, sometimes a personality implant will confer bonuses (amount depends on level). In combat, for example, a ferocity implant would give an attack bonus (but not a defensive one). An implant conferring attentive traits may give a bonus for solving problems. A cowardly implant may even give a defensive bonus. These are all subject to GM discretion, and the possibilities for personality implants are endless. They are often used in fanatical groups to control their members, or by individuals who feel they are "lacking." Many people experiment with these implants trying to find just the right combination for the personality they want. These people are often called "fakers."

**Instinct Implants**\* — Confers a bonus to an appropriate skill by giving the host the instincts of another creature. There are different kinds of instinct implants:

--- combat --- gives the host combat instincts, adding to all melee offensive

bonuses.

— directional — allows the host to always know the direction of "home" as well as always knowing the correct compass directions. — predatory — gives the host the instincts of a natural hunter. Stalking, hiding, hunting and other skills are improved by this implant.

— protective — gives the host bonuses to all rolls when protecting something — a fallen comrade, a home, etc. GMs: be very strict when interpreting the use of this implant.

— survival — gives the host a defensive instinct, and a defensive bonus. Host also has a bonus to not be surprised by a foe.

### 7.6 APPLICATIONS

Applications are basically temporary grafts. They appear usually as flat, 6" square sections of fleshy material. They instantly attach themselves to a host's skin just as a graft. Once attached, they release chemicals, hormones or some substance into the host's system, and then die, at which time they fall off. Most applications are healing aids, but there are some which contain "pleasure" drugs or other substances.

"AF" means "Addiction Factor." Each time an individual uses an application after the initial use in any given week, the GM should roll to see if the character is addicted. Each subsequent use in the same week doubles the addiction factor. If the roll is below the addiction factor, the individual is addicted. Addiction results in the loss of the effectiveness of the application, -50 penalty when application is not used, loss of user's ability to resist using the application when under stress, or unpleasant, possibly violent, withdrawal symptoms without usage. **Bloodstopping** — AF 0 Placed directly on a bleeding wound, it will completely seal that one wound and stop all of its bleeding.

**Bone Repair** — AF 3 Placed in the general area of a broken bone, it will repair that one bone within one hour.

**Concussion Relief**\* — AF 7 Heals 1-10 lost hits per level.

**Disease Cure\*** — AF 8 Cures any disease or kills any virus in the host's body. All microrgs within the host's system must make an RR or they too will be destroyed. The level of the application should be compared to the level of the disease to determine the disease's RR. Low level applications are usually used to cure colds or such minor inflictions.

Hallucinogen\* — AF 20 Causes host to have pleasant hallucinations for 10 minutes per level of the application. Once addicted, 25% of the hallucinations will not be pleasant.



**Lifekeeping** — AF 25 This application "freezes" the body chemically while feeding oxygen to the brain, thus preserving it and keeping it from actually dying for 24 hours.

**Muscle Repair** — AF 2 As Bone Repair, but one muscle is healed.

Nerve Repair — AF 5 As Bone Repair, but one wound of nerve damage is repaired.

**Nopain** — AF 20 Causes host to ignore pain and all minuses that such pain or damage might cause for 1 hour.

**Poison Antidote**<sup>\*</sup> — AF 0 Neutralizes any one poison of a specific type (circulatory, nerve, etc.) in the host's system. Poison must make an RR based on antidote's level.

**Poison Immunizer\*** — AF 9 Gives immunity to one type of poison or toxin for one hour/level if administered before the poison enters system. The biochemicals that the applications puts into the system actually absorb the poison, so once the poison is done away with, the immunization is gone. It can only absorb one dose of a poison.

**Relaxant**<sup>\*</sup> — AF 23 Relaxes host for a number of hours equal to the application's level. If the application is of a higher level than the host, those relaxed hours are spent asleep.

**Sleeper** — AF 20 Restores host as a good night's sleep. Each day beyond the first of this artificial rest, the host experiences a cumulative -5 penalty to all actions.

**Spell Adder** — AF 20 Adds +10 to all spellcasting for 10 minutes after this is applied.

**Spellblaster** — AF 30 For 10 minutes after the application is applied, a spell caster's spells are doubled in level for purposes of target's RR or elemental damage.

**Stimulant\*** — AF 18 Stimulates host, giving him a bonus (dependent on level) to all physical actions for an hour for ever two levels of the application. A -5 penalty is assessed to all mental activities. When the application wears off, the host must spend twice as long with the application's level bonus as a penalty to all actions.

**Tendon Repair** — AF 4 As Bone Repair, but one tendon is healed.

## 707 SPORES

Spores are tiny, near microscopic organisms that enter a target's system through the air breathed or through pores in the skin. Though the base organisms were indeed the reproductive spores which gave rise to the name of these tiny bodies, they hardly resemble natural spores in appearance or purpose. The spores have been genetically altered to have varying effects. Spores can be loosed upon a target either through an organism called a spore pistol or through biobombs (see programmed creatures).

**Blinding**\* — Blinds foe for 1 minute/ 10% RR failure, based on the level of the spore.

**Bone Brittling**\* — Makes the target's bones brittle and easier to break for 1 day/ 10% RR failure, based on the level of the spore. Each time the target takes damage

during that time, there is a 10% chance that a random bone will be broken.

**Burning**\* — These spores cause instant acidic damage to the target's inner throat or lungs, causing 1-10 hits of damage per level.

**Confusing\*** — Disrupts target's brain connections, making it impossible for him to think clearly or initiate action for 1 rnd/ 10% RR failure, based on the level of the spore.

**Poison**\* — Acts as a poison of a various type (circulatory, nerve, etc.) of the same level of the spore.

Sleep\* — Puts the target to sleep for 10 minutes/5% RR failure, based on the level of the spore.

Slowing\* — Slows the target to 50% action for 1 md/5% RR failure, based on the level of the spore.





## 708 PROGRAVAVAIED GREATURES

These beings vary greatly in design, purpose and complexity. Most are just slightly more intelligent than plants. Almost all require weekly nutrition injections. A GM can use these game-oriented examples to come up with day-to-day Softech if he would like, such as air fresheners, stain cleaners, entertainers (toys/pets), refuse consumers, etc.

Acidic Dissolver — This small (6" diam.) mass of protoplasm secretes a very powerful acid that will eat through most materials at a rate of 6"/minute. Can be commanded to stop secreting the acid.

Air Filterer — This creature appears to be a one foot diameter, round ball of flesh that absorbs any gas except oxygen (even poisonous ones), and produces oxygen and other harmless gases. It would take one of these creatures 15 minutes to completely filter a 10' diameter sphere of air.

Alarm Fungus — This engineered fungus comes in patches of about 1' diameter. They can be activated in many ways, and usually sound their "alarm" with a high-pitched wailing sound. For three times the price, their alarm is telepathically keyed to specific people within a 500' range, and so mentally alerts only them.

- photoresponsive - responds to the presence of light.

---- audioresponsive ---- responds to significant amounts of noise.

--- movement responsive --- responds to movement within 10'.

**Biobomb** — These creatures are small, brittle spheres about 3" in diameter. They shatter upon impact, emitting a cloud which lasts for 1-4 minutes (depending on the strength of nearby air currents) and produce varied effects:

--- blinding gas --- emits a 10' radius cloud of a 5th level gas that blinds for 1-10 minutes.

- poison gas - emits a 10' radius cloud of a 5th level circulatory poison.

--- smoke --- emits a 10' radius cloud of dark gas (similar to smoke).

--- spores --- emits a 5' radius cloud of spores. See section on spores.

**Biochairs** — These come in many styles and sizes, but the most popular model at this time is a lounge chair style with long, shaggy hair genetically manipulated to match the colors of the room in which it is to

be placed. Some can change colors on command (1.5x normal price). Normally, if a chair is to be used in a cold clime, it will be engineered to be very warm. In a hot area, cool temperature chairs are sold. All are extraordinarily comfortable due to their instant contouring to the occupant's body shape.

**Bioclothes** — These come in many styles, and are unique because they are alive and can change color like a chameleon's skin; they can be extremely versatile as far as fashion is concerned. Even better, these creatures can repair themselves within seconds if they are torn.

**Biocompass** — Appearing as a tiny (2" diam.) ball of flesh with a single, 1/2" horn, this creature will always point the horn towards magnetic north (if it is within a planetary magnetic field).

**Cloaking suit** — This bodysuit is made of normal cloth, but is laced with organic molecules. These molecules emit a psion field that dampens all spells and psions that would somehow detect the individual wearing the suit.

**Glowbug** — This is a large (1' long) lightning bug with an enlarged abdomen that is used as a floating light. It is often tied to something to keep it from flying off. It illuminates a 30' radius well.

**Kirrid Disposer** — This large creature (8' long) is featureless except for a 3' diameter mouth. It eats absolutely anything it is fed, and it produces almost no waste itself. It looks like a very thick-bodied snake.

Lockpick Amoeba — This creature is about 4" in diameter. Its name is a misnomer as it is not an actual one-celled amoeba, but it is very much like an amoeba in that it has no defined shape. This being can be inserted into a simple lock, fit its internal shape, and then become rigid so that the locking mechanism will be tripped. It can be used an unlimited amount of times.

**Mimic** — A 1' tall limbless mass with an eyeless head, this organism can repeat, at any time, any number of times, any sound (though perhaps not at the same volume level) it has been exposed to. It will imitate the sound almost perfectly. It has limited psion powers and is able to "read" the mind of its owner to find out exactly what sound he wants repeated. Until the recent development of the organic molecule information

storage devices, using this creature was the only way to "record" audio information.

Nutrient Drainer — Appearing as a small (4" diameter), amorphous blob of protoplasm, this creature draws nutrients from a host just as a normal graft or bud would, but much more rapidly. The host will go unconscious almost immediately, and die of starvation, dehydration, and malnutrition in about twenty minutes. It can be fired from a protoplasm projector or it can be implanted into a fake graft or bud as a trap for the potential host. It is a difficult strength maneuver to pull off this creature once it has attached to the host.

**Organic battery** — This very small (1" diameter) sphere produces electrical impulses continually until it dies. It has a lifespan of about 20 years. Its full potential has not been fully examined yet. Now, organic batteries are used mostly to power communications devices (see Section 6.4) and burners.

**Poison detector** — A 6" tall, squat, round humanoid creature, it is used as a food taster. If the food is harmful to humans in any way, this creature will change from its normal brown color to black. It will not harm the creature as it simply passes all substances through its tasting apparatus, getting its nourishment from its injections. Despite its humanoid appearance, it has no intelligence.

**Storage Pod** — These creatures resemble storage buds, but are generally larger (1.5'x1'x1'), are meant to be free standing and not connected to a host. The top will seal when closed, yet it can be opened, and sealed again, over and over. They can also attach themselves to any flat surface.

**Spell-Jellies** [M] — These 1' diameter jelly-like creatures are telepathic and have at least one spell imbedded within them that they can cast once, and then relay to their owner the results of the spell, if he is within 100'. Then they die. They can often be projected up to 100' via a special tube-like object called a protoplasm projector. Spells commonly placed within them are Analysis (Delving Ways, lvl 20); Delving (Delving ways, lvl 10); Detect Evil (Detecting Ways, lvl 7); Detect Traps (Detecting Ways, lvl 6); Life Typing (Presence, lvl 6); Perceive Power (Detecting Ways, lvl 10); Presence (Presence, lvl 1), etc.

Typical Psions include Awareness (Mind Detection, lvl 10); Delving (Mind in the Past, lvl 9); Mind Scan (Mind's Truth, lvl

12); Presence (Mind Detection, lvl 1), etc.. The price depends on the level of the spell or psion imbedded.

**Tonard** — This large lizard has a very small head and legs and a very large back. It can be varied in size, from 1.5' long to 6'

long. The scales of the creature are multicolored, and by pressing each one gently, it will produce a musical note. Musical instrument skill is needed to play a tonard. They are found everywhere, especially as entertainment in bars and clubs.

Shaper Amoeba — Similar to a lockpick amoeba, this blob-like creature weighs about 15 lbs, and can form itself into any simple object of about the same mass (it can make itself more dense to become a smaller object). For example, a shaper amoeba might become a ladder, a bucket, a spike, a hammer, a grappling hook, a paddle, rope, etc.

**Spore Pistol** — This creature is relatively pistol-shaped, and fits well into a hand. It projects a stream of spores (see section on spores) out to a range of 100'. Little skill is necessary to use this item, as the wielder must just point and shoot. Targets get an RR vs. the spores. Spore clips have enough for twenty shots, and the

price is given for these clips in the spore section.

**Stun Jelly** — An amorphous blob similar in appearance and discharge to a Spell Jelly (above). This creature's skin secretes a poison that effectively stuns the target for 1 rnd/5% RR failure. It, like all jellies, can only be used once, then it dies.

**Tangler** — This creature is a mass of an incredibly sticky, strong and fibrous substance. At first, it is a hard, 1" sphere, but when fired from a protoplasm projector or thrown as a grenade, it expands and opens up, forming strands of fibrous substance which envelop the target. Use the entangle attack table for attacks. Water Absorber — This sponge-like 2' long creature absorbs water rapidly and converts it into oxygen and hydrogen. A water absorber can absorb and convert up to 10 gallons per minute. They are used to drain flooded areas.



## 789 SENTIENT GREATURES

This section covers any creature that is genetically manipulated for some purpose. These beings are altered for a specific job, or or adapted to a specific environment. Although they fit into this section, metamorphs are handled in Section 4.4.

The creatures presented here are only a few samples of the manipulations posible. Through Softech, virtually any creature can be created to fit any situation or need. The GM can create whatever creatures he sees fit to add to his campaign, and/or use those given here. Remember that created creatures can be made to fill needs such as one that can fly to deliver messages or one to climb walls and create a stone-like hardening secretion for building tall structures. Creatures can also be made to fit into a particular environment such as the deserts of Palamad, the cold wastes of Zairic, the oceans of Atlasis, or the hot jungles of Bothom.

Roughly, the cost for such Biotech creatures can be determined using the following chart:



Aspect	Notes	Cost(in Tradits)
Level		1000/level
Body size:		
Tiny	Insect- to bird-sized	500
Small	Bird- to dog-sized	1000
Medium	Man-sized	2000
Large	Horse-sized	4000
Huge	Anything bigger	8000
Armor:		
AT 3		200
AT 4		400
AT 11		300
AT 12		400
AT 17		1000
AT 20		5000
Attacks:		
Tiny		100
Small		200
Medium		500
Large		1200
Huge		3000
Hits		5/hit
Special Abilities:		
Special Critical Attac		1000
Special Movement	Swim, fly, etc.	800
Poison	varied types	100/level
Spells, Psions	per spell or list	2500
Other		varies

Note that these amounts are approximations and should be modified on a creatureby-creature basis by the GM. Certainly not all possible aspects of a creature are covered here, and this chart is only to be used as a starting point for creature creation.

The number of protoplasm units that are required for creation of these beings varies greatly, but should follow this general rule concerning size: tiny — 2-10 units; small — 10-50; medium — 50-100; large — 100-1000; huge — 1000+.

For a few creatures that are not created, but naturally occurring on some of the worlds, see Section 5, or use *Creatures and Treasures I* and *II*. The Zhainmoth created creatures are provided here as examples. They cannot be bought from humans. **Battela:** (-)-(-)-7; carrying capacity 1000 lbs; +15 riding bonus; 7'-8'; reduce critical severity by two levels.

Battela are blue quadrupeds with a tough, wrinkled hide like an elephant's. Their legs are thick, as is their torso, and they have no tail. The head of a battela is comparatively small and like that of an elephant with no ears or a trunk. On the top of their snout, they have three long horns. They can be ridden and are particularly useful in combat, using their horns effectively. They cannot maintain great speed for a long time, but they are tireless if they are kept at a medium pace. They are herbivorous.

**Biocrystal Golem:**(-)-(-)-8; softer weapons must make an RR each time they deliver hits (wood -30, bone -10); 8'-9'; use Super Large creature critical table.

These beings are not actually "golems" in the truest sense of the word because they are living creatures and not completely unintelligent. The Philethians construct them for use as servants or guardians, although it is not unheard of for the Zhainmoths to use biocrystal and these golems. They will obey the commands of their creator or anyone that their creator tells them to obey. Theoretically, any of the bioengineered creatures in this section could be made out of biocrystal, giving them greater strength and armor type.

**Dalic Slayer:**(-)-(-)-8; touch inflicts a C disruption or a slaying critical; 6'-8' long; use Large creature critical table.

The Dalic Slayer is used for only one purpose: hunting down and killing a specific target. If a person's biological blueprint can be encoded by the slayer (this requires at least one cell of the person's tissue), it can track that person over a 100 mile range. Only teleportation or similar movement will destroy the trail that the

-		Base	Max Pace/	Speed	Size/		AT		#	Trea-	Bonus	Outlook
Туре	Lvl	Rate	<b>MN Bonus</b>	MS/AQ	Crit	Hits	( <b>DB</b> )	Attacks	Enc.	sure	EP	(IQ)
Battela	5D	100	FSpt/10	FA/MF	L/II	180C	11(10)	50MHo/60LBa	1	-	В	Agress(NO)
BiocrystallGolem	15H	50	Spt/0	MD/MD	M/SL@	250H	20(40)*	130HBa/90LGr/190LCr^	1	-	I	Varies(LO)
ZhainmothlRoller	8F	90	Dash/5	FA/FA	L/LA	200G	12(30)	100HBa[puncture]/special	1	-	E	Agress(MD)
Zhainm. Domesnake	14G	90	FSpt/10	FA/VF	H/SL	350H	12(30)	140HBi/120HBa	1	-	G	Agress(MD)
DaliciSlayer	12E	100	Dash/20	FA/BF	M/LA	150F	3(30)	100MHo(4x)[disruption]/Special	1	-	G	Mission(AV)
Destroyer	10F	80	Run/5	MD/MF	L/LA	300G	4(25)	120HBa(2x)	1	-	F	Agress(LI)
Domefish(swims)	13G	120	FSpt/10	FA/FA	H/SL	320G	12(20)	100HBi/90HBa	1	-	G	Agress(LO)
Hunterbeast	4C	70	Spt/10	FA/FA	M/I	80D	3(15)	55SCl/50MBa	1-8	-	В	Agress(LO)
Psionic Slayer	15F	80	Spt/5	MF/VF	M/II	190G	12(35)	125LCl(2x)/Special	1	-	Н	Agress(SU)
SenselMonkey	4C	50	Dash/25	FA/FA	S/-	30A	1(25)	20TBi	1	-	-	Timid(AV)
Spidrone	7E	85	FSpt/10	MF/MD	L/LA	165F	12(30)	75MBi	1	-	D	Normal(LO)


slayer follows. This creature has a roundish center area about 4" in diam. with four 3'-4' long tentacles, each ending in a 5" horn. It has no eyes or ears, but instead senses by smell and a sonar-like ability. It flies via a telepathic means of levitation. In combat, it attacks with all tentacles at once, its touch causing a disruption critical to all creatures except its target. Its encoded target will take slaying criticals from this beast. It will of course ignore all others if its target is within reach, but will slay any being preventing it from reaching its goal. Once its target is dead, the slayer dies as well. These creatures are used as assassins with almost no way to trace them back to those who sent them.

**Destroyer:**(-)-(-)-7; strength yields X2 damage; 8'-10'; use Large creature critical table.

Destroyers are humanoid in shape, with hairless grey skin. Rather than hands, their arms end in hammer-like appendages. They are created to destroy things, as their name would imply, particularly man-made constructions. With their hammer-like hands they can batter away at walls, columns, etc. Their very thick skin protects them from falling debris. They can also be trained for combat.

**Domefish:**(-)-(-)-6; can swallow and store up to four human-sized beings within a transparent dome behind its head; 30'-40' long; use Super Large creature critical table.

The Domefish was specifically bred for the world of Atlasis, but has been adapted to many different oceans on many different worlds. A domefish is, in appearance, a huge shark with a transparent domed membrane behind its head. It can swallow and store riders, but the interior of its sac is dry and filled with air (which is constantly resupplied via the fish's gills). It is not filled with fluids because this creature was designed by human Softechnicians for humans, which could not live within such fluids. It is obvious that it comes from the same basic plan as the Zhainmoth domesnake, which proves that the original creators of Softech are the Vlathachna.

**Hunterbeast:**(-)-(-)-6; +80 perception *bonus;* 3'-4'.

Like dogs in mentality, these beasts have huge eyes on a hammer-like head (like that of a hammerhead shark), a hairless, dogish body, and long, flexible legs ending in claws. They are grey in color most of the time. They are to be hunting animals, and have incredible senses. Ironically, they do not eat, but require injections of nutrient solution. As they have no mouths, they make almost no sound.

**Psionic Slayer:**(-)-(-)-9; all psions and Mentalism spells within 20' do not function; 6'-7' tall; reduce critical by two levels. These creatures are created to kill Telepaths and Mentalists. They are vaguely humanoid, with hard plates of armor covering their grey and black skin. The area covering their brain is transparent, so the brain is visible. At the end of their muscular arms are extremely long claws. They are of medium intelligence, and can obey most commands — though they are only really good at killing. They make excellent assassins and have an ambush skill level equal to their own level. They emit a psion scrambling signal that makes psion or Mentalism spell casting impossible.





## **Sense Monkey:**(-)-(-)-4; can sense one or more substance or energy; 8"-14".

There are differing forms of this creature, each able to telepathically detect a particular substance or energy (or set of same). They look like very small monkeys that vary in color. They are herbivorous. All sense monkeys have a range of 500'. These various types (designated by their particular "sense") are common:

- Energy (all sorts)
- Life
- Magic/Psions
- Minerals
- Softechnology (including metamorphs)

**Spidrone:**(-)-(-)-7; 9'-10'; use Large creature critical table.

A spidrone is a huge spider-like creature with eight, long, black legs that stem from a black, hemispherical carapace. The creature's eyes and small mouth are on the lower portion of the body, while the top has a cavity designed so that up to three humanoid beings can sit comfortably within it. A spidrone is used for transportation only, as it really is not useful in combat, save that the creature's body is well armored. Passengers can hide within the seating cavity for 75% cover. It will obey the orders of anyone within — it is not an intelligent creature.

