



Uncle Enzo's CosaNostra Pizza

Brett Slocum, proprietor

7th Delivery

November 1997

Menu	
Appetizers	1
Book Review	1
Combining Psionics and Magic in GURPS	2
Lorimir Campaign	5
Origin of Lorymir	5
Magical Focus	6
Character Corner	6
Fan Mail From Some Flounder	9

Appetizer

I finally managed to put this Delivery together before the last minute. Nonetheless, more archival material is included. Over the summer, I received a request from SJ for anyone with archives from the old Illuminati-BBS. I have an old Unix archive tape that contained about 25 meg of BBS files, as well as much other *GURPS* (and other game system) material from rec.games.frp and my own writing. I offered the tape to him, if he would mount it so that I could also retrieve the material (I've had no way of reading the material for five years). After some technical wrangling (the tape had about 80 megs of material; much more than my 5 meg quota on Illuminati Online), everyone finally got what they wanted. Now I have access to a lot of archival material that I haven't seen for many years.

While putting together the last issue, I found an article on using Psionics and Magic together. It needed serious updating, since it was written before *GURPS Magic* or *Psionics* were published. I didn't have time last issue to rewrite it, so it waited for this issue.

I've also included more Lorymir material: the Origin of Lorymir, a character mentioned in the Origin piece, and a Magical Focus enchantment (a rewrite of what appeared in AotA #26, which I realized was incomplete).

Alternate Earth Book Review

The Difference Engine

by William Gibson and Bruce Sterling

I read this while on vacation in San Francisco. Charles Babbage was a British mathematician and inventor in the 19th Century. He designed and built a mechanical calculating device called the Difference Engine. He also designed, but never built, a more complex device he called the Analytic Engine. This alternate earth novel proposes that Charles Babbage was able to build his Analytic Engine, ushering in the computer age one hundred years earlier than in our timeline. This is the prototypical SteamPunk book. Large, steam-powered mechanical computers drive Britain's bureaucracy, factories and economy. The scientists and inventors are the society's power elite, gaining seats in the House of Lords by merit, rather than family position. Lady Ada Byron is the Queen of the Engines, the most revered of engine programmers. This is a world rife with intrigue and adventure. The story follows three people whose lives become entwined in the plots of the day: Sybil Gerard, an evening tart who is embroiled with Sam Houston and his attempt to reclaim the throne of Texas; Edward "Leviathan" Mallory, an archeologist whose discovery of Brontosaurus fossils in the wilds of American Indian territory brings him in conflict with fellow scientists of the Royal Society; and Laurence Oliphant, a shadowy figure who seems to pull strings from off-stage. This is a grand book; I highly recommend it.



Uncle Enzo's Cosa Nostra Pizza, is brought to you by Brett Slocum, Office 97, and HP Scanjet 4P.

All written material is copyright 1991, 1997 by Brett Slocum. All rights reserved. Permission to photocopy for personal use granted.

GURPS® is a registered trademark of Steve Jackson Games. No infringement of any trademarks or copyrights is intended by its use in this publication.

Past issues can be found online at :
www.io.com/~slocum/apa.html

Brett Slocum
 816 Old Settlers Trail #3
 Hopkins MN 55343
slocum@io.com

GURPS Magic

Combining Psionics and Magic in GURPS

Both **GURPS Magic** and **Psionics** state that magic and psionics are completely separate, and do not interact. But in many fantasy novels and worlds, such as the Deryni books by Katherine Kurtz, and *Tékumel* from M.A.R. Barker, magic is just an extension of psychic ability. ESP, Telepathy and Psychokinesis are the platform upon which the other spells are built. In such a fantasy world, the psionics and magic need to be integrated. This article details one way this can be achieved.

Many of the psionic skills are already covered by the **GURPS Magic** system: Psychokinesis (by Apportation, Poltergeist, Heat, Cold, Levitation, etc.), ESP (by History, Glass Wall, Divination, etc.), and Telepathy (by Sense Emotion, Mind Sending, Mind Reading, Telepathy, Hide Thoughts, etc.). Unfortunately, most of these spells have hefty prerequisites that scare away any but the Empathy/Communication, Knowledge, or Movement specialists, and they are expensive to cast and maintain. On the other hand, psionic skills require little fatigue, and do not require a lot of prerequisites beyond Power levels. Therefore, the new psionically-based

spells will have fewer prerequisites, and will cost less to cast.

When combining psionics and magic, most of **GURPS Magic** remains the same. Magery is bought normally, but this also counts towards psionics too. Each level of Magery is equal to its cost in each psychic Power, for calculating ranges and effectiveness. For instance, Magnificat the Archmage has Magery 2, which costs 25 points. For purposes of range for Telepathy-based spells, he has the equivalent of 5 levels of Telepathy. For the purposes of ESP-based spells, he has the equivalent of 8 levels of ESP.