**Zhainmoth Roller:**(-)-(-)-9; can form an opening to allow one man-sized being within its shell; any being hit by a moving roller takes a second crush and puncture crit on the second round equal to those of the initial attack due to being "run over"; 7'-9' diameter; use the Large creature critical table.

The Roller provides transport for Zhainmoths travelling overland or moving into combat. It is spherical and covered with a very hard shell with is in turn covered with sharp spikes. Upon command, a roller is able to open a small aperture to allow one Zhainmoth or similarly-sized being within. Inside the cavity where the rider is stored are fluids which Zhainmoths can breathe and gain nourishment from. The roller, being intelligent, can telepathically relay all of the details of the surrounding situation which it itself gains through a radar-like sense. It has no eyes, though it can hear and smell using various receptors covering its body. In combat, a roller attacks its foes by bashing them and rolling over them, inflicting crush and puncture attacks

simultaneously. It will obey the orders of any Zhainmoth or Vlathachna.

**Zhainmoth Domesnake:**(-)-(-)-9; can swallow up to four human-sized creatures and store them in a sac with transparent membrane behind its head; 35'-50' long; use Super Large creature critical table.

The domesnake is a creature of Zhainmoth Softechnology. It is a very long green or grey serpent with a dome-like area covered with a transparent membrane just behind its head. When so commanded, the domesnake can swallow something whole and instead of it going into its digestive tract, the snake can force it into the sac which makes up the dome. Within this sac are fluids which the Zhainmoths can breathe and absorb for nutrition. Up to four man- or Zhainmoth-sized creatures can be stored in this manner. The Zhainmoths use domesnakes for overland transportation, and for combat. Through the membrane the travellers can see what is happening around the snake, if he or she had telepathic capabilities, as the Zhainmoths do, he or she may telepathically direct the domesnake. A domesnake will always obey a Zhainmoth or Vlathachna.





# 8.0 BIOCRYSTAL

"A glittering gem fell slowly from the heavens. The sunlight pierced its many faceted structure and nearly blinded me. It was the most beautiful thing I had ever seen — more beautiful than anything the baron or even the church possesses. I was convinced that Immotos himself was descending from Heaven. When it settled at last upon the ground and I was preparing to drop to my knees in homage, two 'lethians came out of it — and I knew Immotos would have nothing to do with an object carrying those godless ones."

-An anonymous diary entry of a human's first encounter with a biocrystal starcraft, found on Geideri. Date unknown.



Biocrystal was originally developed by the Philethians long ago, but its full potential was not explored until the advent of Softech. It is artificially formed organic material that is crystalline in appearance and form. It is grown in underground caverns much like plants, requiring unique nutrients.

Once the growing process has begun, it can be shaped into any desired form through molds and softening chemicals. These same softening chemicals can be applied periodically to the biocrystal to keep it flexible, allowing crystal limbs, cloaks, etc. to be used. If such flexibility is desired, these chemicals, simply called softeners, must be applied once per week. An @ denotes a biocrystal item that requires softeners, while an \* denotes a biocrystal item that can be of variable level.

Like actual crystal, biocrystal is extremely hard. Should it receive an attack, it should be treated as having an Armor Type of 20. It does not take criticals.

When biocrystal is removed from its growing state, it becomes dormant. In this state, the biocrystal will seem just like normal crystal, not growing, no repairing of wounds or mobility possible. The only exception to this will be if the biocrystal is engineered with intelligence. The intelligence will never become dormant, although it will be physically dormant, and still require no nutrients.



## 801 BIOGRY/STAL GRAFTS

These grafts are very similar to those grafts presented in section 6.2.2. They attach themselves and then draw nutrients from the host. Unlike normal Softech grafts, biocrystal does not require any nutrient injections when not connected to a host, because of its ability to become dormant.

**Crystal Coating**@\* — This graft covers almost all of the host's body with a thin layer of biocrystal, giving him AT 20. It also reduces all criticals taken by the host by one level (C's become B's, A's are ignored, etc.). The coating also adds 10 hits per level to the host's hit total, and regenerates those hits at a rate of 1 per minute. It is very expensive because it requires a special form of the crystal that remains in a semi-liquid form that is poured over the host. When it hardens, it can be removed as a normal graft, but it will fit only that particular host.

**Replacement Limbs@** — These function as normal limbs, either legs or arms. They are heavier than the normal limb, (2.5 times the normal weight), but their slightly superior strength makes up the difference. All criticals delivered to the limb are ignored. Using the limb in martial arts combat gives the host a +15 bonus.

**Wings**@ — Like normal wing grafts, these biocrystal grafts allow the host to fly. Their flying speed is 250' per round and they have a wingspan of 20'. Although much heavier than normal wing grafts, these are also much stronger.

## 8x2 BIOGRY STAL ITEMS

**Armor** — Biocrystal armor can be grown into the shape of AT's 17-20. These armor suits remain completely rigid. They also give a defensive bonus of 15 due to hardness and have a 25% chance of negating a critical strike on a covered area. Weapons — Biocrystal can also be formed into weapons with a +15 bonus due to their structure. Virtually any hand to hand weapon can be formed from biocrystal. Biocrystal bows, spears, Hardtech weapons or the like are not practical and are not made.

### 833 OTHER USES

In 9025, the carved wooden doors to the main Citadel cathedral on Palamad were replaced with specially grown biocrystal doors. Ever since then, it has been the fashion among the very powerful and rich to have large objects such as doors, walls, and even towers made from biocrystal. They are very hard, very beautiful, and very expensive. The Philethians grow a large number of objects using biocrystal, not the least of which are their fabulous starcraft (see section on starcraft). See also Section 7.9 for the biocrystal "golem."

	e (in Tradits)	Notes	Plastic Container	10	1'x1'x2'
Hard	dtech Items		Plastic Container	20	2'x2'x3'
IMPLANTS			Other Plastic Items	varies	
Artificial Muscle	······································		- Co	ftech Items	
Type I	800	+10 Str			<i>c a</i>
Type II	1200	+20 Str	Protoplasm	500	6 ounces (1
Type III	1800	+30 Str		~	unit)
Body Armor			Nutrient Solution	5	one "dose"
Duraplast	1000	AT 12	Repairplasm	70	one "dose"
Synthisteel	2000	AT 17	Biolock Enhancement	+200	
Sythisteel Plus	2500	AT 18	MICRORGS		
Bone Lacing	2000		Auditory Enhancers	150+50/level	
Earphone Communicator	1500		Balancers	100+50/level	
Finger Blades	500		Bloodclotters	2000	
Flashlight	350		Bodywatchers	800	
Magnet	150		Bone Hardeners	500+150/level	
Tool	200		Brain Stimulators	800+250/level	
Whip	650		Contraceptives	100	
VEAPONS			Dermal Armorers		
Burner Pistol	5000	requires	AT 3	750+100/level	
~ ····································	5000	-	AT 4	1000+100/level	
Heavy Burner	10000	power source requires	AT 11	800+100/level	
meavy Burner	10000	-	AT 12	1100+100/level	
Protoplasm Projector	1000	power source	Disease Guards	200+50/level	
			Eye Focusers	200+75/level	
Sprayer	2000		Eye Rangers	150+50/level	
Sprayer Loads	100	A 4.	Flexibility Enhancers	200+100/level	
Acid Dlindraga	100	A crit	Flexibone Enhancers	400+100/level	
Blindness Cell Dispution	150 150	A amit	Internal Controllers	780	
Cell Disruption Choking	80	A crit	Lifegivers	1230	
Flame	110	B crit	Memory Enhancers	800+250/level	
Flame Retardant	50	b cm	Mental Recorders	2500	
Liquid Nitrogen	300	C crit	Muscle Hardeners	500+100/level	
Poison	80+10/level	e ent	Nerve Stimulators	1000+300/level	
RMOR	00110,10101		Organ Armorers		
Duraplast Breastplate	200	AT 17(10)	Pain Blockers	150+50/level	
Duriplast Greaves	200 10	AT 17(10)	Poison Absorbers	300+100/level	
1		ATT 10(10)		100+50/level	
Duriplast Half Exoskeleton	1000	AT 19(10)	Proceptives	175	
Duriplast Exoskeleton	2000	AT 20(10)	Quick/Fast Twitch Muscle	200 200 7 1	
Synthisteel Chain Vest	200	AT 13(15)	Enhancers	300+200/level	
Synthisteel Greaves	15		Regenerators	900+300/level	
Synthisteel Chain Suit	650 250	AT 16(15)	Revivers	650+200/level	
Sythisteel Breastplate	350	AT 17(20)	Strength Inducers	600+200/level	
Synthisteel Half Plate	1500	AT 19(20)	Timesensers	200	
Synthisteel Full Plate	3000	AT 20(20)	Vocal Amplifiers	100+80/level	
<b>IISCELLANEOUS</b>			Vocal Enhancers	150+75/level	
Cyberdrug Implement	1500		VERY RARE MICRORG	S	
Earphone Communicator	1000	100 mile	Acid Producers(Blood)	1350	A crit
		range	Acid Producers(Saliva)	1500	A crit
Pocket Communicator	1200	500 mile	Digestion Augmenters	1050	
		range	Electric Absorbers	1000+200/level	
Fele-link Set	2500	no range	Elemental Protectors	8000	One element
		limit		0000	only
Molecule Storage Disc	8	*******	Gravity Nullifiers	2250	Siny
njector	10		Growth Stimulators	800+100/level	
Growth Tank	2000	3'x3'x5'	Level Enhancers	500+200/level	
Growth Tank	2000 5000				
Plastic Container	5	6'x6'x10' 5"x5"x10"	Metabolism Augmenters Poison Producers	3000 050 + 150 /lawal	
r fastie Container	J	5"x5"x10"	r ofson Producers	950+150/level	

Name	Price (in Tradits)	Notes	J		
Power Boosters	500+300/level		Tail with Stinger	580+130/level	max result is
Power Generators	6500		Tentesla	600 100/laval	large max result
Psionic Stirmulators	2500		Tentacle	600+100/level	
Resurrectors	10000		Bonlosoment Crofts		large
Sensors	2000		Replacement Grafts Dermal Replacement	20/1% of body	
Skill Carriers	500+200/level		Replacement Limb	1850	
Spell Casters	5000+500/level		pouches	+75/pouch	
Spore Producers	800+300/level		retractable extentions		+2x price of
Telepaths	850+250/level		retractable extentions	, 1100	extention
EXTERNAL MICRO			improvement	+200/level	•••••••
Bio-enhancers	850+300/level		Replacement Organ	1000	
Builders	1050		Unique Replacements		
Cleaners	650		Axe	450+100/level	
Organic Simulators	1850		Blade	500+100/level	
Repairers	750		Claw	400+100/level	max result
Sentries	750+100/level				medium
TEMPORARY MICI	RORGS		Hammer	450+90/level	max result
Healing Bloodclotters	900			(00,100%)	medium
Bone Repairers	500		Maw	600+100/level	max result
Muscle Repairers	600			(50.1204	medium
Nerve Repairers	700		Pincer	650+130/level	max result is
Sensory Enhanceme			Corres Directory	700 - 200 /laval	large
Auditory Enhancers	200	+20	Spore Blaster	700+200/level	as spore bud
Dark Vision Granters	350	120	Whip	600+100/level	max result
Infra-red Granters	290		Other Crefts		large
Vision Enhancers	200	+20	Other Grafts	2000	
Miscellaneous	200		Additional Arm	2000 200+100/level	
Disease Carriers	300+100/level	one dose	Beauty Grafts	950	
Elemental Protectors	280	one dose	Breather	950 800+250/level	
Knowledge Carriers	100+80/level		Chitin AT 3 Chitin AT 4	1000+250/level	
Knowledge Increasers		one dose	Chitin AT 4 Chitin AT 12	900+250/level	
Poison Neutralizers	50/level		Coolsuit	1000	
Dermal Armorers	500	AT 4	Elemental Skins	1000	
Truth Inducers	80/level		Earth	8000	
GRAFTS			Fire	10000	
Engineered Intelligend	ce 10x cost		Electricty	9000	
Skills	100/level		Air	6000	
Weapon Grafts	100,1000		Cold	9500	
Deathdealer Effect	+200/poison lvl		Eye Graft (replacement)	500	
Fleshharrower Effect	5x cost	Acid Crit	Eye Graft (addition)	1200	
		equal to	Eyepatches		
		original crit	Infra-red	950	
Duriplast Binding	2x cost	+5	Ultra-violet	600	
Steel Binding	3x cost	+10	Invisible Sight	1750 500	+20
Synthisteel Binding	4x cost	+15	Microscopic Vision Far-ranged Vision	300	+20 2x range
Blade	500+100/level		X-ray Vision	1500	2x lange
Claw	400+100/level	max result	Gills	1000	
		medium	Lantern	500	
Fangs	250+60/level	max result	Morph Skin	5400+200/level	
		small	Sensory Skin	300+100/level	
Hammerhand	450+90/level	max result	Serpent	1000+200/level	
		medium	Serpent Blaster	1900+250/level	
Horn	600+120/level	max result	Shield	500	+10
		large	Shock Hand	1050	A crits
Pincer	650+130/level	max result	Sonic Pest Remover	300	1 1 1110
	#00 -00°	large	Translator	1000	2 languages
Tail	500+100/level	max result is	Warmsuit	1000	
		medium	The management	1000	

Wings	1500		Sleep		
Webbing	250	+50	Clip	40	
BUDS			Bomb	37/level	
Acid Bud	650+75/level	B crit	Slowing		
Brain Bud(Small)	2000	+20	Clip	40	
Brain Bud(Medium)	5000	+40	Bomb	37	
Brain Bud(Large)	12000	+60	PROGRAMMED CREA	ATURES	
Gas Emitting Bud	1000+100/level	Nerve Poison	Acidic Disolver	1200	·····
Muscle Buds (full set)	3000	+30	Air Filterer	980	
Nutrient Bud	1000		Alarm Fungis	1000	
Organ Bud	2000		Biobomb		
Projector Bud	500+200/level		blinding gas	300	
Spore Bud	see spore biobom	b	poison gas	325	
Storage Buds	1		smoke	175	
Secret	350		spores	see section on s	pores
Sheath	400		Biochairs	300	
Pouch	400		Bioclothes	100+	
Pack	650		Biocompass	12	
HOST ARMOR			Cloaking Suit	1000	
Cradic	9500		Glowbug	120	
Horath	11000		Kirrid Disposer	2500	
Serpor	11500		Lockpick Amoeba	750	
Kiric	8750		Mimic	250	
IMPLANTS			Nutrient Drainer	1150	
Personality Implants	250+100/level		Organic Battery	50	
Instinct Implants	300+100/level		Poison Detector	875	
APPLICATIONS	5001100,10101		Shaper Amoeba	1230	
Bloodstopping	950		Spell-Jelly	100+50/spell le	vel
Bloodstopping Bone Repair	600		Spore Pistol	850	
Concussion Relief	100+50/level		Storage Pod	100	
Disease Cure	100+50/level		Stun Jelly	200	
Hallucinogen	200+25/level		Tangler	250	
Lifekeeping	1000		Tonard	750	
Muscle Repair	650		Water Absorber	85	
Nerve Repair	750		SENTIENT CREATURE		
Nopain	500		Battela	10000+1000/lev	/el
Poison Antedote	130+75/level		Biocrystal Golem	20000+1000/lev	/el
Poison Immunizer	250+100/level		Dalic Slayer	12500+1000/lev	/el
Relaxant	20/level		Destroyer	15750+1000/lev	
Sleeper	800		Domefish	13500+1000/lev	rel
Spell Adder	750		Hunterbeast	9850+800/level	
Spellblaster	975		Psionic Slayer	19750+1000/lev	vel
Stimulant	50+150/level		Sense Monkey	1000+150/level	
Tendon Repair	450		Spidrone	10000+800/leve	1
SPORES			1	Biocrystal	
Blinding			Biocrystal Protoplasm	500	6 ounces
Clip	50/level		Biocrystal Repairplasm	70	one "dose"
Bomb	37/level		Softening Agent	100	one "dose"
Bone Brittling			Crystal Coating	9750+100/lvl	AT 20
Clip	45/level		Replacement Limbs	3500	AT 20
Bomb	40/level		Wings	3200	
Burning			ARMOR	5200	
Clip	55/level		Biocrystal Breastplate	800	AT 17/15
Bomb	50/level		Biocrystal Greaves	100	AT 17(15)
Confusing			Biocrystal Half Plate		ATT 10/15)
Clip	40/level		Biocrystal Full Plate	2500 3500	AT 19(15)
Bomb	37/level		WEAPONS	10x normal	AT 20(15)
PoisonType varies			OTHER ITEMS		
Clip	55/level			10x normal	
Bomb	50/level				



# 9.0 ARK MATTER

"Dark matter was discovered long ago by astronomers on Geideri even before they developed interworld travel. They noticed with their telescopes that not all of the matter in the universe was reflective. It was then that it was dubbed "dark matter." Dark matter is found within the Dark Nebula (the similarity of names is an interesting coincidence), and possibly in other such astronomical areas, but is of yet, never on a planetary surface. For a bious reasons, it is very difficult to collect and it is found in the nebula in very small (dust paradesized) quantities."

-The Encyclopedia Templica

## 901 PROPERTIES

Dark matter is a form of matter entirely different from what would could be called normal matter or "light matter." It is completely immune to all forms of normal energies: light, sound, kinetic, magical essence, psions, etc. Therefore, it does not reflect lightand resembles a hole in space a complete absence of anything. It is not invisible exactly, as the light rays do not pass through it or around it, but it simply does not exist for the particles of light. It is theorized that the matter absorbs the energy it comes in contact with. This is a possible explanation or at least a handy metaphor.

Likewise, dark matter is not affected by sound or even kinetic energy. No amount of force will move or affect it in any way. This, of course, means that it is indestructible as well. Gravity also has no effect (it would float, remaining stationary without drifting, and the wind would not affect it). Magical energies and telepathy cannot alter, damage, move or otherwise affect dark matter.

## 9-2 DARK ENERGY

Only a special form of energy, discovered only a few hundred years ago, can affect dark matter. It has been given the name dark energy. It is interesting to note that dark energy cannot affect normal matter in any way.

The most obvious application for dark energy is telekinesis so that dark matter can be moved, worked, wielded, etc. Of the familiar forms of energy, dark energy is closest to psion energy. It can be affected by both magic and psions, and can therefore be imbedded within an item and utilized to telekinetically move dark matter. Dark matter "mined" with such items from the nebula can then be forged and made into useful equipment.

Dark Energy Law, a spell list, can be found in Section 11.1.3.

Other uses of dark energy are being researched, but few, if any, have been found.

### 903 SAMPLE ITEMS

Dark matter equipment is extremely rare and expensive (understatement). It is not listed on the price list, because of its rarity. Its price should be at least one thousand times that of a similar normal item. When it is sold, it is assumed that a dark energy telekinesis ring is sold with it, increasing the price even more.

**Chest** — A normal sized or small coffersized chest, this container could only (without exception) be opened by someone with dark energy telekinesis. If it was locked with a dark matter lock, it could probably only be opened by a special dark energy opening spell.

**Rope** — Anyone or anything tied with this rope would be greatly challenged to escape from his bonds. Even if they were somehow loosened (impossible without dark energy telekinesis), they wold not fall off of what they were tied around, because gravity has no effect on dark matter. Such a rope could not be climbed. Shield — Wielded on the same arm as the ring is worn, these shields are weightless, indestructible, and offer a +50 defensive bonus versus all attacks, because all attacks involve energy — kinetic, magical, etc.

Just a few, last notes: A dark matter wall would be impossible to climb. A door in that wall would be impossible to open, and, for that matter, equally hard to find. Someone shackled with a dark matter bracelet would be trapped indefinitely in that spot no matter how strong (although it might be even easier to contort out of it than a normal item). The number of applications of dark matter are endless.

There is rumored to be a race of dark matter humans originating from beyond the Twenty Worlds. There is no proven basis for this legend, however.

# 10.0 STARCRAFT

One of the most important types of technology is that which allows interworld travel. Starcraft of the Twenty Worlds almost universally use nullspace to make the journey between worlds significantly shorter. Travel through realspace is usually limited only to starcraft preparing to enter nullspace, for that universe can only be accessed from a vacuum.



## 1001 THE PSSYCHIC DRIVE

The starcraft used in the Twenty Worlds since the Pirathon Purge are almost all created through Softech. They are actual living organisms. The Purge also prohibited most of the conventional Hardtech drives which powered the starcraft at the incredible speeds necessary to transport them into nullspace and back. The means of propulsion and nullspace/realspace transference now used is what is called the psychic drive. The "brains" of the living Softech craft are created so that they have incredible mental powers. These powers enable them to travel at great speeds and to make the "leap" into nullspace and back.

A pilot who controls a ship with psychic drive must be a psion, some sort of spell caster, or someone at least with a personal reserve of power. It requires an expenditure of power points, as well as the appropriate skill rolls by the pilot to control the ship. Generally, this PP cost is equal to 1/10 of the PP that is required of the ship. The ship has its own store of Power Points, which it regains after 8 hours of rest. Some starcraft are incredibly intelligent require no pilot.

Time required to make the "leap" into nullspace or back is normally 1 minute.

### 1082 SHIP'S LARAVALENTIS

Armaments, as well as propulsion systems, were changed by the Pirathon. While pre-Purge starcraft had blaster cannons and missiles, the ships currently used do not. Such weapons were replaced by the far more antiquated balistae and catapults, while some ships have portals for archers. These weapons, however, only work in the atmosphere of nullspace. In the vacuum of realspace, such weapons are not practical, except for specially made balistae (detailed hereafter). The need for defensive and offensive capabilities in realspace proliferated the production of a magically created device (which had been around for many centuries) called a spellport. The spellport utilizes magic presented in the Starsea Ways magic list (Section 11.1.1) to magnify the range of spells in a vacuum. Spells can be cast through a spellport, without affecting the spellport, from the interior of a ship into the void at a target outside. The amount of range magnification depends on the spells of the Starsea Ways list used to create the spellport.

Some craft are armed with balistae which project harpoons or spears from pressurepowered tubes. These weapons should use the spear table inflicting triple damage. Often the harpoons have strong cables attached to them to bring the two craft together, allowing one craft to board the other. Such operations are quite common battle techniques in nullspace. Other spears are magical and inflict additional electricity criticals, more damage, or even explode (treat damage as a +50 fireball inflicting triple damage).

Some craft are equipped with a ram, which normally inflicts damage equal to a

huge bash attack with additional puncture criticals. The damage is multiplied by a factor of one per 50 miles per hour that the craft is moving. 1/4 of the damage inflicted is also dealt to the ramming craft.

Zhainmoth starcraft are almost always able to project out large biobombs which come in many varieties (see section 6.2.8) and inflict terrible damage. They often are equipped with tentacles that not only grapple enemy ships, but inflict disruption criticals.

## 10.3 STARCRAFT DEFENISTES, SYSTEMS AND DAVAVAGE

The biot ship uses synthisteel or duriplast hull armoring for protection, while most other ships are equipped with a hard chitinous outer shell. Almost all ships grown can regenerate wounds quickly, so hull breaches are sealed with a small loss of internal atmosphere. Ships standardly regenerate 10 hits of damage per round.

The internal systems within a starcraft include the production of an internal atmosphere by the ship's own oxygen respiration. Some ships produce artificial gravity through their own mental powers. Many ships' brains store necessary navigational information as well as information on the Twenty Worlds, and virtually anything else. These brains can also compute logically and work calculations with incredible speed, if need be.

Each time a starcraft takes a critical (starcraft, like any super-large creature, take only D and E crits), the critical should be

rolled using the super large critical table in *Arms Law* or *Spell Law*, or the starship critical table in *Space Master*. In addition, there is a 1% chance per point of damage taken that a random system will be damaged, and the following table should be consulted:

01-30	Weapon or spell port damaged
31-60	Armor damaged
61-70	Internal system (atmosphere or gravity production) damaged
71-80	Directional sense damaged — direction change is random
81-90	Propulsion system damaged
91-95	Nullspace/realspace transference system damaged
96-00	Ship's brain damaged

The severity of the wound can be determined on the following table. Use the repair maneuver column to determine what



sort of repair will make the system operational again. The armor and brain damage columns show the effect on those specific systems (other systems simply stop functioning).

Damaged ship's systems regenerate slight damage in 1 minute, very minor damage in 2 minutes, minor damage in 4 minutes, medium damage in 8 minutes, etc. Intensive and critical damage cannot be regenerated. Of course, the craft can be repaired by the Softech repair skill and by use of repairplasm. Most weapons are not Softech based and cannot be repaired through regeneration or Softech repair. Spell ports must be repaired through spells, while normal weapons must be repaired through the appropriate skills.

If a starcraft is slain, the propulsion and nullspace/realspace transference capabilities die with it. Most internal systems, including the ship's regenerative capabilities, also cease to function.

It should become obvious that spell casters on board ships are indispensable. They can cast detection spells, attack spells, defensive spells, etc. to aid the craft in battle, as *Dark Space* craft (unlike "normal" space ships) do not have these capabilities in and of themselves — although a GM can design specially magical craft that do.

Zhainmoth ships have different internal systems, detailed below.

GMs using *Space Master* will note that most of the rules given in this section seem to pertain to the *Rolemaster* system more than to SM. This is because SM already has rules for starcraft. Such GM's will also note that the system presented here is extremely simplistic in comparison to Star Strike. If a GM wishes, he can use the Star Strike system, with obvious modifications ----particularly if Star strike craft are going to combat Dark Space craft. The craft detailed here would have far fewer hits under the Star Strike system. Dark Space craft do not have translight drive ratings, sensors, EW ratings, screens, radiation shielding, or reactor ratings. Their armor ratings are far lower, not having CATs but normal personal AT's. A Dark Space craft would have twice the number of MTs due to their enhanced reaction times and great maneuverability. They are obviously far slower, however. Another interesting difference is that a Dark Space craft needs only one pilot and no crew, as opposed to a Star Strike ship which needs a full crew.

		STARCR	AFT DAMAGE CH	IART
Roll	Damage	Repair Maneuver	Armor Reduction	Brain Damage
01-30	Slight	Routine	-5 DB	Ship acts at -5
31-50	Very minor	Easy	-10 DB	Ship acts at -10
51-65	Minor	Light	-10 DB	Reaction time of ship is x2
66-75	Medium	Medium	-15 DB	Reaction time of ship is x3
76-80	Severe	Hard	-20 DB	Ship acts randomly
81-85	Very severe	Very Hard	-5 AT	2 systems fail
86-90	Extr. severe	Extr. Hard	-5 AT; -10 DB	3 systems fail
91-95	Intensive	Sheer Folly	-5 AT; -20 DB	Death in 10 rounds
96-00	Critical	Absurd	AT becomes 1	Death in 5 rounds

1004 SAVMPLE STARCRAFT

Presented here are some examples of starcraft used currently in the Worlds.

The codes used:

AT — Armor Type.

DB — Defensive Bonus. This includes both armor quality and maneuverability.

Hits — The damage the craft can take.

Size — The craft's dimensions.

Brain PP — The amount of PP that the brain has. This also is an indicator of the size of the brain.

N/R Trans. Cost — The PP cost of nullspace/realspace transference.

#### **BIOT SHIP (10.4.1)**

AT: 20 DB: 30 Hits: 300 Size: 500'x200'x200' Brain PP: 500 N/R Trans. Cost: 50 Movement Cost: 10/hour Maximum Speed: 350 mph Man. Bonus: -10 Weapons: 2 archer bays 2 pressure ballista 4 spell ports

The biot ship is unique to the race of humans. Its name comes from an old, pre-Purge term from the combination of the words "biological" and "robot." This is an inaccurate name, since there is nothing "robotic" about the biot ship. The name refers to the dual Softech/Hardtech nature of the craft. While the actual brain and drive of the ship is biological, much of the hull is synthisteel or duriplast. Movement Cost — The PP cost for movement, regardless of the speed.

Maximum Speed — The greatest speed at which the craft can move.

Man. Bonus — A rating of the ship's maneuverability, the most maneuverable having the greatest bonus. This bonus is added to the pilot's skill.

Weapons — The weapons that a ship possessed, with Offensive bonuses if the ship can use them itself. Otherwise, they must be manned by personnel inside the craft, using their appropriate skill bonuses.

The general plan for the biot ship is presented here (see diagram), but a biot ship can actually take a number of forms and sizes.

Though it cannot be seen from the diagram, the biological part of the ship extends from the brain to all parts of the ship. The living part is covered by duriplast or synthisteel.

1. Ram

2. Bridge. This area is reached by the stair shown, and is above the rest of the craft. There is a hatch in the bridge to get to the upper deck, as well as many windows to see about the craft.

3. Hold. Cargo, passangers, etc. Can be kept here.

4. Spellports. Ship's spellports are here.

5. Archer Bay. Room for ten archers in each, and offers enough cover for a -40 DB modification.

6. Spiral Stair. Leads to the upper deck (the top of the craft).

7. Ship's brain.





#### **CRYSTAL SHIPS (10,4,2)**

CRYSTAL SLOOP AT: 20 DB: 25 Hits: 275 Size: 150'x40'x50' Brain PP: 300 N/R Trans. Cost: 5/hour Maximum Speed: 550 mph Man. Bonus: +30 Weapons: 2 normal ballista 4 spell ports

#### **CRYSTAL CUTTER**

AT: 20 DB: 40 Hits: 450 Size: 250'x75'x80' Brain PP: 600 N/R Trans. Cost: 40 Movement Cost: 5/hour Man. Bonus: +20 Maximum Speed: 500 mph Weapons: 2 normal ballista 4 spell ports

#### **CRYSTAL GALLEON**

AT: 20 DB: 30 Hits: 600 Size: 750'x100'x100' Brain PP: 750 N/R Trans. Cost: 75 Movement Cost: 10/hour Maximum Speed: 400 mph Man. Bonus: -10 Weapons: 4 normal ballista 2 catapults 4 spell ports

Crystal ships are made from biocrystal. The cutter is primarily a human ship, while the other two are Philethian craft. They are streamlined in shape, making them some of the fastest ships in the Twenty Worlds. Generally, they resemble sailing ships without the masts or rigging.

The upper deck of each of these craft are accessible to passengers when in null space. The ballista and catapults are located here

Repairs to these ships require the special biocrystal repairplasm.

#### UNDEAD PIRATE SCHOONER (10.4.3)

AT: 12 DB: 25 Hits: 250 Size: 150'x50'x50' Brain PP: 300 N/R Trans. Cost: 40 Movement Cost: 10/hour Maximum Speed: 375 mph Man. Bonus: 0 Weapons: 2 pressure ballista 4 spell ports

This craft is grown exactly like a normal Softech creation, but as it grows, certain necromantic rituals and spells are cast upon it so that the ship becomes undead. These ships are undead in appearance: gaunt, skeletal and perpetually rotting. Because of the undead nature, these ships can only be affected by magical weapons and attacks. Repairs can only be made through magic.



#### LIOPHOD GLOBESHIP (10.4.4)

AT: 20 DB: 40 Hits: 275 Size: 100' in diameter Brain PP: N/A N/R Trans. Cost: 25 Movement Cost: 5/hour Maximum Speed: 300 mph Man. Bonus: +50 Weapons: 10 spell ports 2 grappling arms The Liophod globeships do not have brains, and are not Softech at all. They are powered completely by the Liophods within the craft, pooling their PP. It is the most maneuverable craft in the Twenty Worlds. The interior of the ship is completely hollow, with gravity being directed outwards in all directions. The grappling arms are telekinetically controlled and attack with +200 Huge grapple attacks. These are used to board other ships. There is no atmosphere inside the globeship as Liophods are immune to the effects of vacuum.



#### LEVIATHAN (10.4.5)

AT: 12 DB: 10 Hits: 10000 Size: 10 miles x 2 miles x 2 miles Brain PP: 1000 N/R Trans. Cost: N/A Movement Cost: 50/hour Maximum Speed: 500 mph Man. Bonus: -15 Weapons: None

Leviathans are the largest craft of the Twenty Worlds. They are used to intercept comets and capture asteroids, which are scooped into the mouth of the huge creatures. Workers then mine these treasures for valuable minerals, ice and other valuables. The interior of these craft are mostly hollow. The inner cavity is about 5 miles x 1 mile x 1 mile — room enough for hundreds of people, creatures, or even a small town.

#### ZHAINMOTH DEATHSHIPS (10.4.6)

Small

AT: 12 DB: 40 Hits: 300 Size: 100'x50'x50' Brain PP: 450 N/R Trans. Cost: 45 Movement Cost: 10/hour Maximum Speed: 400 mph Man. Bonus: +40 Weapons: 30 tentacles (+100 OB) 2 biobomb projectors (+50 OB) 2 spell ports

#### MEDIUM

AT: 12 DB: 35 Hits: 400 Size: 150'x75'x75' Brain PP: 500 N/R Trans. Cost: 50 Movement Cost: 12/hour Maximum Speed: 400 mph Man. Bonus: +30



#### ZHAINMOTH DEATH SHIP

Weapons: 30 tentacles (+140 OB) 4 biobomb projectors (+60 OB) 3 spell ports

#### LARGE

AT: 12 DB: 30 Hits: 500 Size: 250'x125'x125' Brain PP: 600 N/R Trans. Cost: 60 Movement Cost: 15/hour Maximum Speed: 350 mph Man. Bonus: +20 Weapons: 30 tentacles (+175 OB) 4 biobomb projectors (+70OB) 6 spell ports

Zhainmoth deathships are the most common type of craft used by the Elder Brood. They are also some of the most maneuverable craft in the Worlds. They are not filled with an atmosphere, but instead a nutrient solution that is beneficial to Zhainmoths. Deathships are free-thinking entities. They do not need any Zhainmoths inside in order to fight or travel.

The tentacles attack as a unit, making one grapple attack, and inflicting additional disruption criticals to living organisms. The biobombs usually explode as triple damage fireballs, but the ships can "spit" any of the different types of spores. The projectors have an accuracy range of 500'.

Appearing roughly as disgusting, many tentacled octopi, these craft are some of the most fearsome looking ships in the Twenty Worlds. The diagram presented in this product is of a small deathship, but a larger ship strongly resembles the smaller ones.

- 1. Entry Orifice.
- 2. Biobomb Projectors.

3. Control Chamber. It is here that a Cthugan can monitor the movement and actions of the ship and mentally direct these things.

- 4. Spellport.
- 5. Hold.

#### ZHAINMOTH DESTROYER (10.4.7)

AT: 16 **DB: 30** Hits: 600 Size: 800'x100'x100' Brain PP: 750 N/R Trans. Cost: 75 Movement Cost: 20/hour Maximum Speed: 450 mph Man. Bonus: +10 Weapons: 3 tentacles (+100 OB each) 1 bite (+200 OB X3 damage) 10 spell ports 6 biobomb projectors (+60 OB)

The appearance of this craft is quite different, but the destroyer is similar in basic configuration to the deathship. It is very long with a tentacle on either side and one in the rear. In the front, it has a large tooth-filled mouth.



This craft is used more as an attack vessel than the deathships. It can also be used as a military transport. The diagram presented in this book shows a typical destroyer.

1. Mouth.

2. Inner "Stomach." Stores anything swallowed.

3. Chamber with Spellport(s).

4. Observation Dome. This chamber is actually the inside of a transparent memberane, allowing those inside to view the outside.

5. Biobomb Projector.

6. Control Chamber.

#### **VOIDGUARD (10.4.8)**

AT: 12 DB: 0 Hits: 2000 Size: 5000'x5000'x5000' Brain PP: 1500 N/R Trans. Cost: N/A Movement Cost: N/A Maximum Speed: N/A Man. Bonus: N/A Weapons: 6 tentacles (+200 OB each) 10 biobomb projectors (+60 OB) 20 spell ports Second only to the leviathan in size, this huge monstrosity guards Vlathachna controlled areas. They are thankfully rare. It has the ability, through special Vlathachna technology, to tear any craft out of nullspace that is in the same spacial location as the voidguard. This ability prevents any craft from passing by it in either nullspace or realspace. The voidguard will mercilessly destroy anything that comes near it other than Vlathachna or Elder Brood. A Voidguard does not move from its post.



# 10.5 NULLSPACE AND REALSPACE ENTVIRONMENTS

Battles and maneuvers in nullspace are fairly easy to handle. There is no gravity, but things do not "float away" due to the air resistance of the atmosphere. Other than the lack of gravity, nullspace is not very different than being on a world.

Realspace, however, is difficult not only because of the lack of gravity, but because of the vacuum. Characters exposed, without protection of any kind, to a vacuum environment will die rapidly. The character's blood boils due to the lack of pressure. The character's side closest to the nearby star (if he is within a star system) burns and fries, and the other half of his body freezes in the cold waste. Such a character would have only 1-4 rounds to live in that environment. Characters with protection from the vacuum will operate at a -25 to all actions due to the lack of gravity and air resistance. Remember that objects, once set in motion in the void, will continue in that same direction until another force acts upon them. Many explorers in a vacuum are lost because they fumble a maneuver, trip, and go flying off into the void.

Remember too, that sound waves cannot travel through a vacuum. No noises can be heard in space.





## 1181 SPELL AND PSION LISTS

The following are lists which are meant to be spell lists, but could be easily used as psion lists. No profession or realm is specified for any of the lists, since this distinction is left up to the GM. They can be treated as open lists to any profession, or the GM can specify who can learn them and who cannot, as he sees fit.

#### STARSEA WAYS (11.1.1)

Spell	Area of Effect	Duration	Range
1 — Starsea Navigation	S	varies	S
2 — Starsight	1 target	1 min/level	10'
3 — Nullspace Navigation	S	varies	S
4 —			
5 — Vacuum Resistance	1 target	1 min/level	10'
6 — Artificial Gravity	1 target	1 min/level	10'
7 — Vacuum Ranging I*	1 spell	1 round	S
8 —			
9 — Spell Preparation	1 spell	1 round	S
10 — Nullspace Teleportation	1 target	-	10'
11 — Atmospheric Bubble	10 radius	10 min/level	10'
12 — Vacuum Protection	1 target	1 min/level	10'
13 — Vacuum Ranging II*	1 spell	1 round	S
14 — Nullspace Navigation	S	varies	S
15			
16 — Nullspace Travel	1 target	-	10'
17 — Nullspace Craft	Special	С	10'
18 — Realspace Craft	Special	С	10'
19 — Vacuum Ranging III*	1 spell	1 round	S
20 — Nullspace Gate	5' radius	1 min/level	10'
25 — Realspace Gate	5' radius	1 min/level	10'
30 — Vacuum Ranging True*	1 spell	1 round	S
50 — Interworld Spell Ranging	* 1 spell	1 round	S

**1**— Starsea Navigation (U) Adds 20 to any navigational attempt using the stars.

**2**—Starsight (U) Magnifies the sight of one target by 100 times when looking through a complete vacuum.

**3**— Nullspace Navigation (U) Adds 20 to any navigational attempt nullspace.

**5**—Vacuum Resistance (D) Protects (but does not immunize) the target from the rigors of vacuum. The target will take damage at half of the normal rate, or will take half of the normal amount of damage while in a vacuum (whichever is more appropriate). Against vacuum based attacks (spells, etc.), target's RR is modified by +10.

6 — Artificial Gravity (F) Allows one target to move through a gravity-less environment as if gravity were present. The caster must dictate in what plane the gravity will be based in (i.e. which way up and down will be in relation to the target). No maneuver penalties from weightlessness will effect the target, and he will remain grounded to whatever surface is appropriate. This spell will also allow a target to function on a ceiling or wall (i.e., another plane of gravity) even if in a normal gravity environment. Once the spell is cast, the plane of gravity cannot be changed; the target must be grounded on some sort of a surface at the beginning of the spell.

**7**—**Vacuum Ranging I** (U\*) Once cast, any spell or psion thrown by the caster the round immediately following will travel up to 5 times the spell's normal range if 90% of that distance is a vacuum (i.e., from within a starcraft across a vacuum to another craft). Note that when casting a target spell, the target must be seen or located for there to be any chance of effect.

**9**— Spell Preparation (U) Allows the spell thrown by the caster in the following round to act as though it was cast within an atmosphere when cast in a vacuum (see Section 7.3.3).

**10**— Nullspace Teleportation (F) Allows the caster to teleport through null space. Do to the nature of nullspace, the distance of teleportation is very long: 10 miles per level. The chance of failure is only 1% (see normal teleport rules in *Spell Law* or within the psion lists), and the caster



must only know the general area he is teleporting to or the area to which it corresponds in realspace.

**11**— Atmospheric Bubble (F) Creates a nonmobile sphere of atmosphere humans and similar beings can survive in while in a vacuum.

12 — Vacuum Protection (D) As Vacuum Resistance, above, except target is completely immune to the effects of vacuum and can operate normally (target is still weightless, if in such an environment).

**13 — Vacuum Ranging II** (U\*) As Vacuum Ranging I, except the range is multiplied by 10.

**14**— Nullspace Navigation True (U) As Nullspace Navigation, except the bonus is +100.

16 — Nullspace Travel (F) Transports one target into the portion of nullspace that corresponds with the current portion of realspace, or visa versa. It must be noted, however, that nullspace cannot be entered from or exited into an atmosphere.

17 — Nullspace Craft (F) Creates a craft from pure essence (or mental energy) that is roughly 50'x 25'x20' that will travel through nullspace. This craft can carry fifteen passengers and their equipment (or 250 lbs of cargo for every passenger below the maximum). The craft travels at speeds up to 100 miles per hour. While the craft exists, the caster remains in a trance-like state, but is aware enough of his surroundings to control the craft's movement.

**18**—**Realspace Craft** (F) As Nullspace Craft, except the craft will travel though realspace, is sealed against the vacuum, and can travel at up to 500 miles per hour.

**19**— Vacuum Ranging III (U\*) As Vacuum Ranging I, except the range multiplier is 20.

**20**— Nullspace Gate (F) Creates a round, two-way gateway into nullspace. The gate can open anywhere within nullspace that the caster wishes. This spell can be cast in realspace or nullspace. A Nullspace Gate opened as a 40th level spell can be opened within an atmosphere. Lower level spells require a vaccuum.

**25**—**Realspace Gate** (F) As Nullspace Gate, except the gate opens into any spot in realspace. This spell can be cast in realspace or nullspace.

**30**— Vacuum Ranging True (U\*) As Vacuum Ranging I, except the range multiplier is 100.

**50**— Interworld Spell Ranging (U\*) Once cast, any spell thrown by the caster within the next round has no range limit. The target (if applicable) must be located or its location must be known for certain.

#### **SOFTECH LAW (11.1.2)**

**Note:** Many of the spells on this list duplicate processes which create nutrients, protoplasm, repairplasm, etc. These spells are not the process that the Cartel uses to create Softech items. The Cartel uses chemical and biochemical processes.

Spell	Area of Effect	Duration	Range
1 — Detect Softech	10' radius	1 md/lvl(C)	100'
2 — Softech Protection	l target	l min/lvl	10'
3 — Nutrients	1 target	-	5'
4 — Stun Graft/Bud	1 target	1 md/10%	50'
5 — Protection from Spores	1 target	1 min/lvl	10'
6 — Stun Microrgs	special	1 md/10%	50'
7 — Repairplasm	1 dose	Р	10'
8 — Bioanalysis	1 cell	-	10'
9 — Biolocking	special	Р	Т
10 — Wither	1 target	Р	50'
11	-		
12—			
13 — Immunity to Spores	1 target	1 min/lvl	10'
14 — Bioanalysis True	1 cell	-	10'
15 — Remove Microrgs	special	Р	50'
16 — Create Protoplasm	special	Р	Т
17 — Disrupt Metamorph	1 target	1 rnd/5%	50'
18—			
19 —			
20 — Softech Disruption Field	5' rad/lvl	1 min/lvl	50'
25 — Biological Shield	1 target	1 min/lvl	10'
30 — Softech Slayer	1 target	-	10'
50 — Create Softech	1 target	Р	10'

**1**—**Detect Softech** (I) Detects the presence of all items, including microrgs and even metamorphs and sentient creatures made via Softechnology. The area of effect can be moved to one new 10' radius within range per round.