Magery Power Levels

Magery	Telepathy or Psychokinesis	ESP
1	3	5
2	5	8
3	7	11

These power levels are only used to determine spell range and effectiveness; the rules of magic apply in all other instances. Magnificat does not actually have 5 levels of Telepathy or 8 levels of ESP, and the psionic rules are not used to determine fatigue cost and psionic skills are not used. A couple new spells are introduced and several spells have their range, cost to cast and prerequisites modified. Magic rules for high skill levels still apply.

Telepathy-based Spells

The spells in this section are equivalent to Telepathy skills from **GURPS Basic** (additional skills from **GURPS Psionics** are left as an exercise for the reader). All mention of ranges refers to the Telepathy range of the caster, based on Magery (see table below). Regular spells in this section do not use the range modifiers given in **Magic** (i.e. -1 skill / yd. to target), unless the target is beyond the caster's Telepathy range. Spell costs increase outside this range as well.

Telepathy Range Table

Magery	Range
1	1 yd.
2	4 yds.
3	15 yds.

Sense Magic**Information**

Tells the caster whether magic is being used within range of the caster. The success of the spell roll determines the amount of information the caster gets, as follows:

Failed roll: No magic use detected.

Roll succeeds: caster knows magic was used within range.

Roll succeeds by 1: caster knows approximate direction.

Roll succeeds by 3: caster also knows approximate distance.

Roll succeeds by 5: caster also knows what magical college the spell is from.

Roll succeeds by 7: caster also knows what spell was cast.

Duration: 1 minute

Cost: 2 to cast; 1 to maintain.

Prerequisite: Magery

Sense Emotion**Regular**

This spell works the same as the Sense Emotion spell (p. M28). If the subject is out of the caster's range, calculate range modifier as for a regular spell.

Cost: 1 to cast within caster's range; 2 beyond that.

Prerequisite: Magery

Truthsayer**Information; Resisted by IQ**

This spell works the same as the Truthsayer spell (p. M28), except the caster need not touch the subject, but must hear the subject speak. Also, if the subject is out of the caster's range, calculate range modifier as for a regular spell.

Cost: 1 to cast within caster's range; 2 beyond that.

Prerequisite: Sense Emotion

Mind-Reading**Regular; Resisted by IQ**

This spell works the same as the Mind-Reading spell in Magic (p. M28). If the subject out of the caster's range, calculate the range modifier as for a regular spell.

Duration: 1 minute.

Cost: 2 to cast; 1 to maintain within caster's range; double beyond that.

Time to cast: 5 seconds.

Prerequisite: Magery.

Mind-Sending**Regular**

This spell works the same as the Mind-Sending spell (p. M29). Use the "long-distance modifiers" (p. M10) to figure the distance penalty. Also, there is no -4 penalty

when the caster and subject do not know each other, but there is a -4 penalty if the caster and subject do not have a language in common.

Duration: 1 minute.

Cost: 2 to cast; 2 to maintain within caster's range; double beyond that.

Time to cast: 2 seconds.

Prerequisite: Mind-Reading.

Telepathy**Regular**

This spell works the same as the Telepathy spell (p. M29). Use the "long-distance modifiers" (p. M10) to figure the distance penalty. Also, there is no -4 penalty when the caster and subject do not know each other, but there is a -4 penalty if the caster and subject do not have a language in common.

Duration: 1 minute.

Cost: 2 to cast; 2 to maintain for two-way communication within caster's range; double beyond that. Additional parties must each cast the spell.

Time to cast: 2 seconds.

Prerequisites: Mind-Sending.

Hide Thoughts**Regular; Resists mental attack**

This spell works the same as the Hide Thoughts spell (p. M29).

Duration: 10 minutes.

Cost: 2 to cast; 1 to maintain.

Prerequisite: Magery.

Mental Stun**Regular; Resisted by IQ**

This spell works the same as the Mental Stun spell (p. M66). If the subject is out of the caster's range, calculate range modifier as for a regular spell.

Cost: 1 within caster's range; double beyond that.

Prerequisite: Mind-Sending.

False Memory**Regular; Resisted by IQ**

This spell works the same as the False Memory spell (p. M67). If the subject is out of the caster's range, calculate range modifier as for a regular spell.

Duration: see p. M67.

Cost: 2/hour or 4/day to cast; 2/hour or 4/day to maintain within caster's range; 4/hour or 8/day to cast; 2/hour or 4/day to maintain beyond that.

Time to cast: 5 seconds.