**2**— Softech Protection (D) Protects any Softech being, item, etc. from attacks and spells which are specific to them (such as Stun Graft/Bud, Wither, etc.). Gives a +10 to all RRs vs. such attacks.

**3**— Nutrients (U) Gives needed nutrition to a Softech item (or to a mansized or smaller natural creature). See section 6 on technology for more information on which items require nutrition and how often. Equals one dose of the nutrient solution.

**4**— Stun Graft/Bud (F) Stuns a graft or a bud for the duration, making it useless during that time.

**5**— **Protection From Spores** (D) Protects target from the effect of all spores and spore attacks. Gives a +10 bonus to all RRs vs. such attacks.

**6**— Stun Microrgs (F) As Stun Graft/ Bud, except one set of microrgs is effected.

**7 — Repairplasm** (U) Creates one dose of repairplasm. See Section 7.0 for more information.

**8**—**Bioanalysis** (I) Allows the caster to analyze any organic material, and by the examination of one cell (which is consumed by the spell), learn the identity, race or species, and level of the being to which the cell belongs to. This spell will also reveal the general purpose of a Softech item.

**9**—**Biolocking** (U) Through this spell, the chemical biolocking process is duplicated (see Section 7.0), so that a Softech item is specifically attuned to the biological "prints" of the target. The item will then function only for that person.



10 — Wither (F) Completely destroys any one Softech item failing its RR. This spell will not function on microrgs, and does effect metamorphs or sentient Softechcreated creatures, as well as any biocrystal item. The effected item will blacken and wither in one round.

13 — Immunity to Spores (D) As Protection From Spores, except the target is completely immune to the effects of spores or spore-based attacks. This spell will not heal any damage already delivered from a spore attack.

14 — Bioanalysis True (I) As Bioanalysis, except that, in addition the profession (if applicable), age, and physical description of the being is revealed or the specific capabilities of a Softech item are learned.

15 — Remove Microrgs (F) Expels one set of microrgs from a target's body if the microrgs fail their RR. The microrgs are dispersed into the atmosphere and die within seconds. The microrgs leave through nose, mouth, tear ducts, sweat glands, etc.

**16**— Create Protoplasm (U) Creates a small mass of primal organic matter from which all Softech items can be created. One unit of protoplasm equals 6 ounces.

**17** — **Disrupt Metamorph** (F) Disrupts the power of any one metamorph target. The metamorph cannot use any of his powers for the duration of the spell. The normal actions of the metamorph are not effected.

**20** — Softech Disruption Field (F) Any Softech item within the radius or entering the radius is stunned, as Stun Graft/Bud or Stun Microrgs, except that the duration of the item's stun is the duration of this spell or until it is removed from the field. Any metamorph or sentient created creature is at -20 to all rolls while within the field.

**25** — **Biological Shield** (D) Protects the target from all biological based attacks. Attacks included are martial arts; Claw Law attacks; spores; gases, poisons or acids produced by a living organism; and diseases of all types. Protection from spells and mental powers is not granted by this spell. All affected attacks are modified by +50 to RRs or -50 to DB.

**30** — **Softech Slayer** (F) By utilizing the differences from normal biological makeup that are unique to all beings created by Softech processes, this spell is able to inflict three E disruption criticals to any such creature. The attack is base on total cell

disruption of the target, and has no effect on normal beings.

**50** — Create Softech (U) Creates any one Softech item, graft, bud, application, implant or microrg set from simple protoplasm. The amount of protoplasm required is up to the discretion of the GM.

#### DARK ENERGY LAW (11.1.3)

Despite what the name might suggest, this is not an inherently evil spell list. It deals with the manipulation of dark matter. Remember that, except for the 50th level spell, none of these spells have any effect on normal matter or energy. Dark energy, in any form, is invisible.

Spell	Area of Effect	Duration	Range
1 Detect Dark Matter	10' rad	l rnd/lvl	100'
2 — Dark Energy Telekinesis I	5 lbs	1 rnd/lvl or C	100'
3 — Dark Energy Telekinesis II	10 lbs	1 md/lvl or C	100'
4 — Dark Light	10' rad	1 min/lvl	100'
5 — Dark Energy Telekinesis III	25 lbs	1 rnd/lvl or C	100'
6			
7 —			
8 — Dark Matter Cleaving	1 item	-	50'
9 - Dark Energy Telekinesis IV	7 100 lbs	1 md/lvl or C	100'
10 — Dark Matter Shaping	1 lb/lvl	1 min/lvl	Т
11			
12 - Dark Energy Telekinesis V	/ 200 lbs	1 rnd/lvl or C	100'
13 —			
14			
15 — Dark Inertia	1 target	1 min/lvl	10'
16 - Dark Energy Telekinesis V	/I 500 lbs	1 rnd/lvl or C	: 100'
17 —			
18 - Dark Matter Shaping True	10 lbs/lvl	1 min/lv1	Т
19			
20 —			
25 — Dark Energy Tele. True	30 lbs/lvl	1 rnd/lvl or C	2 100'
30 — Dark Matter Disint.	5 lbs/lvl	-	50'
50 — Light/Dark Matter Trans.	5 lbs/lvl	-	Т

**1**— **Detect Dark Matter** (I) Detects the presence of any dark matter within the radius. Caster can move the area of effect to a new 10' radius within the range each round.

2 — Dark Energy Telekinesis I (F) Caster may move one dark matter object weighing no more than the given weight limit at a rate of 1'/round OR can wield or use an item of dark matter that weighs less than 1/2 of the given weight limit as a normal item with a -20 penalty. Note that if the item to be wielded is less than 1/4 of the weight limit then the penalty is -10, and if the object weighs less than 1/10 of the weight limit, there is no penalty. The duration of either 1 round/level or concentration must be determined when the spell is cast, and cannot be changed.

3 — Dark Energy Telekinesis II (F) As

Dark Energy Telekinesis I, except for increased weight limit.

**4**—**Dark Light** (U) Creates a sphere of invisible, dark light. This light will have no effect on light matter, but will illuminate dark matter so that it can be seen as if it were normal.

**5 — Dark Energy Telekinesis III** (F) As Dark Energy Telekinesis I, except for increased weight limit.

**8**— Dark Matter Cleaving (F) Cleaves a mass of dark matter completely and neatly in half if it fails its RR.

**9 — Dark Energy Telekinesis IV** (F) As Dark Energy Telekinesis I, except for increased weight limit.

**10** — Dark Matter Shaping (F) Allows the caster to work with dark matter and shape it into a desired form.



12 — Dark Energy Telekinesis V (F) As Dark Energy Telekinesis I, except for increased weight limit.

**15** — **Dark Inertia** (F) Allows the target to touch and be touched by dark matter so that he can exert force on the dark matter object or visa versa.

16 — Dark Energy Telekinesis VI (F) As Dark Energy Telekinesis I, except for increased weight limit.

**18**— Dark Matter Shaping True (F) As Dark Matter Shaping, except the weight limit is increased.

**25 — Dark Energy Telekinesis True** (F) As Dark Energy Telekinesis I, except for increased weight limit.

**30**— Dark Matter Disintegration (F) Completely disintegrates a mass of dark matter within the weight limit, if it does not make its RR.

**50**— Light/Dark Matter Transmutation (F) Transmutes dark matter into a like amount of light matter or vice versa. Matter retains its mass and shape either way.

#### HARDTECH LAW (11.1.4)

Spell	Area of Effec	t Duration	Range
1 — Detect Hardtech	10' rad	1 md/lvl(C)	100'
2 —			
3 — Protection From Inorganic	1 target	l md/lvl	10'
4 —			
5 — Protection From Spray	1 target	1 min/lvl	10'
6 — Hardtech Analysis	1 item	-	10'
7 — Beamturning I*	1 attack	-	100'
8 — Repair Hardtech I	1 item	Р	Т
9 — Drain Item I	1 item	Р	Т
10 — Power Item	1 item	varies	Т
11 — Hardtech Analysis True	1 item	-	10'
12 —			
13 — Repair Hardtech II	1 item	Р	Т
14 — Beamturning III*	3 attacks	-	100'
15 — Drain Item II (50')	1 item	Р	50'
16 — Power Leech	1 item	-	Т
17 —			
18 — Repair Hardtech III	1 item	Р	Т
19 —			
20 — Hardtech Disruption Field	l 10' rad/lvl	1 min/lvl	50'
25 — Repair Hardtech True	1 item	Р	Т
30 — Inorganic Shielding	10'rad	1 min/lvl	S
50 — Disintegrate Inorganic	20 lbs/lvl	-	100'

**1**—**Detect Hardtech** (I) Detects the presence of any Hardtech item within the radius. The area of effect can be moved to another 10' radius every round. For a definition of Hardtech, see the Terms section.

**3**— Protection From Inorganic (D) Protects target from any attack using an inorganic weapon. A -10 is subtracted from all such attacks coming at the target.

**5**— Protection From Spray (D) Adds 15 to any of the target's RRs vs. spray from a sprayer weapon.

**6**— Hardtech Analysis (I) Caster learns the basic purpose and facts about the creation of one Hardtech item.

**7 — Beamturning** (D\*) Subtracts 50 from the attack roll of a burner or other beam weapon. Elemental attacks are not affected.

**8**— Repair Hardtech I (U) Instantly repairs any Hardtech item whose damage required a Medium or easier repair maneuver. Small needed parts are created via this spell, as long as 95% of the original item is present.

**9**— **Drain Item I** (F) Drains all of the power out of one Hardtech item less than 10 cu' in size (for larger objects, multiple spellcasting is required). The item is useless until somehow repowered or unless it has a back-up power system. 10 — Power Item (F) Caster powers a Hardtech item with his own magical, mental, etc. power. Powered item cannot be larger than 10 cu' or else the spell will need to be cast more than once. The item should be treated as fully charged.

11 — Hardtech Analysis True (I) As Hardtech Analysis, except the specific capabilities of the item are learned.

13 — Repair Hardtech II (U) As Repair Hardtech I, except that Hard to Very Hard repairs are made. 90% of the original item must be present.

**14 — Beamturning III** (D\*) As Beamturning I, except that three attacks are affected.

**15 — Drain Item II** (F) As Drain Item I, except range is 50'.

**16** — Power Leech (F) As Drain Item I, except the caster absorbs the power into himself, and it can be used in three different ways. The caster can convert the power in 15 PP for his own use. The caster can power another item as in Power Item. The caster can throw the energy as a +30 Lightning Bolt. The last option must be done immediately after draining, if it is to be used.

**18**— **Repair Hardtech III** (U) As Repair Hardtech I, except that Extremely Hard repairs are made. 80% of the original item must be present.



**20**— Hardtech Disruption Field (D) Any Hardtech item within the radius or entering the radius must make an RR or cease to function for the duration of the spell, or until it has left the field.

**25**— Repair Hardtech True (U) As Repair Hardtech I, except any Hardtech item with any amount of damage, short of complete disintegration, can be repaired. **30**— **Inorganic Shield** (D) This powerful spell creates an invisible shield around the caster. No inorganic material can enter the radius of this shield. Inorganic matter within the radius of the spell when the spell is cast is not affected.

**50**— **Disintegrate Inorganic** (F) Completely disintegrates one item of less than 20 lbs/level that is wholly inorganic.

#### **BODILY ENHANCEMENT (11.1.5)**

This list uses the principals of organic restructuring taken from Softech and make the target's body more suited to a particular task.

If this list is intended to be a psion or Mentalist list, the GM may wish to change all the spell ranges to "self."

Spell	Area of Effect	Duration	Range
1 — Prepare	1 target	1 min/lvl	Т
2 — Sense Improvement	1 target	1 min/lvl	Т
3 — Skill Master I	1 target	1 min/lvl	Т
4 — Constitution I	l target	1 min/lvl	Т
5 — Agility I	1 target	1 min/lvl	Т
6 — Strength I	1 target	1 min/lvl	T
7 — Quickness I	1 target	1 min/lvl	Т
8 — Skin Armoring I	1 target	1 min/lvl	T
9 Crit Reduction I	1 target	1 min/lvl	Т
10 — No Breath	1 target	1 min/lvl	Т
11 — Skill Master III	1 target	1 min/lvl	Т
12 — Skin Armoring II	1 target	1 min/lvl	T
13 — Constitution II	1 target	1 min/lvl	Т
14 — Agility II	1 target	1 min/lvl	Т
15 — Strength II	1 target	1 min/lvl	Т
16 — Quickness II	1 target	1 min/lvl	Т
17 — Crit Reduction II	1 target	1 min/lvl	Т
18			
19 — Skin Armoring III	l target	1 min/lvl	Т
20 — Lord Skill Master	1 target	1 min/lvl	Т
25 — The Body Perfect	1 target	1 min/lvl	Т
30 Crit Reduction III	1 target	1 min/lvl	Т
50 — Body Master	1 target	1 min/lvl	Т

**1**—**Prepare** (U) Prepares the body for the rigors of all of the higher level spells on this list. This spell must be cast before any other spell on this list is used.

**2**— Sense Improvement (U) Improves one sense of the caster's choice by a factor of two for the duration. Sense to be improved must be chosen when the spell is cast.

**3**— Skill Master (U) Improves any one physical skill of the caster's choice by +10 for the duration of the spell. Skill must be chosen when the spell is cast.

**4**— **Constitution I** (U) Gives a +10 bonus to the target's Constitution stat bonus. All things that the Constitution modifies, such as hits, certain RRs, etc. are modified as well. **5**— Agility I (U) As Constitution, except +10 is added to target's Agility bonus.

**6**— Strength I (U) As Constitution, except +10 is added to target's Strength bonus.

7 — Quickness I (U) As Constitution, except +10 is added to target's Quickness bonus.

**8**—Skin Armoring I (D) Target's skin hardens to become AT 11.

**9**— Crit Reduction I (D) Target does not take A criticals.

10 — No Breath (U) Target does not need to breathe. Poisonous gases will not harm target, and he can remain underwater, etc. for the duration of the spell. **11**— **Skill Master III** (U) As Skill Master I, but +30 is added to the skill.

**12**— Skin Armoring II (D) Target's skin hardens to become AT 12.

**13**— Constitution II (U) As Constitution, except +20 is added to target's Constitution bonus.

**14**— **Agility II** (U) As Constitution, except +20 is added to target's Agility bonus.

**15** — Strength II (U) As Constitution, except +20 is added to target's Strength bonus.

**16**—**Quickness II** (U) As Constitution, except +20 is added to target's Quickness bonus.

17 — Crit Reduction II (D) Target does not take A or B criticals.

**19**— Skin Armoring III (D) Target's skin hardens to become AT 20.

**20**— Lord Skill Master (U) As Skill Master I, but +50 is added to the skill.

**25**—**The Body Perfect** (U) All of the target's physical stats become 100 for the duration of the bonus.

**30** — Crit Reduction III (U) Target does not take A, B or C criticals.

**50**—**Body Master** (U) Caster can take advantage of any of the effects of any of the lower level spells on this list.



## 1122 MARGIC INTEMS

**Bothomish Lizard Bow** — This +10 longbow is made from the rib-bone of one of Bothom's huge lizards. It inflicts double damage on any reptilian creature. *Potent*.

Faerie Harp — This harp allows any spell caster who taps into the Faerie for power to cast spells as though he were twice his level. *Potent*.

Five Chains — These extremely old chains are of unknown origins. They are each about 2' long and differing colors red, blue, green, silver and gold. Each of them represents a form of power: the Essence, Channeling, Mentalism, Telepathy, and the Arcane. Each chain allows the user to mentally contact anyone who uses that realm of power. There is no range limit to this, and the location of the person contacted need not be known. In addition, any user of that realm whose location is known can be mentally scanned so as to gain not only his current thoughts, but past memories. Any subject so scanned within 100' of the user does not get an RR. Anyone wielding one of these chains is very powerful. Anyone possessing all five is a force to be feared! Artifacts.

**Graft of Rilth** — This is the arm graft of the famous thief, Rilth of Leisarn. He had the graft enchanted so that it adds 20 to all trickery, pick pockets, forgery, or similar skills used with it. It has retractable claws, allowing to function as a 5th level claw graft. *Most Potent*.

**Mael's Burner** — The great sorceress Mael lived before the Pirathon Purge. She enchanted this burner so that it is +15 to attack, and will wield and fire itself 10 rounds out of every day. *Most Potent*.

**Philethian Amulet** — This crystal amulet functions as a X3 PP multiplier for any profession, and if worn by a Philethian will bestow AT 12 and an immunity to cold. *Most Potent*.

Signet of Shallamoth Kindred — This powerful artifact of the Natharl'nacna lord (see section 8) is a power matrix that can hold 500 PP which can be drained by anyone touching it for his own use. However, it has some side effects due to the nature of its master. Third level or lower beings must make a RR vs. 10th level or die if they are within 25' of the signet. Anyone dying within 100' of the signet will become an Undead of random type, bent on complete destruction. Anyone touching the signet must make an RR vs. 50th level magic or go insane (how insane depends on how much the RR was failed by). *Artifact*.

**Staff of the Vultrim** — This 5' long black wooden staff pulses when the Elder Brood are within 500' and literally trembles when the Natharl'nacna themselves are present. The staff acts as a +10 quarterstaff and inflicts additional plasma criticals on all that it strikes, except for the Elder Worms who receive two extra criticals. *Artifact*.

**Starsword** — This +40 longsword can become a broadsword, a short sword or a two-handed sword upon command. It inflicts slaying criticals on Natharl'nacna and can teleport the wielder any interstellar distance (but not a shorter one). The wielder can live and operate within a vacuum without penalty or danger. *Artifact* 

# 11.3 DARK SPACE MODIFICATIONS TO MAGK

#### PHILETHIANS (11.3.1)

Philethians are inherently magical. They are allowed to reduce Development Point costs for magical skills by 5 points. For example, one skill could be reduced by two points and three others by one point. No skill can be reduced below one point, and if a skill with two costs, e.g., 3/5, both are reduced — so that the skill would become 2/4.

#### FAERIE (11.3.2)

Some of spellcasters on the world of Sylva are able to tap into the mystical, interdimensional power source called the Faerie (see section 2.9.17 on Sylva). No one knows for certain if the Faerie is a thinking entity or just a magical force. In any event, it is closely attuned with music, and anyone wishing to tap into its power must do so either through singing, playing an instrument, or dancing. Casters must either sing, play or dance their spells — even if they are not a bard or a dervish. It should be noted that bards and dervishes only exist on Sylva in the Twenty Worlds. Casters doing so on the world of Sylva cast their spells at 1/2 of the power cost — but each spell takes one round longer to cast (and the caster must be in a position where he is physically able to sing, play or dance).

Powerful (20th level+), non-evil characters who have used the Faerie as a power source many times are able to summon a physical manifestation of it to this plane of existence in times of great need (GM's discretion) through a 20th level spell that takes ten minutes to cast. The power cost of this spell cannot be reduced by using the Faerie. This manifestation will appear as an ornate staff made of pure golden light. It can be used in combat as a +40 staff, using the wielding character's best OB score. It inflicts holy criticals and an additional 3-30 hits on evil beings. It will act as a X7 spell multiplier and a +7 adder for the wielder and all allies within 25'. It will last for 1 hour. The Faerie can only be summoned like this on the world of Sylva and can only be done so by an individual one time per year at most.

The Faerie can exist in many places at once.



#### SPELL CASTING IN THE VOID (11.3.3)

Spells cast within the vacuum of realspace do not always function as they do within the atmosphere of a world. Below are some suggested alterations. Spell types marked with a \* have their result changed only within a vacuum and would function fine within the artificial atmosphere of a starcraft. The rest will not work normally even within such a craft.

Fire Spells\*: Magical fire, not dependent on oxygen to burn, is still somewhat weakened without the gas's presence. It inflicts only 1/2 normal damage.

Water Spells\*: Much of water evaporates away in a vacuum, but the rest instantly freezes, so water bolts become half strength ice bolts, water walls become half strength ice walls, etc.

Wind Spells\*: All of these will not function at all within a vacuum.

**Ice Spells\*:** Note that most things able to traverse through real space are, by nature, immune to cold.

Earth Spells: Useless in the void.

Light Spells\*: Because of the lack of a medium to propagate the lightning bolt, its range is 1/2 of normal in a vacuum. A shock bolt, being like a laser, is unaffected except for the fact that it is invisible because there is no atmosphere to disperse the photons of the beam (that is what is actually seen when a laser or shock bolt travels through the air). For this reason, light spells are ineffectual in a vacuum as well.

**Sound Spells:** Sound waves (and similar waves) do not travel through a complete vacuum. Power Words and similar spells would also not be effective. If the caster was within an artificial atmosphere (a starcraft, a magical sphere of air, etc.) and the target is not, the GM might decide that the target does not need to hear the word for it to be effective, as long as it is said. This is all up to the GM.

**Summoning Spells:** Demons have more freedom within the void for a reason not yet known to humans. There is a 5% chance per type that a demon summoned will be free to do what ever it wants. Note also that many demons are immune to the effects of vacuum. Besides demon summonings, normal spells do not work normally in the void because there are no creatures presentare no creatures present for them to summon, although they all have a 10% chance of summoning one Fungiss.

Telekinesis Spells: Remember that within a gravity-less and air-less environment, something set in motion will remain in motion until some other force acts upon it.





# 12.0 THE VLATHACHNA

"vlath (vlath) v. [origin unknown] 1. to adversely affect all that exists. 2. to come before (esp. to come before all else). 3. to be completely alien to (esp. all else). n. 1. something that is alien, particularly something that came before something else. 2. an evil beyond all others.

"achna (ak na) n. [origin unknown] 1. a blight, a plague, a pestilence of the utmost degree. 2. the ultimate evil. 3. A curse of an incredibly great magnitude."

-two entries from Nir's Obscure Words



### 1201 BLACKGROUND

**Note 1:** This material is information that the players should receive only through the most arduous of adventures and perils, if at all. Extremely few, if any, humans know these facts. They should not be given to the players lightly.

**Note 2:** In this section, the use of the word "universe" does not denote just the primary physical plane of reality, but all the planes of existence. The "multiverse," if you will.

Before this universe began, there was another. The universe that came before was unimaginable in almost every respect. It was completely alien.

When that universe ended for some unknown reason, not all of it was destroyed. There were some beings who survived the cataclysm (an incredibly impressive feat) and existed through the timeless and spaceless period between the collapse of one universe and the beginnings of another.

These beings are the Vlathachna. Because of their completely alien nature, those who encounter them feel a sense of "wrongness." Their presence warps the fabric of reality and distorts life and matter. Theoretically, they feel a comparable sense of "wrongness" in everything around them. This is only conjecture, however. It is impossible to truly empathize with any emotion or thought that they have (if they even operate under such concepts as thoughts and emotions — though in examination of some of their eating habits, it is possible that they do). The alienness of their nature cannot be stressed enough.

It is also unknown if they are a single race, or a multitude of races, who survived the demise of their former universe. Certainly they come in a number of forms, and they are not a completely unified force. Therefore they may all be of completely different races. The opposing argument to this thought is that those of similar form seem to have no stronger relationship to each other than those who are different.

Perhaps it is this feeling of being utterly out of place that fuels what seems to be an unbelievably powerful feeling of complete contempt for all that exists in this universe displayed by the Vlathachna. They wish ultimately to enslave and then destroy all of Reality. A word such as "evil" does not adequately define them. They are truly beyond any example of evil in this universe. All evil, even that of the demons of the netherworlds, pales in comparison. The Vlathachna were given the name of the Elder Worms by humans (possibly on Geideri) who mistakenly thought them to be evil gods who had spawned dragons. Dragons were the ultimate evil to those people at that time.

The Elder Brood are beings that were created by the Vlathachna using processes remarkably similar to what is now called Softech. Vlathachna science eventually gave rise to Softech. Somehow the Pirathon got a hold of (presumably) ancient documents detailing the creation and manipulation of protoplasm, which is the basis of Biotech. This serendipitous find may or may not have been influenced by the Elder Worms.

When the Vlathachna were defeated (see Section 2.2), they were all either destroyed, banished, or forced to flee to the Dark Nebula. Many of the Elder Brood were instructed to begin preparations for their return. Now, having decided that the time is right, the Vlathachna slowly return from the Nebula. They wish to catch the inhabitants of the universe off guard, and so are attempting to make their moves as subtly as possible.

Their first target is, of course, those who live nearest to the Dark Nebula, namely the inhabitants of the Twenty Worlds. Now, when the use of the magic that defeated them is on the decline, when the worlds are isolated and alone, when humanity has forgotten them, is the ideal time for the Vlathachna to strike.

Their power is immense, particularly their powers of destruction. Most have a great proficiency with weapons or possess horrible natural weaponry. Almost all possess some innate powers, whether they be the casting of spells from a perverse form of the Arcane, or horrible mental powers, or both. Even the lowliest among them is incredibly mighty. It would seem that there is little to stand in their way.



## 1222 ORGIAN UZZATUQNI

As far as can be seen, there is no highest ranking Vlathachna, nor are all of the Elder Worms unified. There are a number of beings whose appearance, powers and form are apparently unique among the Vlathachna. They seem to each control differing factions, and their personal powers are beyond almost any other beings' abilities. These different groups are not completely opposed, and sometimes work together. They all have the same ultimate goal of universal destruction, but each has a different set of plans to reach that goal. Some of these goals are detailed in Section 12.4.

#### THE DESRITAD

One of the largest factions are the Desritad, or the Shadowlingering Ones. They are led by the being known as Shallamoth Kindred. He is perhaps the most powerful of the Vlathachna and wields a mighty artifact known as the Signet of Shallamoth Kindred. This faction is the most hesitant to venture fully back out of the Dark Nebula. Their strategies are by far the most subtle, and their agents tend to try to pit humanity against itself and cause internal destruction. It is possible (but unknown) that the other groups of Vlathachna criticize the Desritad for this caution; bravery may or may not be a Vlathachna virtue — if they perceive virtues at all.

It was the Desritad who took the brunt of the losses in the initial defeat. Now they are the most reluctant to recommit the same mistakes. In a strange and complex way, they respect the power of the gods and even of mortals in their ingenuity and potential. Much in the same way a human would respect a poisonous (yet still very small and insignificant) spider after having been bitten in the past and almost dying. The Cult of the Dark Gods is supported by them.

#### THE RESCRITAD

Another faction is the Rescritad, or the Devourers of Light. They are the most aggressive venturing out of the Nebula at this early stage. Bhor Kei is their leader and their membership is made up almost completely of Vlathachna who did not participate heavily in the previous wars. They still hold the belief that the Elder Worms held so very long ago — that the mortals and gods of this universe are next to nothing and worth only a small amount of concern, if any at all.

The Rescritad are perhaps the smallest group of the Vlathachna, but they control the greatest faction of the Elder Brood (slightly larger than that in the service of the Desritad). Their elder Brood servants, unless commanded not to do so, react hostilely to all other beings, including agents of the other factions. It is this faction that plans the complete takeover of Dresden using the Undead there.

#### THE FETH

The third group of Vlathachna is that of the Feth(ritad), or Those Who Despise. The Feth remain within the Dark Nebula and prepare for what they intend to be a war that will crush the universe in one swift stroke. They follow the commands of three beings named Slaaq, Achma, and Nojur. These creatures are evidently able to form into one being, at times, called Slaachma'jur.

The Feth are the most adept at using the spells of this universe, and are the only beings able to summon the Dhar Ryth (Unimaginably foul creatures from another plane. See Section 12.5). The majority of the beings called the Vladaam belong to this faction.

#### THE HIERARCHY

Below the unique leaders in rank are the upper echelons of the Elder Worms. These include the Vladaam, the shapechanging Vreeth, and the large Monachrai, in that order in most cases. Next in the hierarchy come the smaller Monachrai, the Sasaach, and then the Creob Uraim. Lastly, there are Carach, who serve as assassins, and the Naihashboa warriors.

The Vladaam and Monachrair (both sizes) are all extremely individualistic. They almost always operate on their own. The Vreeth operate as a unit. They normally make up councils within whatever faction they belong to. Sasaach and Creob Uraim usually command forces of lessers, including the Elder Brood. Naihashboa are always encountered in numbers, while Carach never are.

As far as the Elder Brood are concerned, the Zhainmoths are the primary Vlathachna

servants. They normally command the other brood, and are often encountered with Thyssai, Obann, etc. They are the most devoted and yet the most intelligent of the servants of the Elder Worms.



## 1203 UNING WITHIN THE BEAST

Somewhere deep within the recesses of the Dark Nebula is a black planetoid. Covering the surface of this world is a huge living being called Vaasach, or The Beast. This is the base of all Vlathachna. They live among the tentacles which stretch for miles, forming rooms, passages and dark cathedrals. Even within the main body of The Beast, genetically designed areas of its body as chambers and tunnels are used as a dwelling for the foul beings.

## 122049 PL/AIGES /AINID PLOTS

Currently, the Vlathachna have many plans and schemes to overthrow and destroy all of humanity. They have agents in many places throughout the Twenty Worlds. A GM should decide for himself where the Vlathachna are and what they are attempting (at least in the beginning of the campaign, these plans should be very subtle in nature, rather than an all-out attack). Here are some ideas that a GM might consider using in his campaign:

#### THE DARK GODS

The Cult of the Dark Gods is perhaps the subtlest and most important scheme the Elder Worms have. Through this religion, the Vlathachna have established a way to strike out at humans, by using other humans. Through Zhainmoths disguised as humans with morph skin (a graft which disguises the wearer, see Section 8.2), the religion of the Dark Gods was revealed and accepted by some of the darkest members of human society. The religion revolves about kidnapping, torture, human sacrifice and other such vileness.

The Elder Worms use these worshippers to eliminate or magically control key figures within society, including leaders, powerful mages, etc. The most ingenious part of the plan is that when these acts are traced back to those guilty (and this does happen occasionally), no connection to the Vlathachna can be found.

This cult can be found on any world, but for now the membership is very small.

#### DRESDEN

The Undead of Dresden are of particular interest to the Vlathachna. If at all possible, the Elder Worms would like to control the undead forces and use them against humanity. The Undead operate against humanity as it is, but the Vlathachna would like to direct their efforts so that the Undead serve the Elder Worms' needs. The Vlathachna are using their position as the Dark Gods to influence evil priests to become Necromancers to raise more Undead. Zhainmoths and other Elder Brood can be found on Dresden, in the company of many of the Undead. Some of the more intelligent Undead do not wish to serve the Vlathachna, and oppose them in any way they can. In any event, the Zhainmoths provide the Undead with Softech and other aid.

#### KAELOT

There is a substantial underground system of tunnels and caverns under the surface of the world of Kaelot. Eons ago, when the Elder Worms fled into the Dark Nebula, they secretly left some of the Zhainmoths and other Elder Brood in these caverns. Now that their dark masters are returning, these beings under the surface are attempting to act, making secretive attacks against the humans on the surface. So far, the authority on Kaelot do not know who to blame for these vicious night-time attacks, but horrible and bloodchilling rumors are beginning to circulate.

#### PIRATHON

The Vlathachna are using their favorite servants, the Zhainmoths, to infiltrate the Pirathon. The Elder Worms would very much like to have control of the Twenty World's Softech production, and they plan to accomplish this through the Pirathon, and working their way into the Cartel (see Section 2.5.2). Once in a position of control, they may either stop or just control the production of technology as they wish.

**Note:** Depending on how far the GM wants to take this, he may decide that it was Zhainmoth infiltration which began the Pirathon and the Pirathon Purge in the first place to weaken the Worlds, and Softech is somehow a subversive device of the Elder Worms. This, however, would not be appropriate for most campaigns, particularly those in which Softech should not be considered "evil."



## VLATHAGANIA HIERARGHY



### 1205 GLAVANE STLANDS

#### THE VLATHACHNA

The Elder Worms are varied in form and power, but all of them have some things in common. All cause severe stress on living things around them due to their foul alien nature. They are resistant to spells common in this world, though they are susceptible to the Arcane magics (which were used to rid the world of them in the first place).

Above all, it is important to stress the alien nature of the Vlathachna. The GM should vividly describe the foul and twisted nature of these beings and the perceptible "wrongness" that people feel when they see them. Everything they do should be twisted and alien, making them all the more frightening and challenging as foes.

Shock and stress critical tables are presented in *RMC III*, and RRs do apply. If

GMs do not use these books, a "Mind Shout" (ment. base) spell can be substituted for shock criticals and a "Distraction" (ment. base) spell can be used in place of a stress critical.

**Carach:** (-)-(-)-9; 10' high; all viewing receive B shock crits, all within 30' take C stress crits; bite acts as "Dark Absolution" (evil cleric); use large creature critical table.

Carach act as assassing for the Elder Worms. They are sent out by their masters to slay potential enemies who might stand in the way of their alien and incomprehensible plans. They appear to be a mass of tentacles surrounding a huge tooth-filled mouth and two eyes connected by a large tree trunk-like neck to a segmented, insectoid body with six legs. Four of the

tentacles have large sword-like claws which they use with great skill, inflicting damage and parrying like broadswords. They can also use their huge mouth to bite, or grapple with their tentacles and then inflict an even deadlier bite upon their trapped prey. Carach do not eat flesh, despite their huge mouths; instead, they feed on life Essence. When a victim is caught within their tentacles and a successful bite is delivered. the foe must make a successful RR or their soul will be devoured as per a "Dark Absolution" spell. Their insectoid legs allow them to walk on any surface, even walls and ceilings. Like all Vlathachna, these beings are highly resistant to all but Arcane spells, giving them a +50 on their RRs versus such attacks, while all non-Arcane elemental attacks are at -80 against them. They are usually sent out alone, but occasionally they are encountered in small numbers. A Carach lair has never been

						VLA.	THNAC	HNA				
Туре	Lvl	Base Rate	Max. Pace/ MN Bonus	Speed MS/AQ	Size/ Crit	Hits	AT (DB)	Attacks	# Enc.	Trea- sure	Bonus EP	Outlook (IQ)
Vlathachna												
Carach	20H	100	Dash/20	FA/VF	L/LA	250G	12(70)*	120bs(2x)/130HBi/ 100LGr/180HBi√/Special	1-4	-	L	Cruel(SU
Creob Uraim	25H	110	Dash/30	VF/BF	L/SL#	300H	20(80)*	130HSt/Poison«/150LCl(2x) or 200We/Both/130LBi/Special/Spells	1	z	L	Cruel(VH
Dhar Ryth	30G	90	Dash/20	FA/VF	M/SL@	350G	1(100)*	150LBa[Slaying]/Spells/Special	1	Z	L	Crule(EX
Vreeth	35H	120	Dash/40	BF/BF	M/SL@	400H	1(110)*	Spells/Special	1-10	z	L	Cruel(EX
Sasaach	20H	80	Dash/20	FA/FA	L/LA	230G	3(60)*	100MBi/Special/Spells	1-2	z	L	Cruel(VH
Monachrai	2011	00	<b></b>									
Small	20H	100	Dash/30	FA/VF	L/LA#	250G	3(40)*	100MGr(6x)[Disrupt]/Special/Spells	1	-	L	Cruel(VF
Large	-35H		Dash/40	BF/BF	H/SL#	500H	3(60)*	100HGr(6x)[Disrupt]/Special/Spells	1	Z	L	Cruel(EX
Naihashboa	15H	80	Dash/10	MF/FA	M/LA	200G	17(40)*	120LBi(1-3x)/Poison«/ 190We(2D)/Both	1-20	-	I	Cruel(AA
Vladaam	40H	100	Dash/40	VF/BF	L/SL@	450H	3(110)*	200HGr/Special/Spells/130LBi/ Poison«/All	1	Z	L	Cruel(E)
Mrathrach	30H	100	Dash/40	FA/VF	M/LA@	300H	1(90)*	150MBi(1-3x)/130MCl/Both/ Spells/Special	1	-	L	Cruel(VI
Rhynthraas	25H	110	Dash/20	VF/VF	M/LA@	250G	1(90)*	160We(4x)/130LHo/Special/Spells	1	-	L	Cruel(H
Vlathachna Lords	- 1 (0	200	Dash/50	VF/VF	L/SL@	600	12(150)*	250HBa/Spells/Both/Special	1	*	L	Cruel(E)
Shallamoth Kindr		200	Dash/30 Dash/30	VF/VF BF/BF	L/SL@		1(150)*	Spells/Special	1	*	L	Cruel(E)
Slaachma'jur	60	150		DF/DF VF/VF	M/LA@		$1(130)^{*}$ $1(110)^{*}$	Spells/Special	1	*	L	Cruel(E)
Slaaq, et al	40	110 180	Dash/25	VF/VF VF/BF	L/SL@		20(120)*	210HCl(4x)/Spells/Special	1	*	L	Cruel(E)
Bhor Kei	55	180	Dash/40	VF/DF	L/SL@	550	20(120)	210HCI(4X)/Spens/Special	1		L	Cruci(L2
Elder Brood	61	100	D1/10	VF/VF	S/-	80C	3(35)	60SHo(5x)/Poison«/50MBi/Special	1-20	-	D	Belig(NO
Gohrmgraat (fly)	5E	100	Dash/10		3/- S/I	100E		80MGr/90MBi√/Special	1-12	-	E	Hungry(L
Brain Zhim (fly)	8F	90	Spt/10	FA/FA	•	300G	. ,	110We(3D)/95HBa/50FBr	1-12		F	Cruel(M
Crus Verin Zhainmoth	10F 15G	100 80	Spt/15 FSpt/15	MF/FA MF/MF	L/LA M/I	150F		Spells/100LGr/120MBi/Poison«/ 70We/Special	1-20	s	H	Cruel(VI
Thyssai	20H	60	Spt/20	MD/VF	H/SL	400H	12(30)	150HBi(2x)/100HGr(10x)/ 130HCr«/Both/80PBr	1	-	Ι	Belig(M
Mroanastrah	10G	60	FSpt/10	MD/FA	L/LA	200F	3(30)	150HGr[Elec]/130LBi√	1-6	-	F	Belig(M
Nmorthogh	7E	60	FSpt/5	MD/MF	S/I	100F	3(20)	80LBi	1-8	-	D	Belig(L)
Obann (fly)	5D	80	Dash/10	MF/MF	S/I	60D	3(35)	60MGr/70MBi√/Poison«	3-30	_	D	Belig(L)
Gallogthraas	10F	70	Spt/10	MD/FA	L/LA	180G		90LBi/Poison«	1-4	_	F	Cruel(A
Naomah	6E	40	Run/20	SL/VF	S/-	80E	3(20)	50MGr/60MSt√/Poison«/70MBi√	2-8	-	E	Belig(M
Sscree	12F	40 70	FSpt/15	MF/VF	S/LA	190G		80MBi(2x)[Acid]/120HBi[Acid]/ Both/50ABolt(2x)	1-3	~	G	Cruel(A

\* — Special

#### found, nor have they ever been encountered in the company of any other entity.

**Creob Uraim:** (-)-(-)-9; all living beings within 30' take a C stress critical; stinger injects a 15th level (Var. G) conversion poison; spells (3xlvl PP); bite acts as a "Major Pain" spell (sorcerer base); 10' tall; use super large critical table.

Powerful physical combatants, a Creob Uraim is often the commander of an attack force. It would probably be in command over many Naihashboa as well as legions of Elder Brood. A Creob Uraim has a long body covered in coarse, black hair from which ten legs of various sizes spring, and a scorpion-like tail with a huge stinger behind. A humanoid upper torso with rough, jagged skin is connected to the front of the body, with two long arms brandishing huge razor sharp claws and a vaguely wolfish head with two horns and a fanged mouth. It eyes are multi-faceted like an insect's. Its whole body is a greyish-blue color. In combat (which they love and literally feed on), they use their stinger and their claws or a weapon, usually an axe. They can also use their vicious bite with great effect. They know all the evil Mentalist base lists (if desired, pick six or seven appropriate psion lists) and the Arcane list "Mana Fires" (RMC I). It can see through all spectrums and can actually see into more than one plane at a time, viewing different planes at will. They are highly resistant to non-Arcane magic and receive an RR bonus of +50 vs. such spells. Versus non-Arcane elemental attacks, they have a -75 modifier. A Creob Uraim lair would contain all of its various battle trophies and a multitude of weapons, most very alien in design. They are never encountered in numbers.

Dhar Ryth: (-)-(-)-9; touch slays (additional slaying critical with touch); all within 20' lose 3 Strength pts(RR); sight gives all viewing B shock criticals; spells (5xlvl PP); all solid matter within 10' must make an RR or have their form altered or twisted in some way (GM discretion); 6' tall; use super-large critical table.

It is said there is a plane so unimaginably foul that its denizens scoff at beings such as demons, thinking them to be pure in comparison. This is the home plane of the Dhar Ryth. It is theorized that perhaps different areas of space in this universe have access to different planes altogether. This theory is based on the fact that Dhar Ryth are very much like the Vlathachna, while many entities from planes contacted by



344 62 12 2 S DELL

human spellcasters, outside of the Dark Nebula, are like (at least in some ways) mannish creatures. Dhar Ryth cannot actually exist in this universe, but project an extension of themselves to interact with beings here. This extension looks like a human-shaped hole in the fabric of reality through which a fraction of their true form can be seen. This true form appears to be a huge mass of small greyish worms that writhe and move. The extension is three dimensional and can fully interact with matter in this universe (such as hold objects, speak, be struck, etc), but from any angle looks like a hole into another reality in which can only be seen the mass of grey

worms. Since their form is only an extension, the Dhar Ryth will survive its destruction. However, the extension can only be brought into this plane within the Dark Nebula.

The extension is so foul that anything it touches receives a slaying critical. It drains strength from all those around it, converting the strength points to concussion hits (10 hits/strength point drained) with no maximum number of hits. Even solid matter (including creatures' bodies) is twisted and altered in various ways in its presence. (For example, a character might find his arms twisted so that they were on backwards, or a table's surface might warp. This is all



totally dictated by GM discretion, whim and imagination.) It uses spells, having access to the Sorcerer and open and closed Essence lists of this world. It also knows the "Darkness" list (Evil Magician). Dhar Ryth work with the Vlathachna and often serve as heralds for the coming of the Elder Worms.

Monachrai: (-)-(-)-9; touch inflicts a C disruption critical; all within 20' take a C stress critical; free use of "Plasma Law" (Arcane, RMC III); foes grappled for more than 2 rounds are drawn into the main body and take an E acid critical each round until digested — small: 10'-15' in diameter; use large creature critical table — large: 16'-30' in diameter; use super large creature critical table.

Huge, grey, tentacled spheres, the huge Monachrai are among the few Vlathachna that feed on flesh. They attack with up to six of their hundreds of tentacles (each is about 20' long when fully extended) per foe, grappling the victim and pulling him in, disrupting his flesh with their alien touch. Grappled victims are wrapped with even more tentacles to assure a firm grip. When a victim is pulled into the main body, its mass is broken down with powerful acidic secretions and then absorbed into the flesh of the Monachrai. The creature can also use various powers dealing with plasma, throwing bolts and balls in combat at the same time that it attacks with its tentacles. It resists non-Arcane spells with a +45 RR bonus and EAR with a -70 modifier vs. non-Arcane elemental attacks. However, it is immune to plasma and disruption criticals. Monachrai are high in the chain of the Vlathachna hierarchy.