Prerequisite: Telepathy, Magery 2.

Suggestion**Regular; Resisted by IQ**

This spell works the same as the Suggestion spell (p. M66). If the subject is out of the caster's range, calculate range modifier as for a regular spell.

Duration: 10 minutes.

Cost: 2 within caster's range; double beyond that.

Time to cast: 5 seconds.

Prerequisite: Mind-Sending.

Sleep**Regular; Resisted by IQ**

This spell works the same as the Sleep spell (p. M66). If the subject is out of the caster's range, calculate range modifier as for a regular spell.

Cost: 2 within caster's range; double beyond that.

Time to cast: 1 second.

Prerequisite: Mind-Sending.

Control Person**Regular; Resisted by IQ**

This spell works the same as the Control Person spell (p. M66). If the subject is out of the caster's range, calculate range modifier as for a regular spell.

Duration: 1 minute.

Cost: 4 to cast; 2 to maintain within caster's range; 6 to cast; 3 to maintain beyond caster's range.

Time to cast: 5 seconds.

Prerequisites: Telepathy or Soul-Rider and Magery.

Psychokinesis-based Spells

Locksmith**Regular**

This spell works the same as the Locksmith spell in Magic (p. M70).

Duration: 1 minute (One minute allows one attempt at the average lock). Once open, a lock stays open until closed.

Cost: 1 to cast; 1 to maintain.

Prerequisites: Magery.

Lockmaster**Regular; Resisted by Magelock**

This spell works the same as the Lockmaster spell in Magic (p. M70).

Duration: Once opened, a lock stays open until closed.

Cost: 2 to cast. Cannot be maintained.

Time to cast: 5 seconds.

Prerequisites: Locksmith.

Levitation**Regular**

This spell works the same as the Levitation spell in Magic (p. M70). Find the Mass Factor from the following table:

Magery	Mass Factor
1	60 lbs.
2	250 lbs.
3	750 lbs.

Duration: 1 minute.

Cost: 1 per Mass Factor to cast; half cost (round up) to maintain.

Time to cast: 1 second.

Prerequisites: Magery.

Flight**Regular**

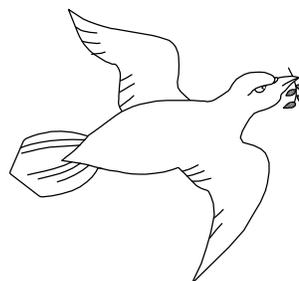
This spell works the same as the Flight spell in Magic (p. M71).

Duration: 1 minute.

Cost: 3 to cast; 2 to maintain.

Time to cast: 1 seconds.

Prerequisites: Levitation, Magery 2.



ESP-based Spells

Glass Wall**Regular**

This spell works the same as the Glass Wall spell in Magic (p. M55), except the caster can see through barriers as given in the table below:

Magery	Thickness
1	2 ft.
2	5 ft.
3	10 ft.

Duration: 1 minute.

Cost: 2 to cast; 1 to maintain.

Prerequisites: Magery.

Far-Hearing**Information**

This spell works the same as the Far Hearing spell in Magic (p. M79), except the caster can hear through barriers as given in the table below:

Magery	Thickness
1	25 yds.
2	64 yds.
3	121 yds.

Duration: 1 minute.

Cost: 2 to cast; 1 to maintain.

Time to cast: 1 second.

Prerequisites: Magery; No Deafness or Hard-of-Hearing disadvantages.

History**Information**

This spell works the same as the History spell (p. M54).

Cost: 1 for 1 day's history; 3 for a week; 5 for a month.

Time to cast: 1 second for each energy point spent.

Prerequisites: Magery.

Ancient History**Information**

This spell works the same as the Ancient History spell (p. M54).

Magery	Time Factor
1	25 years
2	64 years
3	121 years

Cost: 2 for up to the caster's Time Factor; 8 for 100 years, if over the Time Factor; 10 for 1000 years.

Time to cast: 1 minute for each energy point spent.

Prerequisites: History.

Divination**Information**

This spell works the same as the Divination spell (p. M55). The elemental spell prerequisites listed in Magic can be ignored.

Cost: 3 to cast.

Time to cast: 1 hour unless specified otherwise.

Prerequisites: Magery.

Origin of Lorymir

The story begins on a world called Chryga. Molkar was a normal, though lethal, Dark Elf mage/assassin with a continent-wide Reputation. After 150 years of "wet work", he went into retirement to continue his magical studies and do some enchanting.