**Mrathrach:** (-)-N-9; all within 100' take A depression criticals; all within 10' take B stress criticals; sight of the creature gives E shock criticals; free use of "Mind Disease" and "Mind Subversion" lists (evil Mentalist) with tripled ranges; can become invisible at will; bite infects victim with rancor disease; 6'-8' long; use large creature critical table.

There is a "disease" among the Vlathachna that is akin to lycanthropy among humans. It causes any of these beings to become a Mrathrach, although a Mrathrach can assume its old form and all its abilities approximately 1 hour out of a day. The rest of the day, a Mrathrach has the stats and abilities given here and looks like a floating mass of grey flesh covered with mouths and eyes and with two small



**Naihashboa:** (-)-(-)-8; all within 10' must make an RR or take an A stress critical; all bites inject a 10th level (Var. G) muscle and nerve poison (combined effects); strength yields double damage; 7'-7.5' tall; use large creature critical table.

Lowest of all the Vlathachna (but still far above the Elder Brood in importance), these are also some of the most common. Reptilian creatures, they have a snake-like head and snake-like arms with snake heads on them as well, instead of hands. They use the mouths of the heads to grip objects such as weapons as dexterously as any being with hands. They wield pole arms and long axe-like weapons in combat, these being always enruned with spells from the "Bladerunes" list (Arcane, RMC I) and made from a special alien metal giving them a bonus of +25. Possessing incredible strength despite their appearance, they inflict twice normal damage with weapons. Unarmed, they can bite with any or all of their snake-heads, injecting a special poison into their victims that has the effects of both nerve and muscle poisons. Very often they wear armor (AT 17) that is enruned like their weapons, and made from the same material. They are resistant to non-Arcane spells, receiving a +30 bonus on their RRs and a -40 modifier on all non-Arcane elemental attacks. Any mental attack or mind-affecting spell must be cast three times on them to be effective, because of their three-headed nature. They are very often used as special guards and elite soldiers, as well as scouts and bodyguards.

**Rhynthraas:** (-)-(-)-9; all within 20' take C stress criticals; all within 10' take B cold criticals; touch drains 8 Con. pts or 2 life Essence levels (see RMC II); non-solid form; uses "Death Mastery" (necromancer base) with 3xlvl PP; 6' tall; use large creature critical table.

The Rhynthraas (pronounced rin-thrahs) is a undead Vlathachna. Occasionally when an Elder Worm dies, its spirit (which is very unlike mannish spirits and thoroughly alien, even to other spirits) lingers on to bring death and destruction to that still live. The being is spirit-like, white in color, with a long upper torso visible as it floats through the air. Five arms with four opposable thumbs (no fingers) allow them to manipulate objects very dexterously and handily. It can wield a weapon in each of its arms, although because of their positioning all the way around its body, it can only attack one foe with up to four of them. Despite the forward placement of its eyes on the front of its horrid face, it can detect beings in 360 degree arc. Its head has a horn which it uses in combat as well. The skin of the Rhynthraas is icy cold, and its mere touch quickly drains life out of its victims. Vlathachna resistance to spells is still present in these beings, as they have a + 35bonus on all RRs vs. non-Arcane spells and a -45 modification on all non-Arcane elemental attacks. It remains highly intelligent, even after death.

**Sasaach:** (-)-(-)-9; bite drains 1-6 Empathy pts(RR); all within 20' take a C stress critical; spells (3xlvl PP), 10'-12' wide (including legs); use large creature critical table.

Sasaach are bizarre in appearance with three long, spindly legs angled upwards as an insect's and ending in suction cup-like feet. Their bodies are broad and flat, and their single-eyed heads are at the end of long, snake-like necks. A small, tentaclefilled mouth opens on the underside of the head. They are usually pale and colorless. Sasaach are very intelligent and have access to all psion or Mentalist lists (depending on whether the GM has Space Master or not). In the chain of power and importance among the Vlathachna, these creatures fit in somewhere in the middle. Subsisting on Essence, they drain Empathy from their foes, and actually are healed when Essence spells are thrown at them and they successfully resist. The amount of healing is a number of hits equal to the PP cost of the spell. They resist non-Arcane spells with a



bonus of +40 and a EAR modifier of -50 for non-Arcane elemental attacks. They can perceive invisible objects with their large eye.

Vladaam: (-)-(-)-9: all within 50' take E stress criticals; sight gives A shock criticals; continuous "Mirrormind" (closed ment. list); free use of "Spell Coordination" (Arcane list, RMC); spells (6xlvl PP); touch drains 10 PP/rnd (if victim does not have PP, hits are drained instead); bite injects a 15th level (Var. G) conversion poison; 15' high; use super-large creature critical table.

The Vladaam (both singular and plural) are among the highest ranking Vlathachna. They are spell casters of rarely encountered skill and power. They have huge bodies with two arms ending in three-fingered hands. Their lower torso ends in large tentacles, and their head is vaguely spiderlike with a mandibled mouth and eight eyes. They can use any of the "Spell Coordination" spells, allowing them to cast more than one spell at a time, among other things. They know all Arcane lists and all Mentalism lists (or Psion lists if GM uses SM) and any other list the GM deems appropriate. They drain PP from all they touch, absorbing the points for their own use. Grappled victims are usually held until they can be dealt with through spells, all the while draining their PP. Their poisonous bite is only used in combat in desperate situations. They reflect back any mental spells cast upon them ("Mirrormind") due to their mind's alien nature and strange configuration. All other non-Arcane spells are at -100 to effect them. Magic weapons lose -15 from their bonus while in use against a Vladaam.

**Vreeth:** (-)-(-)-9; changes shape to any form desired or imagined; all living things within 50' receive a D stress critical; freely use "Lofty Bridge" (closed Essence) and "Nether Law" (RMC III); humans viewing true form lose 1-10 Reasoning pts; use super-large creature critical table.

These beings are among the high-ranking Elder Worms. They very often appear as just a dark colored, floating cloak with a hood, with a few tentacles visible occasionally, protruding from the cloak's sleeves, bottom or hood. If an intelligent being from this world views their true form (i.e., their cloak is removed), he must make an RR or lose 1-10 Reasoning pts. because of its alien appearance and structure. Like many Vlathachna, their presence causes stress to

all other living things. Their resistance to non-Arcane spells gives them a +60 bonus on RRs and non-Arcane elemental attacks are at -90 to harm them. Magical weapons lose 10 from their magical bonus when striking them, although this will not lower the bonus below zero. They use their shapeshifting abilities to make themselves look as horrible and fearsome as they can to those around them. They seem to to be loathe to expose their true form to others for unknown reasons. In combat, they shapeshift into something powerful, and often something alien never seen on this world before. The Vreeth (singular and plural) often act as a group and spend much of their time plotting.



#### VLATHACHNA LORDS

Shallamoth Kindred: (-)-(-)-9; all within 50' take C stress and disruption criticals; all within 20' take E stress criticals; all living things touched must make an RR or die; all spells cast at him must make an RR or be absorbed into signet; uses all psion lists (or Mentalism lists) to 50th level with 10 PP per level; 10' tall; use Super Large creature critical table.

Shallamoth Kindred is the most powerful of the Vlathachna. He is the lord of the faction known as the Desritad. He appears (when he takes a physical form) as a giant grey humanoid with smooth skin. His eyes are a dark purple color, and possess the shape of knives. Shallamoth destroys and slays almost everything that he touches. Few objects or beings within his immediate presence escape unscathed. His mind is such that if any come within telepathic contact with him, they are instantly struck dead. His mind grants him vast powers as well, since he can use any psion (or Mentalism spell) in one round. He has his signet with him at all times (see Section 7.2). All non-Arcane spells cast upon him are modified by -100, and any magic item or weapon touching him (except his signet) must make an RR at -10 or be drained and destroyed. Any non-magic item makes no RR.

**Slaachma'jur:** (-)-(-)-9; all within 30 feet take C stress criticals; drains all within 10 feet of 10 PP/round (drains hits if target has no PP); immune to spells cast at him below 10th level; casts any non-healing spell with 10 PP/level; 15' tall; use Super Large creature critical table.

**Slaaq, Achma, and Nojur:** (-)-(-)-9; all within 20 feet take B stress criticals; touch drains 10 PP/round (drains hits if target has no PP); casts any non-healing spell with 8 PP/level; 6' tall; use Large creature critical table.

Slaachma'jur is a composite entity made up of three beings known as Slaaq, Achma and Nojur. Together they control the Feth faction of the Vlathachna. They are the masters of spell casting among their kind. Slaachma'jur is a huge, green energy being that drains power from all around him, and takes them for himself. He casts any spell he wishes. One time per day, he can summon a Dhar Ryth. He does not seem to relish in the pain of others (he shows no emotion) but slays and destroys calmly, quickly and efficiently. Any spell below



tenth level is ineffectual against him, and all other non-Arcane spell is at -100 to effect him.

Slaaq, Achma, and Nojur, when not joined together, are less powerful, but still mighty in their own right. They drain power from those that they touch instead of all those around them, though they still can cast whichever non-healing spell they wish. They can summon Dhar Ryth, but only one time per week each. Non-Arcane spells are at a -75 to affect them.

**Bhor Kei:** (-)-(-)-9; all within 30 feet take C stress criticals; touch drains 10 strength pts.; protective spells and psions do not function against his attacks; uses "Nether Mastery," (RMC III) and "Combat Enhancement" (RMC II) to 50th level with no PP expenditure; 12' tall; use Super Large creature critical table.

Bhor Kei is the lord of the Res'critad, the most aggressive faction of the Vlathachna. He is eager to destroy humanity and the gods who originally defeated the Elder Worms. He appears as a being of living, organic metal with a humanoid shape, except for his four arms ending in long, metallic claws. He is a vicious physical combatant, and enjoys inflicting pain and misery. He feeds off the strength of others. He has some paranormal powers, most of which add to his combative abilities. Bhor Kei would rather destroy his foes with his claws, however. No magical or telepathic protections function against his attacks. All non-Arcane spells against him are modified by -100. Any magic weapon used against him loses 10 from its bonus.

#### ELDER BROOD

**Brain Zhim:** (-)-(-)-8; bite drains 1-2 pts from a random mental stat/round; 3'-4' long; reduce critical severity by 1 level.

These creatures are ruddy-colored snakes with fan-like wings and a mouth surrounded by small tentacles. A Brain Zhim is eyeless, using a continual "Presence" (Mentalist base) spell to find its prey, and some sort of very rude radar to avoid hitting obstacles. It grapples foes' heads with its tentacles and drains their brain fluids and chemicals. When a character is reduced to 0 in one mental stat, he is put into a coma. Losing all mental stats kills him. Brain Zhim are rather mindless in their hunt for food.

**Crus Verin:** (-)-(-)-8; breathes fire (FBr; 1x/min; 30 times/day; bolt range 200'; cone length 100'; cone base 25'); strength yields triple damage with weapons; 12'-14' tall; use Large creature critical table.

Crus Verin are giant humanoids without heads. They have large, evil looking faces with exaggerated, pointed features on the front of their torsos. Their skin is tinged slightly red. Crus Verin often wear extravagant silk clothing (open in front so as to expose their faces) and wield large weapons that they use to devastating effect. A major offensive weapon that they possess is their ability to breath a super-heated liquid whose composition is unknown, but resembles magma. This breath weapon is treated like fire breath. Crus Verin have a particular hatred for humans and kill them with delight. They are often found working with/ for a group of Zhainmoths.

**Gallogthraas:** (-)-(-)-8; bite injects 10th level (Var. E) reduction poison; 10' long (including neck); use large creature critical table.

This creature resembles nothing more than a giant spider with a long serpentine neck and head. It is entirely black in color, with red eyes. Like a spider, it can cling to any surface, but it does not spin webs. It is fairly intelligent, and is a fantastic hunter. Using these hunting skills, it is used as a tracker by its masters, hunting down enemies of the Vlathachna.

**Gohrmgraat:** (-)-(-)-8; horns are poisoned with a 9th level (Var. E) muscle poison; bite drains 1-3 strength pts; 3.5'-4' wingspan.

Gohrmgraat are mindless creatures, flying via their thin, membraneous wings. Their main body is small, and is taken up mostly by its large tooth-filled mouth. A Gohrmgraat has five tentacle-like eyestalks, each with one large eye, and two small poisoned horns that it can use to attack. It has no legs and no arms or any appendages like them. They are used as attack beasts by their powerful masters. Gohrmgraat feed on strength, draining it from their foes with every bite.

**Mroanastrah:** (-)-(-)-8; grapple attack is accompanied by an electric shock giving additional electricity criticals; 12' long; use large creature critical table.

This beast is a sickly grey-green color, although some are black. It has smooth, mannish skin covering its quadrupedal body. Four very human legs support its tailless torso. Its neck is long and snake-like, and its head is comprised of a mouth surrounded by tentacles. It attacks prey by grappling with these tentacles, which give an additional electric critical due to the powerful charge that runs through the creature's body. It then bites its prey with its tooth-filled mouth. Mroanastrah can also use the electricity within them to send out tiny signals through their tentacles, allowing them to sense presences within 500'. It is not an intelligent creature, and is usually used like a hound by a more intelligent entity of the Elder Brood or the Vlathachna.

# Naomah: (-)-XU-7; stinger injects a special 6th level (Var. C) paralysis poison (paralyzed 1 rnd/5% failure); 3' long.

Strictly a subterranean creature, a Naomah is a small-bodied creature with a snake tail ending in a powerful stinger that injects a paralysis poison. It has four long tentacles about 2.5' long that cling to any surface. These tentacles are used for movement along cavern and tunnel walls, and for grappling foes. Its head has three eyes and a mandibled mouth with a long tongue. It can see perfectly well in either light or dark situations, even magical darkness or "Brilliance" spells. When a victim is paralyzed, it will leap upon it and deliver a bite to kill it. It will often grapple victims first, but not always. It usually lives in small natural alcoves or short tunnels from which it will leap to attack any passersby. Zhainmoths often use these creatures to guard important areas, entrances, etc.

**Nmorthogh:** (-)-(-)-8; body can vertically rotate 360 degrees while legs remain stationary; 3' tall; reduce critical severity by 1 level.

One of the least powerful of the Brood, a



Nmorthogh is a two legged creature with a small roundish body that has two large eyes in front and a large mouth on top. Its feet have nasty claws, and its bite is formidable. It can bite foes with its mouth by rotating its body vertically while its legs remain stationary. It can do a full 360 degree rotation, but then must rotate back in the opposite direction. It is unintelligent, and its only concern is eating. It is carnivorous with an insatiable appetite. It makes an effective guard because of this, and is often used as such.

**Obann:** (-)-(-)-8; bite injects a 6th level (Var. C) reduction poison; 3' long, 4' wingspan; reduce critical severity by 1 level.

Obann are always encountered in numbers. They have roundish bodies with eight to ten tentacles sprouting from various parts, while two leathery wings are positioned on their "back" so that they can fly. Beneath two sickly yellow eyes is a fanged mouth that carries a powerful poison. They are unintelligent, although they serve their masters dutifully, feeding on the flesh of their victims. Obann see well in all conditions.

**Sscree:** (-)-(-)-9; small heads breathe acid streams (treat as water bolts with additional acid crits, 100' range); acidic saliva gives extra acid crit with all bites; 4' long; use large creature critical table.

Sscree are large grey-green or blackishgreen, four-legged amphibians with two extra appendages jutting from their backs, each ending in an eyeless, snake-like head. These "snakes" spout acid streams which not only knock down opponents, but burn them with acid as well. If RMC III is not used, heat criticals can be substituted for the acid. All three heads (the main head and the two "snakes") bite, the largest being especially fearsome because of its size (it is a 3' wide mouth) and the rows and rows of teeth. It is carnivorous, and breaks down its meat with acid from its spittle before swallowing. It is very crafty and not easily tricked. Occasionally used for guards by their masters, a few of these creatures escaped the Vlathachna and operate on their own.

**Thyssai:** (-)-(-)-8; both heads breathe plasma (PBr; cone length 300'; cone base 100'; bolt range 500'); 10% are winged; 60'-80' long, 100' wingspan; use superlarge critical table.

Thyssai are huge, unintelligent beasts

resembling gigantic, bloated squids. The creature is two-headed, with long, serpentine necks sprouting from each side of its long body. These necks end in reptillian, almost dragon-like heads. The entire beast is black in color. Each head breathes plasma as a dragon would breathe its own breath weapon, but there the similarities end. A Thyssai does not have caustic blood, cast spells, or hoard treasure like a dragon. In combat, it grapples foes with its tentacles, crushing held victims until they are dead. It can bite or breathe plasma at the same time it uses its tentacles. Some of these creatures have huge, black, leathery wings for flight. These beasts are often used as shock troops for the Elder Worms.

Zhainmoths: (-)-XU-8; tentacle's touch acts as a "Hold True" spell (closed Ess. list, "Spirit Mastery"); bite injects an 8th level (Var. D) nerve poison; spells (4xlvl PP); reduce critical severity by 1 level.

Zhainmoths are the most populous of the Elder Brood, and the most dedicated and intelligent of the servants of the Vlathachna. Each is a humanoid creature with grey, slick skin and horrible, mishappen, bulbous heads that have tentacles projecting from around their tooth-filled mouth and lower face. The touch of its tentacles will render a victim nearly motionless, giving the Zhainmoth a chance to bite with its mouth which is underneath the tentacles. Rarely, a Zhainmoth will use a weapon, but most of the time they rely on their spells for combat. They have access to all the Mentalism lists (or psion lists), and will know 11-20 of them.

Zhainmoths sometimes live underground in deep caverns, carving huge cities out of the earth. They have waited for the return of their masters, and now serve as the major tools of their foul plans. They often use morph skin to impersonate humans and infiltrate society. Each Zhainmoth has a 10% chance per level of having a Softech item, and for every percent over 100, they have a chance at a second item. Some Zhainmoths, on a special mission or deep within Vlathachna controlled area, will have even more Softech. They often work with other Elder Brood.



# 12.6 A ZHAINMOTH STRONGHOLD



This fortress is included GM use or as an example to convey an idea of the nature of a Zhainmoth fortress. Such a fortress might exist on one of the lifeless planets in the star systems of the Twenty Worlds. It could float in a huge underground cavern under the surface of Kaelot. Or (as it was used in the original **Dark Space** campaign) exist inside a leviathan that was captured by the Elder Worms. A GM can easily tone down the power level of this fortress if he wishes to have his players attack or infiltrate it when they are not powerful enough.

The huge fortress floats using Zhainmoth magic. It was grown from an organic substance that is hard as stone, with each of the rooms carved out on the inside. On the outside it appears roughly like a large Zhainmoth head.

**T. Tentacle door.** The doors of the stronghold are alive. They resemble a curtain made of ten tentacles, each striking as a +50 Medium Grapple attack when any non-Zhainmoth or Vlathachna comes near them. The tentacles have a reach of eight feet, and take 50 hits each.

1. The landing. Five Zhainmoths stand guard here. The leader is 23rd level (with 235 hits, a +150 OB, wearing a chitin graft giving him AT 12(40) and 100 additional hits) and wields a heavy burner. The next in command are two 19th level Zhainmoths (with 195 and 200 hits, +125 OBs, dermal armoring and bone hardening microrgs giving them 80 more hits, AT 3(70) and ignoring 50% bone crits) wielding +50 (poisoned-10th level muscle) blade grafts and +10 shield grafts. The last two are 13th and 10th level (with 130 and 95 hits, +75 and +70 OBs wearing chitin grafts giving them AT 4(40) and 30 additional hits) wielding +20 scimitars. Each has X4 PP/lvl and knows all psion lists. If in dire straits, they will retreat towards the crystal door/ golem, allowing it to get its free attack on invaders as they retreat inside, alerting the rest of the complex.

The door is actually a biocrystal golem (see section 7.9) appearing simply as a biocrystal door. It attacks initially with a +30 surprise bonus, as it alters into its golem form.

**2. Guard beasts.** Beyond the door are three slog beasts that will attack any non-Zhainmoth or Vlathachna entering.

The room they guard is empty except for two abstract biocrystal sculptures that would be worth 1,000 TR each. Hidden inside one is a Zhainmoth med-kit: three


healing 5-50 applications, a bloodstop application, and a crystal arm graft. The guards will use these if they have time and need them.

3. Study. This chamber holds numerous books, scrolls, etc. (all written in Zhainmoth) about all sorts of topics including biotechnology, biocrystals, their evil masters, etc. There are also a few mammalian biochairs, and a few tables here. Also here is Nisslassizz, a 30th level Zhainmoth (with 310 hits, AT 2(60) with a medium brain bud, a 75 PP power bud, nerve enhancers giving him +20 quickness, and 20th level spell casting microrgs with 60 PP that can cast all open and closed Mentalist) who knows all psions, all evil Mentalist lists and the Ethereal Mastery (Companion I) list to 30th level. He has a tentacle staff that will allow him to make +80 MGr attacks, and a magical crystal focus (X2 PP and worth 500 GP) giving him 300 PP. If he knows of the attackers, he will probably summon something and then use his spells through the tentacle door. If attacked, he will cast a haste psion and then parry with the tentacle staff each round while the microrgs cast defensive spells and he casts his spells.

He also has two magical constructs made of steel with weapons rather than hands (15th level, 200 hits, +130 OB longsword arm and a +90 OB heavy burner pistol arm) each has an air elemental guardian that has been bound to the construct with a magical ritual (20th level, 180 hits, 40 PP to cast air spells). To enter into melee with the constructs, their misty form must be passed into, giving -50 to all actions). The constructs look vaguely like Zhainmoths. They follow the commands of Nisslassizz, who will have them either attack through the tentacle door or defend his person. The Zhainmoth will not fight to the death.

**4. Portal Room/Quarters.** Behind the tentacle door, any explorer will find a basically empty spherical room that contains thirty 5' diameter portals that float at all different levels. Each portal leads to a 20' x 20' private room located in a pocket dimension. Four are occupied currently by average Zhainmoths (lvl 15). There is no real treasure to be found.

**5. Foyer.** This room is surrounded by tentacle doors on all sides. It is also trapped. If the right telepathic signal is not projected, this trap will seal the room with chitinous doors and the walls will grow chitinous spikes and begin to spin rapidly.

Anyone failing a very hard agility maneuver will take 1-6 +100 short sword attacks. Anyone succeeding will take 0-1 (roll 1-4, on a 4, they take one) +50 attacks. When the room stops spinning, the spikes and doors retract, and 1-4 Zhainmoths immediately enter from room 4.

6. Throne Room. The Zhainmoth leader is here, with two attendants (level 15 average except they wear horath host armor) and a Mroanastrah (see section 12.5). The leader is 30th level (300 hits, 200 OB, AT 20(50) because of crystal coating, muscle buds, lg. brain bud, power bud +50 PP (200 PP total), gravity nullifying microrgs, regenerating microrgs, and has a pistol burner) and sits atop a huge throne that is made of a mass of 100 living tentacles that will attack as a tentacle door if commanded to do so. Under the throne there is a storage pod containing a spore pistol with one sleep cartridge and one brain devouring (special 10th level spore that destroys the target's brain in 10 rounds) cartridge and three smoke biobombs. Also in the room is an information globe made of organic crystal on a pedestal made to look like a Zhainmoth. Using this will reveal a lot of useless stuff that may effect the user's sanity, as well as the location of the Vlathachna Lairworld --- the Beast.

7. Empty Rooms. Each of these rooms is empty. There is a shaft going down to the ship hanger and the guard room below. The shafts are each 20' long and 10' wide. The Zhainmoths use telepathic levitation to move up and down these shafts.

#### LOWER LEVEL

**8. Ship Hanger.** Currently holds two small deathships which are tended by two Zhainmoths (average) and five Brain Zhim (see section 12.5). The bay doors open out upon mental command.

**9. Guard Room.** There are two Zhainmoth guards here. One (19th level 120 hits, 150 OB) wears serpor host armor, and the other wears biocrystal half plate (AT 19(30)) with a crystal arm and a sprayer with a cell disruption load. Also in the room is a biochair and a biocrystal table with a center storage pod containing a muscle repair, a nerve repair and two bloodclotting applications and tubes of choking spray, acid spray, liquid nitro, and flame retardant.

**10. Prison.** The outer room is trapped so that anyone entering it must make an RR vs. 25th level or not want to ever leave. This is an Essence spell.

Five of the cells are occupied. One contains a Mrathrach (section 12.5 — not immune to the tentacle doors) that will attempt to kill the party. The other cells contain humans that come from Atlasis and Kish and were secretly kidnapped by the Zhainmoths to be food by the Zhainmoths. They were all captured with numerous companions, but these four are the only ones left.





# 13.0 USING THESE RULES IN OTHER CAMPAIGNIS

Dark Space can be used in a number of different ways. It is meant to be a campaign setting for a GM who uses both Space Master and Rolemaster. A GM can, of course, use only one of the two game systems without any problem — this is covered elsewhere in this book (Section 3.0 and 4.0). However, a GM may wish to use Dark Space with Champions or another system altogether. These and other permutations are quite feasible.

#### INCORPORATING DARK SPACE INTO A ROLEMASTER CAMPAIGN

Dark Space need not be a campaign. It can be a setting where already established characters adventure for a time. A group of **Rolemaster** characters could be transported to the Twenty Worlds by magic, on purpose or by accident. Perhaps the characters heard of this place where the dreaded Elder Worms still reside. If something is not done, they will soon reach the characters' world. A GM might even have the players find a bioship or crystal ship on their homeworld and use it to travel into Dark Space.

### INCORPORATING DARK SPACE INTO A SPACE MASTER CAMPAIGN

In a *Space Master* campaign, the Twenty Worlds could be located in an unexplored or forbidden sector of space. The characters, for one reason or another, go there to explore or investigate. Perhaps there is some item which the PCs need that is rumored to be in this strange sector. They might just hear of a place where magic supposedly works and are simply curious — or are hired by someone who is curious.

#### **OTHER GAME SYSTEMS**

If rules conversions are not a problem, this setting could be used in any number of campaigns. A group of super heroes from a *Champions* campaign could possibly come in search of something or other (perhaps a Natharl'nacna harbinger came to Earth and the heroes are investigating its origin after thrashing it). They would find worthy adversaries in the metamorphs or in foes with magic and/or Softech items. The possibilities for working *Dark Space* into other campaigns are really endless.

#### USING SOFTECH ONLY

If the GM decides that he doesn't wish to use the setting much at all, but still likes the idea of Softech, it can be easily worked into his campaign. In a *Space Master* science fiction setting, it could be the creation of a mad-scientist or a new, alien race. Perhaps Softech could be the last vestige of a longdead race on an unexplored planet.

In *Rolemaster*, Softech items could be found in a secret underground lab. This might fit into Shadow World quite well as there are caches of technology hidden here and there about the world. A GM could say that Softech items are the magical creation of a particular race, being, dimension, etc. Or perhaps a bioship might crash on the GM's fantasy world, damaged beyond repair, but full of these new items which would allow the PCs to give some nasty surprises to that evil wizard that is after them. Or perhaps the surprise will be on the part of the players, when they encounter a metamorph dragon or a conclave of wizards with spore pistols and microrgs.



# GAMEMASTER TECHNIQUES

14.0



# 14x1 THE TWENTY WORLDS

The area that a *Dark Space* campaign can cover is very large, particularly for a GM used to dealing with only one world, i.e., a fantasy milieu. Gamemasters should remember that each world of Dark Space is a complete world, just as a single fantasy world is. Each world has its own geography, history, legends, prominent citizens, etc. Section 2.9 gives only the most basic details of each. A careful reader might notice that in *Dark Space*, the word "world" is preferred to the word "planet." It is a matter of semantics only, but it is an idiosyncrasy of the Twenty Worlds (not the "Twenty Planets").

A Gamemaster should try very hard to express each planet as an individual world, and not "just another place." Do not present Atlasis, for example, as just a simple "water world." Describe the places there as specifically as possible. Make the worlds real places with real stories behind all that exists there. Do not let them be simple backdrops. The players should feel as though the worlds are not there just for their benefit, but are real places that exist and change and grow, even when the PCs are not there.

A method for achieving this is not only through description, but through action. Real places are constantly going through changes. New buildings are built, old ones torn down. The shopkeeper at the end of the street gets a new sign. Old Eroc, the bartender at the *Withered Feather* dies. If a character leaves a place for more than a day or two, something should have changed.

There are specifics that need to be quantified for each of the worlds. For example, on Leisarn, the gravity is much stronger. For those not used to this, the GM might access a -25 penalty to all actions. That world also has terrible storms. Characters caught in such a storm would probably be at an additional -20 to all actions, except perception, which would be -50. Each world has game aspects that must be quantified.

# 14.2 MAINTAINING THE FLAVOR OF THE CAMPAKEN

The dead and dying lay all across the floor. Due to Lecto's spell, most of the casualties were Zhainmoth, but the foul creatures had already killed Haen and Lourn with their mind ripping powers and the touch of their repulsive tentacles.

Cheval and Lecto helped Mek up from the ground. He had taken the brunt of the attack from their foes' biobombs. After gathering their equipment, the three continued on, wondering if they, the remaining members of their dwindling group, could stand against what lay ahead.

It had taken two months to discover that their enemies, who had been striking from underground tunnels into the towns and villages above, were inhuman. Once that was determined, they had followed them down into their labyrinths, only to discover that the foul creatures had been living underground for longer than humans had inhabited the surface world. The idea of their presence down here had terrified everyone who knew, which luckily was a small number. There was no need to put the populace into a state of panic.

Twelve had entered the caverns, and now only three remained. Worst of all, they had just discovered through deciphering some of the Zhainmoth's writings that the horrid creatures were only servants of some much greater, even more alien, force.

Suddenly, the cavern was filled with a horrible stench, and a creature approached so foul that the very fabric of the universe around it seemed to fray and buckle. The unbelievable horror stressed both their physical and mental states to the point of collapse. It had too many legs and too many eyes, and its gaping maw was surrounded by tentacles which writhed in a alien fashion.

Lecto recovered first, being a Philethian, and began to cast a spell. Cheval aimed his bioenhanced burner at the monster, and Muk drew his magical blade and held up his chitinous shield graft.

Each of the three knew that even if they defeated the horror, they would be forever changed by the mere knowlege that it, and possible more like it, existed.

Dark Space is many things. It is horror, fantasy and science fiction. Within the Vlathachna, there are all the elements of horror a GM needs to create a campaign based around the idea of "horrors from space" that many great works of horror fiction explore. They should be treated as mysterious and evil and presented to the characters as such. The Vlathachna are alien to the extreme, and should be treated like that in all ways. Their buildings, items, speech, writing --- everything should be alien in feel and appearance. They are not just another race of evil-doers that should be stopped, but the complete antithesis of all that is pure and right within creation. Their mere presence should drive away or kill plants and animals on the worlds to which they come. Their motives should not be easily deciphered or understood.

When the players first get information about the Vlathachna, be it as a general background to the campaign or from an NPC who supposedly knows more than the average citizen, the information should be a piecemeal affair that is confusing, selfcontradicting and filled with mysterious gaps. NPCs in the campaign who are truly knowledgeable about the Vlathachna should be very rare and hard to find. Many of them may be insane due to their encounters with the Elder Worms. None of the foul beings have ever been taken alive, and those they take as prisoners have never returned.

The people of *Dark Space* talk of the Vlathachna in hushed whispers. People fear them more than anything else that exists. The most common knowledge of them is the tales of the horrible deaths they inflict and their awesome physical and magical powers.

When describing an actual encounter with the fiends or their hideous Elder Brood, don't neglect to describe them with gory detail: the colors, the smell, the chill the character's feel and the intense sense of "wrongness" that surrounds them. Even if the creature description does not call for it, RRs vs. fear might be appropriate at various encounters or in frightening or just spooky situations. The result of a failed fear RR does not necessarily mean the character would run. He might "freeze up" in terror, or maybe just get a chilled feeling if the situation is not too intense. In some extreme cases, the GM might wish to require a self discipline modified RR vs. insanity. With that, too, the GM would do well to remember that insanity does not always mean



stark, raving mad. Insanity can be a subtle thing which grows and festers in the character's mind. If using *Rolemaster Companion III*, the Depression Critical Table does an adequate job of covering loss of sanity in game terms, hence the Depression crits given by some of the Vlathachna. If the GM wishes further elaboration, Section 14.4 on Insanity can be used.

The fantasy and science fiction aspects of Dark Space are more obvious. But don't let the biotechnology of the game overshadow the use of magic, and don't let magic become simple and mundane like a "technology." Magic should be as mysterious and unpredictable a force in Dark Space as it is in any "normal" fantasy campaign. Also don't forget that the items of Softech are alive, and feel alive, and are unlike any other sort of item. A good GM will dispel any misconceptions or assumptions the players might be bringing with them from experience in playing any other campaign. Dark Space is very unique and that should be clear to all involved.

Unlike many campaigns, a campaign set within Dark Space usually won't be treasure-oriented. There is treasure to be gained, but players should be encouraged to think in terms of defending society against the horrors of the Nebula. While there is certainly room for a character or even an entire group that is just in it for the money or the magical treasure or whatever, or even those who make up the criminal element of society, most players will hopefully aspire to become the heroes and champions of their people. Of course, as can be seen from the scenarios section, not all adventures involve protecting society or fighting the Vlathachna. There is a wealth of information here on each of the Worlds and numerous organizations and religions - all of which contain the basis for numerous adventures. Adventures can be based on investigations, explorations, rescues, spying missions --- anything your imagination can dream up (see Section 15.0 for some suggestions).

# 14203 USING TECHNOLOGY

The technology in a *Dark Space* campaign should be exactly what the you and your players want it to be. If the you decide that there isn't enough blasters and grenades to suit you and your players' tastes, such things can easily be added from *Space Master*. Alter the Pirathon Doctrine and make it less strict. The campaign is yours to modify.

Take into account all of the changes that Softech will have on society. The builder external microrgs, for example, might hurt the construction business in an area, or they might help it.

Remember, while magic kept society connected after the Purge, Softech set it back on its feet again. "Softech is bringing the Worlds back together again," is a popular Cartel advertisement slogan. Most people, besides the Preservationists, look favorably on Softech. It is very much in fashion. Even inorganic objects are made to look and sometimes even feel organic. Furniture and certain fashions show this trend. Tables, chairs, divans, and clothing are all designed to look like living creatures, or at least suggest something alive. Even the hilts of weapons are carved to look like animals. Organic is in vogue. A GM should not over-use Softech, or for that matter, Hardtech. The Cartel is still just beginning to truly mass-market Softech, and it is still quite uncommon. If the GM has run a fantasy campaign, he will know about how common magic items are. Softech items should be about as common as magic items in a fantasy world. Hardtech items should be approximately ten times as rare, one hundred times if the item is prohibited by the Pirathon.

On that same note, magic should not be slighted. There are still plenty of magic items around (about as much as a normal fantasy campaign), and there are magical Softech and Hardtech items.

The section on technology (Section 2.8.1) is a good basis for which technological items exist and which do not. Remember that the Pirathon doctrine only prohibits high tech items, not "modern" items. Many things that would not exist in a medieval style campaign do exist in a *Dark Space* campaign. A GM can just look around where he lives — virtually anything that is not electrically powered can be used in his game. Paper bags, spiral notebooks, plastic garbage cans, marking pens, etc.

# 1404 INSANITY

Moreso than in other Rolemaster or Space Master campaigns, a GM might find it appropriate to use a system for determining a character's sanity. When encountering various types of Vlathachna, the PCs will be inflicted with Depression and Shock criticals. If the GM has access to Rolemaster Companion III, than it can be seen that these criticals often lead to the victim becoming inflicted with insanity or an other mental infirmity. Rather than use these critical charts (or perhaps in addition to them), a GM can opt to use a stat, termed Rationality (Ra), to show a more gradual loss of sanity and reason. This new stat is found by averaging a character's Reasoning and Self Discipline statistics. When a depression, shock or stress critical is called for, the character should make an RR based on the level of the creature, adding his Rationality bonus. If the RR is failed, a number of points from his stat are subtracted from its total (probably lowering its bonus as well). The number of points lost is

dependent upon the severity of the critical. A criticals equate to a 5 point loss, B crits are a 10 point loss, C crits are a 15 point loss, D crits result in a 20 point loss, and an E critical will drain away 25 points of Rationality.

As Rationality points are lost, the character's mind becomes less and less stable. Good roleplayers can portray this as they watch their total go further and further down. A GM should mandate that characters with Ra totals lower than 30 be inflicted with a minor insanity (see below). A total of lower than 10 will result in a major insanity. Once the total reaches 0, the character is either comatose, completely insane, or dead. Once a negative total equal to the character's Rationality score is reached, the character is definitely dead.

The following are classified as minor insanities:

• Depression—the character will be depressed 25% of the time, having no will to do any action.

- Kleptomania—the afflicted character will attempt to steal things at every available opportunity.
- Minor Delusions—the character believes a minor untruth (he can walk through walls, Zhainmoths can be converted to humanity's side, etc.) is completely true and cannot be convinced otherwise.
- Minor Paranoia—the character sometimes believes that he is being followed or watched when he is not. The character may slowly become less and less trusting of strangers and perhaps friends.
- Monomania—this madness narrows the vision of a character so that he will find one goal and become obsessed with it, doing nothing unless it is associated with achieving his goal.
- Neurosis—character greatly dislikes one thing (horses, Softech, indoor plumbing) and will avoid it if he can.
- Phobia—character gains a fear of one thing (closed in places, heights, small animals, etc.).

The following are classified as major insanities:

- Catatonia—the character is catatonic and responds to and does nothing.
- Hallucinatory Insanity—the character sees or hears things which are not there. This madness usually is so severe as to make normal life difficult for the character.
- Hebephrenia—the character suffering from this will act almost childishly as he gibbers, giggles, wanders and talks to himself. He cannot act in a normal way at any time.
- Mania—the character will suffer fits of incredible violence and rage. The fits are uncontrollable and occur 1-10 times every two days, lasting 1-100 minutes.
- Major Delusions—the character believes a major untruth (he is a god, burning flesh is helpful, everyone around him is a demon, etc.) is true and cannot be convinced otherwise.
- Major Paranoia—the character believes EVERYONE is out to get him. He will have no friends and often will try to "get them" before they "get him."
- Multiple Personalities—the character splits into 2-200 various personalities that are completely different and independent.
- Psychosis—the character vehemently hates one thing and tries to destroy it at every opportunity.
- Suicidal Mania-as Mania, except that the

character will attempt to kill himself during these fits.

A GM may want to use this stat score for other situations to reflect the toll that adventuring has on a character's psyche. He may want to look at the Rationality score as not only a measure of the character's sanity, but his humanity, or "humananeness" as well. Ra points can be lost or gained depending on what the character experiences and what he does.

Some examples of Ra point loss or gain include:

Seeing a dead body	-1 point
Seeing a grisly murder	-5 point
Seeing a friend die	-8 point
Seeing a friend murdered	-10 point
Killing a friend (acc)	-25 point
Killing a friend (purp)	-40 point
Killing for no reason	-30 point
Torturing	-20 point
Saving someone from death	+10 point
Showing mercy	+12 point
Helping someone in need	+1-5 point
Seeing a great evil destroyed	+20 point

**Note 1:** the point loss value should also be treated as the level that the character must make the RR against to avoid the loss. There is no RR vs. Ra point gains, but a GM should not be overgenerous.

Note 2: if a GM uses the above guidelines and a character loses much or all of his Ra from "evil" acts rather than disturbing experiences, the GM may opt to simply mandate that the character becomes truly evil rather than insane.

Ra points are regained in various ways. Points can be regained at a rate of 1 per month if the character does not experience any encounters which require a Rationality RR in that month, and if his total is higher than 50. Sanity Healing Lore skill will heal 5 points per week of successful use, assuming that each day is spent with at least one hour in "therapy." Mind Disease Cures (Close Channeling list: Purifications, lvl 10) will heal all the lost points gradually over 1-50 days (if the number of days to recover is 20, then 1/20 of the amount of Ra points needed to be at the maximum will be recoved each day. Mind Disease Cures True (lvl 20) will heal all instantaneously. Lastly, destroying (or helping to destroy) the being which caused the Rationality loss will result in one half of the points lost being regained by the character. Likewise if a situation (seeing a friend die) caused the loss, and it is changed (the friend is brought back to life), one half of the lost Ra will be regained.

Even if the Rationality points are restored, an individual afflicted with an insanity may still be be insane. To be "cured" of the affliction, the character must make an RR adding the bonus (if any) from his current Ra stat. For purposes of this RR, treat a minor insanity as 10th level and a major insanity as 20th level. Such an RR can only be attempted once per week and only if his Rationality stat is above the number that the character received the insanity from (30 for minor insanities, 10 for major). If the character's total goes below one of these numbers while still inflicted with another insanity, he will gain yet another.

# 15.0 SCENARIOS

These two scenarios are intended to be examples primarily of how a GM can work various organizations, as well as the Viathachue, into adventure scenarios. The guite a bit of Softech involved, particularly in the first scenario. A GM probably wouldn't want to include that much in every adventure.



ť,

# 1501 THE GUILD W/AR

This scenario is intended for 2-5 characters at about 10th level of experience. It is set on the world of Retridine, but it can easily be adapted to Geideri, Kish, Tiomon, Erepodi, or most of the other Worlds.

### THE SETTING

Retridine, sometimes called the Guild World, is a place where economics and commerce are some of the most important facets of life. The Cartel has long wished to control all of the production on the world, but even up to the present has been unable to do so. Though the heyday of interworld trade is over, Retridine carries on most of the existing trade with the other worlds and is using all of its resources to encourage the growth of this trade.

This adventure scenario takes place in the port city of Glasitus (pop. 20,240) which is a medium sized city by *Dark Space* standards. It is a very old community, many of its buildings being well-kept remnants of a past age. Its port brings in many traders from all over the world, as well as sending out its own exports by ship across the Eldedican Sea.

Like most cities of Retridine, Glasitus's merchants and craftsmen have banded together to form guilds. Unlike many other guilds, however, that center about one product or skill (silk guilds, copperworkers guilds, etc.), Glasitus's only guild deals with all such areas. It was, in better times, called the Omniguild, and was extremely powerful among the surrounding area of Retridine due to its large membership and the large area of its control.

About 60 years ago, the Omniguild was split by two rich and powerful families in Glasitus, the Ebon family and the Alabast clan. At that time, Theocrid Ebon was to wed Christa Alabast, but left her literally waiting at the church, and was last heard from as he was leaving Retridine to live with an unknown woman. The Ebons tried to explain away Theocrid's actions by claiming that he was ensorcelled, but the Alabast family was deeply offended and demanded retribution.

Soon afterward, Raliston Ebon was found murdered outside of town. Rightly or wrongly (many people today claim that he was probably simply waylaid by bandits), the Alabasts were blamed, and a long and sometimes bloody feud began that continues into the present. This feud split the Omniguild because of the wealth and influence of these two families. The two factions, named for the respective family which they support, each control a relatively equal share of production and commerce within the city. Many of the specific areas of the economy, such as shipbuilding, winemaking, and imported plastics trade, are split between the two, creating price wars and particular hatred between the sides.

#### THE SCENARIO

Violence among the two factions is on the increase, and a major confrontation is building. The reason for this is twofold. The Cartel has been in contact with the Alabast clan, and has negotiated a deal in which the Cartel will assist in the complete destruction of the Ebon clan through economic and, if necessary, violent means. In return, the surviving Alabast clan will "sell out" to the Cartel - obey all Cartel edicts, allow Cartel administrators to come to Glasitus to reorganize the production there, and divert a percentage of their profits (which they have been assured will increase) to the Cartel itself. In effect, they will become part of the Cartel. It is all part of the Cartel's plan to begin to take economic control of Retridine (which it has most everywhere else). When economic means did not work, the Cartel began to send Softech weapons and other items to the Alabasts, and are fully prepared to send Deathtroopers (disguised, of course) if need be.

Zhainmoth agents somewhere along the line learned of the conflict, and discovered the Cartel's plan. Realizing that the conflict would be short, since as the Alabasts had support from the Cartel, they decided to assist the Ebons, thus prolonging and heightening the conflict. To accomplish this, two of the Zhainmoths have disguised themselves with morph skin to appear as humans. The Zhainmoths, using the names Phon Vanor (a beautiful and persuasive woman) and Corris Del (a well dressed, dapper young man), then approached the Ebon faction and told them that they were representatives of the Cartel, and offered the Ebon the same deal that the real Cartel offered the Alabasts. The guildsmen accepted.

Both factions, then, believe that they are supported by the Cartel. Each side tried to economically crush the other, but because of their respective backing, did not succeed. Now it has come to violence. Representatives of both sides have been killed to intimidate the other. Each side is now preparing an all out assault on the other side's headquarters, oblivious to the amount of Softech weaponry possessed by the enemy, and thinking that they will easily crush their weak foes. When this clash happens, the resulting battle will bring untold bloodshed and destruction to both sides and probably much of the town.

### THE PLAYERS

The local Citadel high priest, Rhegul Davon, has watched the escalating violence, and has become extremely fearful. His communal prayers have revealed that if something is not done to prevent it, great strife and violence will occur. The aging priest is about 5'8" tall, thin, and walks with a limp. He is attended by an acolyte named Okkin (about 75% of the time). Okkin keeps notes for the priest, runs errands, opens doors, etc. Rhegul is a good, kind man (and a 18th level cleric) and does not wish to see his "flock," Glasitus, engulfed in a war. His Citadel superiors also encourage that he do all that he can to prevent chaos and violence. They claim that it is not only the will of Immotos to keep the peace, but that it is also impossible to accomplish anything in a chaotic community.

Therefore, Rhegul makes it known that he is looking for a group of individuals who can do some investigating for him. It is well known that no one pays better than the Church, so it would be in the players' best interest to accept the offer when they hear of it.

Rhegul will offer each player 800 IG in return for valuable information on the causes of the conflict, and double that if they can actually prevent it. Remember that the Church does not care if one side becomes dominant over the other --- the Citadel has not taken sides. Rhegul wants as little bloodshed as possible. If the PCs report that the Cartel is behind the conflict, Rhegul will report it immediately to his superiors. This will bring 50 Sanhardrin to the area within four days on the premise of restoring order. In actuality, they will do all that they can to see that the Cartel does not succeed (how ironic if the players report that it is the Ebons that are supported by the Cartel, when it is really the Vlathachna!).

If somehow the players report that it is the Vlathachna behind the conflict, Rhegul



will probably not believe them (he has heard of them in passing, as a legend). Even if presented with evidence (i.e., the bodies of the Zhainmoths), he will think of them as strange metamorphs and will probably blame the situation on the Cartel.

#### THE ADVENTURE

A GM can create many interesting encounters for the characters with townspeople as they might try investigating local taverns, shops, etc. Through such investigation, the location of the headquarters for each faction can be discovered, as well as the names of many of the people that work in each HQ, a very general description of the layout of the building and a general description of the workings there. The adventurers will also discover that there is almost no one in the city that does not support one side or the other.

Investigating the Ebon headquarters (a five story building towards the center of town — the original Omniguild building) will reveal that they are arming a force of about 100 men with Softech weaponry from the Zhainmoths (the "Cartel"), including fifth level weapon grafts, chitin grafts, spore pistols, and protoplasm projectors. No more than 15 will be there at any given time until the night of their raid on the Alabasts. Each such man can be treated as a 3rd level armsman. Their commander, a man named Ganover, is a IDF veteran and is 8th level. They also have a large amount of 10th level nerve poison spores that they plan to use against the Alabast HQ.

The PCs will also encounter the Zhainmoths there. These will try to slay the characters if possible, but if they discover the Zhainmoth's true identity, the monsters will slay them at all costs, and anyone else who sees them as well. They will try to hide their identity, sacrificing their lives or their mission in order to do so. They will not allow themselves to be captured.

Investigating the Alabast headquarters (a three-story building surrounded by a 15' high stone wall) will also reveal the arming of about 100 troops with similar weapons (no large amount of poison spores) as well as a burner pistol for the commander, Wia Alabast. The Alabast men are also all about 3rd level, and do not dwell at the HQ in numbers. They do have five guard dogs patrolling the outside of the building at night, however. There are, of course, no Zhainmoths to discover, although they may encounter the Cartel representative, Thibol

Remmoc. Thibol is middle aged, short, and balding. He is a "strictly-by the rules" sort with little sense of humor and even less compassion. He makes it no secret that he also carries a burner pistol. If he is killed during the course of the adventure, it is a certainty that a squad of 25 Deathtroopers will be sent in to investigate and avenge him. If the PCs do foil the Cartel's plans in any way, and the Cartel knows their identities, the characters will be entered into the Cartel files as trouble makers and possibly Church agents. Depending on the amount of damage done, and especially if Thibol is killed, the Cartel may send assassins after the PCs, although they will not be considered a high priority.

This is not a combat-intensive adventure, but rather it stresses investigation and subterfuge. The factional headquarters will not just let the PCs in. The must either trick their way inside or sneak in. Either way will probably end in a final confrontation, whether it be with the Zhainmoths in the Ebon base or Thibol in the Alabast building, or both (the players, if they are thorough, will go to both places).

If combat does ensue, the PCs could easily get in over their heads due to the number of men within each building. Assume that there are ten administrative and twenty to thirty other personnel in each building during the day, in addition to the ten to fifteen armed guards. The noncombatants will remain just that, and the actual family members, with the exception of Wia Alabast, (the headstrong, but wellskilled, eldest daughter of the family) will never come into play. At night, there will only be the guards. Due to their secretive nature, neither faction will call the city authorities if invaded, attacked, etc. They will probably question and kill any intruders captured. The PCs will have to be good at getting out of a battle, rather than getting into one, in this adventure.

They must also be very careful, because any action they make will have repercussions as outlined above. This adventure takes a very delicate touch, particularly if the characters are favoring one side or the other. The best ending for all of this would be the discovery of the (true) identity of each backing force and their being prevented from continuing such action. This would maintain the balance, yet restore the proper order of things, while getting the players a tidy sum of money and maybe a few Softech spoils.

#### LAST NOTE

The PCs will probably not care if one faction becomes dominant over the other. However, with some GM manipulation, such as having the PCs meet up with friendly people from one side or the other as they are in town (maybe even someone of the opposite sex), some interesting dilemmas for the players can be created. If they befriend one side, and then "get the goods" on that side, they have a dilemma of what to do. Or perhaps some of the characters will side with one faction, and some with the other. Have fun with this.

AT							
Name	Profession	lvl	hits	(DB)	OB	Notes	
Phon Vanor	Zhainmoth Psion/Ment.	15	100	1(20)	120spore pistol	45 PP	
Corris Del	Zhainmoth Psion/Ment.	14	95	1(35)	100blade graft	42PP; +15Qu microrgs	
Ganover	Warrior Mage	8	90-1	.7(30s)	80broadsword	spells; +10 sword	
Wia Alabast	Fighter	10	120	5(20)	90burner pistol	bloodstop application	
Thibol Remmoc	Thief	12	130	4(15)	95burner pistol	dermal armor microrgs	
Typ. Armsman	Fighter	3	40	1(10)*	45*	varies*	
Guard Dogs	N/A	4	85	3(10)	60bite	accute senses, will bark if alerted	

\* — this can vary depending on what Softech item, if any, the individual has.

# 1502 THE LANT ANDROID

This adventure is for 3-6 characters of about 5th level. It is fairly combat-intensive, so the characters should be appropriately suited for such a scenario. It can be set on almost any world, although Atlasis, Zairic and Haredda would require slight modifications in order to be used.

### THE SCENARIO

As the PCs travel from one city to another, they encounter a single traveler, obviously wounded. Her name is Vissa, and it will quickly become evident that she is not human. She is an android, as her wound will clearly show. Instead of blood, her wound shows exposed, frayed, plastic tubes leaking a brownish ooze.

She will beg the characters for help. The Pirathon is after her, and when they catch up with her, they will destroy her utterly. She is trying to reach the base of the local Preservationists in the nearby town of Irkjaff. If the PCs are not going to help her, she will try to escape from them, using violence if necessary. She has a lie detection bonus of +120 due to her heightened senses and perception, if they try to trick her. If she is easily overpowered by the party, the GM could bring in a number of the Preservationists (see Section 2.6.4) to save her.

If the PCs are friendly to her, she will explain that twenty years ago, she was found unconscious by some hunters in a ravine. When she was brought into their village and revived, she was physically healthy, but had complete amnesia. She adapted well, and found a place within the village, despite her lack of a past. Then, two days ago, a wandering mage declared that he had detected the presence of an evil form of life. He singled out her as an abomination of the forbidden science. She of course denied this claim, for she remembered nothing of her past. She denied this all the while as they bound her and prepared to burn her at the stake. She continued to deny the claim. "I am human!" she cried. To prove his claim, the mage cut her along the side, exposing android parts and fluids rather than blood.

At that traumatic point, her memory can rushing back to her. She burst her bonds with her enhanced strength, and escaped from the astonished crowd. Since then, she has wandered, trying to reach Irkjaff. She remembers now that she was created almost three thousand years ago, and while dwelling in the area, she was greatly damaged. She had lain in the ravine for all of that time, her internal repair systems rebuilding her.

The Pirathon indeed is after her, since they were contacted upon her escape from her village. They have sent three small squads, each comprised of five soldiers, two hunterbeasts, and a leader to comb the area, all armed and prepared to destroy Vissa on the spot. Their orders are very clear in that respect. They will let nothing, including the PCs, stand in their way. The leaders are psions (Mentalists) and know the Hardtech Law list.

The Preservationists have also already heard of her appearance. They have twenty individuals searching for her, singly covering the countryside. Most are lightly armed, but will promise the PCs a large reward if they help get Vissa to Irkjaff. Indeed, if the players do accompany her to the Preservationist headquarters in Irkjaff, they will receive a 1000 tradit reward. An android is an almost unbelievable find, and they will be thrilled. They will treat Vissa like a queen, and will take care of her wound.

NPC CHART FOR THE LAST ANDROID						
Name	Profession	Lvi	Hits	AT (DB)	OB	Notes
Vissa*	Warrior Monk	8	100	3(75)	100MASt	-
Pirathon Soldier	Fighter	3	40	13(10)	45broad sword	-
Pirathon Leader	Psion(Mentalist)	6	45	1(10)	30weapon graft**	12 PP +1 adder
Hunterbeasts	see section on So	ftech c	reatur	es		
Preservationist	Scholar	4	40	1(5)	40dagger	-

All of her stats should be treated as 100.

\*\* — One has a 1st level blade graft, one a 3rd level claw graft, and one a 3rd level pincer graft.



# 1503 OTHER ADVIENTURE IDEAU

Some other possible ideas for adventures would be:

A Mrathrach has found its way into the slum section of a very large city and is hiding. It is feeding off of all of the bad emotions of the area, and is creating even more fear and hatred, along with more violence and death. The PCs are drawn in by just happening by, the rescue of an old friend, etc. The characters must find and battle the Mrathrach before it gets a hold of them and has them kill each other. It could also direct the surrounding populace against them.

There are rumors of an old, forgotten ruin in the wilderness (how many adventures begin this way!?). It turns out to be the location of the secret temple for the Cult of the Dark Gods that has been kidnapping people in town for human sacrifices. To make things worse, many of the local officials are members.

An old enemy of one character begins to rig "accidents" to kill that character. If that doesn't work, the enemy sends a Dalic Slayer to finish the job.

The characters must save a pure and magical glade in the forest on the world of Sylva from the evil schemes of a Rhynthraas. The Elder Worm wants to use the glade's powers for his own ends.

Finding a mysterious underground passage beneath the palace, the local lord of Kaelot hires the characters to explore the underground system of tunnels to see what, if anything, is down there. (See Section 2.9.10)

The characters are hired to guard a biot ship as it travels through a sector of nullspace notorious for undead pirate attacks.

The characters, in need of some powerful Arcane magic, travel to a far away world (Shadow World) to obtain aid or a powerful artifact.

A *Space Master* exploratory craft lands on one of the Twenty Worlds and the PCs go to investigate. The starship is from House Xapotec-Yunnan an imperial house who's home system coordinates are 74x, -71y, -87z. They are highly favored by the emperor, and are the only truly neutral house in the imperium. Since they are completely insular, they do not expand by conquest or trade, but by forging into new



systems. Now they are thinking of expanding and absorbing the Twenty Worlds into their sphere of influence, as the Dark Nebula exists on the frontier, just outdside of Xapotec-Yunnan space. The explorers are to see if any of the worlds are habitable and are surprised when they find intelligent life. What, if anything, do the characters do to prevent an invasion by this imperial house. How do they react to all of the Hardtech equipment the explorers have?

An entire quest campaign can be centered around gaining information about the Vlathachna. The adventurers should of course begin in total ignorance of the Elder Worms, but soon find themselves investigating strange occurrences. A good starting point is Kaelot. After discovering the existence of the Zhainmoths, perhaps they would travel to Dresden on a lead in which they learn that the Undead there really exist and are in league with the Zhainmoths. The players after that could investigate other evil plots, suspecting Zhainmoth influence, sometimes finding it, and sometimes not. Some of them could involve the Lords of the Five Chains or evil smugglers - but the PC's would never know who was behind the evildoings at first. Finally, the climax would begin when the PCs realize that the Zhainmoths are merely servants of an evil so great and overwhelming that there seems to be no hope. The final quest could be for an artifact of power that will ultimately save the Worlds from immanent destruction at the Elder Worm's hands, but the threat should never be completely wiped out ...

The list of potential adventures is endless.



# STATE-OF-THE-ART ROLE PLAYING FROM ICE

Look for these cool ICE products at your favorite retail outlet. Prices and availability are subject to alteration without prior notice.



### **Rolemaster boxed set**

A complete boxed FRP system with the three key component books: Arms Law & Claw Law, Character Law & Campaign Law, & Spell Law. This state-of-the-art system adds realism and depth to your campaign without sacrificing playability. Experience the ultimate in role playing! St. #1000 - \$38.00

# Arms Law & Claw Law<sup>®</sup> (included with *Rolemaster* boxed set)

A combat system that improves any game and serves as one of the three cornerstones of the *Rolemaster* system. Fast-paced and realistic, it resolves most attacks in only two die rolls. Contents include 30 weapon attack tables, ten critical strike tables, a dozen animal and martial arts attack tables, and a variety of optional rules.

St. #1100 - \$12.00

# Spell Law<sup>®</sup> (included with *Rolemaster* boxed set)

Spell Law is a mighty tome that can add realism and depth to your campaign without sacrificing playability. This magic system includes over 2000 spell descriptions, individual spell attack tables, critical strike tables, a power point system, detailed alchemy rules, and a variety of optional rules. St. #1200 - \$14.00

# Character Law & Campaign Law<sup>TM</sup> (included with *Rolemaster* boxed set)

Character Law & Campaign Law is a complete character development system that includes extensive campaign and Gamemaster guidelines. It improves any game and serves as a key component of ICE's highly acclaimed FRP system, *Rolemaster*. St. #1300 - \$14.00

### War Law<sup>TM</sup>

A mass combat system for use with *Rolemaster*! Perfect for *Rolemaster* Gamemasters whether their priorities are ease-of-use or realism, *War Law* includes extensive guidelines for situations involving large numbers of combatants and serves as a key supplement for *Rolemaster*. Now conflicts between fantasy armies are handled within your existing fantasy role playing campaign and regular *Rolemaster* combat resolution may be simplified and resolved in a speedier fashion.

WithWar Law, a GM is able to make numerous detailed decisions for every aspect of battles that have anywhere from two to thousands of participants. In addition, a Standard Game is provided for quick and easy mass combat resolution. The Standard Game does not require a GM as it makes standard decisions for many of the key battle system aspects e.g., scale, unit size, abstracted losses, unit integrity, morale, etc.). War Law includes morale rules, maneuver rules, ferocity rules, leaders, formations, fortifications, a unit generation system, plus historical and tactical considerations. War Law contains 160 page rulesbook, a 16 page tables and forms book, a hexagonal playing surface, hundreds of unit and leader counters, and dice. St. #1110 - \$30.00

## **Rolemaster Combat Screen<sup>TM</sup>**

A collection of *Rolemaster* charts and tables designed to provide Gamemasters with a screen and table summary. St. #1001 - \$6.00

continued



## **Rolemaster Character Records**<sup>TM</sup>

This 144 page book contains a set of tailor-made, individualized, blank character records for each Rolemaster profession in Character Law and the Rolemaster Companions I-IV. Each set of character records has the exact Development Point costs and level bonuses for all of the skills from Character Law and the Rolemaster Companions. Players no longer have to laboriously copy the Development Point costs for all skills of their chosen profession — just photocopy a couple of pages and you are ready to go! St. #1002 - \$12.00

### Creatures & Treasures<sup>TM</sup>

Provides complete descriptions and game stats for over 500 animals, races, and fantastic beasts, including: Demons, Elementals, Dragons, Undead and Giants! Tables help generate unusual treasures and a wide variety of random encounters. Spice up your game with monsters and magic! St. #1400 - \$12.00

## Creatures & Treasures IITM

The second in a series of best-selling monster and artifact compendiums provides gamemasters greater flexibility when designing role playing encounters. This 112 page compilation of new monsters and treasures for *Rolemaster* includes fantasy animals, artificial beings, composite monsters, demons, undead, entities from other planes and from deep space! Treasures are grouped into their power categories, and there are plenty of charts to create encounters and hazards. St. #1410 - \$13.00

### **Rolemaster Heroes & Rogues**<sup>TM</sup>

Rolemaster Heroes & Rogues is a complete 160 page collection of characters that can be used as NPCs or pre-generated high level PCs for **Rolemaster** campaigns. This compendium covers all of the 20 *Character Law* professions: Fighter, Rogue, Magician, Animist, Mentalists, Mystic, Bard, etc. For each profession, a detailed background and **RM** statistics are provided for 1st, 3rd, 5th, 7th, 10th, 15th, and 20th lawals Part and and advantage of the statistics of the statistics are provided for 1st, 3rd, 5th, 7th, 10th, 15th, and

20th levels. Put away your pencils, pads, and calculators — *Rolemaster Heroes & Rogues* is the fast and easy way to introduce new characters into your campaigns and adventures.

St. #1420 - \$16.00

### **Rolemaster Companion**<sup>TM</sup>

Expands this classic system with optional rules and guidelines. Provides 32 new spell lists and numerous high-level spells. It also gives 8 new professions and a variety of new races, creatures, and secondary skills. The optional rules also include an abbreviated combat system and numerous game aids to help in running a smooth campaign. St. #1500 - \$12.00

### **Rolemaster Companion II**<sup>TM</sup>

Something for every **Rolemaster** GM and player! Thirteen new professions, 65 new spell lists, over 100 new optional skills! This supplement also provides comprehensive 'Master Tables' and descriptions for all the skills and professions in *Rolemaster*!

St. #1600 - \$12.00

### **Rolemaster Companion III**TM

The tradition of superbly detailed optional support for *Rolemaster* continues! Twenty-one variant professions, more than 40 new spell lists, 7 new critical tables, 4 spell attack tables, and optional rules. Add a Companion to your *Rolemaster* campaign! St. #1700 - \$12.00



# **Rolemaster Companion IV**<sup>TM</sup>

Rolemaster Companion IV (ROCO IV) expands ICE's Rolemaster fantasy role playing system with a variety of optional rules, spell lists, and guidelines. In addition, this 96 page supplement provides a complete index of all Rolemaster spells and spell lists, along with a complete Checklist/Index of all optional rules, professions, and spell lists in Rolemaster, Elemental Companion, and the Rolemaster Companions I-IV. Summon your sages, get our your spells books, and sharpen your quill-pens — your campaign is about to be enriched by Rolemaster Companion IV.

St. #1800 - \$13.00

## Elemental Companion<sup>TM</sup>

The sourcebook for elemental power in a FRP environment includes extensive campaign and Gamemaster guidelines for situations involving elementals and elemental spells in combat. Included are new spell lists, new variant elemental professions, new elemental creatures, complete coverage of the elemental planes, and a detailed history of the development of elemental magic. St. #1510 - \$15.00





These fine products are sold at better retail outlets worldwide. Available at better game stores — or order from ICE, P.O. Box 1605, Charlottesville, Va 22902, USA. Prices and availability are subject to alteration without prior notice. VISA & MASTERCARD orders call (800) 325-0479 or FAX (804) 977-4811. Va residents, Canadians and overseas customers call (804) 295-3917. Please make phone orders during business hours: 9am-5pm, Eastern Standard Time, Mon-Fri. Write for a free catalog!

# ATTENTION INHABITANTS OF THE TWENTY WORLDS!

•

We want to hear from you. Please take a minute to photocopy this page (or tear it out), answer the questions and mail it to us. We're interested in providing the best role playing supplements to you, so we need your feedback — especially if you want to see more **DARK SPACE** products and support. When you speak, we listen.

1. Why did you buy Dark \$Pace™?	
2. What did you like best about DARK SPACE?	
3. What did you like least about DARK SPACE?	
4. How did you hear about Dark Space?	
5. Are you using <b>Dark Space</b> as a whole or just parts of it?	
6. Would you like to see some support products for <b>DARK SPACE</b> ? What sorts of I	products?
7. Do you play <i>Rolemaster</i> or <i>Space Master</i> or both?	
8. What is your opinion of the DARK SPACE art ? How important to you is art wi	
9. What other <i>Rolemaster</i> products would you like to see?	
10. If you don't mind please state: your age:years your sex: male female where you bought this book:	
Thanks! Now just complete the blank below, photocopy it, and mail it to: Da 1605, Charlottesville, VA 22902	rk Space Feedback, Iron Crown Enterprises, P.O. Box
Name: Street Adress:	

City, State: \_\_\_\_\_ Zip: \_\_\_\_\_