Thirty years later, an evil god, Ymir, Lord of Death, approached him to assassinate one of Ymir's particularly troublesome demon lords. Apparently, this demon had been secretly plotting rebellion, and Ymir found out and wanted to make an example of him. Ymir didn't want to do the job himself for political reasons. A deal was struck, and Molkar set out to scout the opposition. Two years later, he succeeded in the "hit", using an especially nasty form of Bloodslaker blade (it steals the soul of the victim it kills). Part of the deal with Ymir was that Molkar would be raised to demon status in place of the victim. Molkar also got to keep the victim's black mithril armor and Orc-bane flail. The elevation to demonhood greatly enhanced his physical prowess. Molkar changed his name to Belkar.

During his time as a demon, he killed Utgardloki, the King of the Fire Giants, who was opposing Ymir. Belkar made a warhelm from the Giant's skull. (This now has been mounted into Belkar's throne at his mansion.)

Belkar was also sent to an alternate plane on one mission to bring back a weapon of mass destruction (small antimatter bomb) for Ymir. He also brought back a laser carbine for himself.

Planar travel intrigued Belkar and he spent some time investigating on his own. He discovered in the course of his studies a plane filled with Chaos - the raw, unformed stuff of all things. He experimented and researched until he could form Chaos into shapes of matter that he desired. He first built a small area of land in the midst of Chaos. On this plot, he built a haven where he could study undisturbed. From this refuge, a huge fortified mansion, he continued his experiments with Chaos. Eventually, a large area stretched out from his mansion. He began creating flora and fauna, and also transplanting them from the other planes. He realized that he had created a world, which he called "Lorymir". He always kept his mansion at the edge of Chaos, and new lands were formed from there.

He also created a ring, which he keeps in his pocket when he is outside of Lorymir's plane. When he places it on his finger, he is instantly transported to The Bridge of Chaos, a platform suspended in Chaos and attached to the cliff-face near his mansion by a bridge. It also has a variant of the Loyal Sword spell cast on it: if he falls

unconscious from injury, the ring jumps to his finger, thus removing him from the scene.

At this point, he realized his vulnerability: most of his power was dependent upon Ymir. If Ymir should be destroyed, no matter how unlikely that may be, what would happen to Belkar? He began his search for the means to duplicate the powers that Ymir had bestowed on him. After several centuries, using the stuff of Chaos and all of his arcane lore, plus the knowledge and arts from many planes of existence, Belkar was able to make his power completely independent of Ymir, who did not realize what had happened.

At this point, Belkar began to withdraw from Chyrnga, and spend most of his time in Lorymir. When Belkar did meet with Ymir, Ymir always had someone else that needed killing. But Belkar was much more interested in Lorymir, and he began to resent Ymir's demands as an imposition.

One time, Ymir asked Belkar to come help him in a war he was fighting, but Belkar refused. Ymir looked long and hard for him, but didn't know about Lorymir. This proved to be Ymir's downfall, for because of Belkar's absence, Ymir was destroyed by his divine counterpart, a deity of extreme purity - Karamia, Goddess of Light.

Belkar remained at Lorymir for some time, but returned to Chyrnga more often, now that he no longer faced Ymir's assignments. He became more involved there than he had for many centuries. He did not neglect Lorymir, but began letting it run itself for stretches.

Belkar realized that his independent power and his new creation signified that he had achieved Apotheosis: Godhood. In Chyrnga, he cultivated a religion through visitations of appropriate individuals and groups. After a hundred years, he was a permanent part of the local pantheon as Belkar, Lord of Night, Patron of Thieves and Assassins. On Lorymir, he was also Lord of Night, but was also viewed as a dark creator god.

Whether or not he is truly a god is uncertain, but his powers and knowledge are Godlike, and he is worshipped on two worlds.

Magic

Magical Focus

Enchant

This spell creates a device giving spell level and fatigue cost bonuses to spells of the mage's specialization cast through it. All other spells are unaffected. A Focus is personal to its creator, and it cannot be used by another mage. It must be in a form appropriate to the mage's magic specialization.

Cost: 500 for a +1 spell level or -1 fatigue cost, 1000 for +1 spell level and -1 fatigue cost, 2000 for either +2 spell level and -1 fatigue or +1 spell level and -2 fatigue, 4000 for +2 spell level and -2 fatigue. No further improvement is possible. Energy may be added gradually as for weapon enchantments.

This spell is adapted from Michael Cule's GURPS Harn article in RP26/23.



Talisman

Enchant

Once a day, this magic item, usually in the shape of a necklace, makes one dose of a specific alchemical elixir when dipped in water. It makes two doses, if dipped in wine. This spell is only known to jewelsmith artificers.

Cost: \$2,000 plus 10 times the cost of the desired elixir.

Time required: 10 times the time required to make the desired potion.

Character Corner

The following is a translation of Belkar from a Chivalry and Sorcery campaign using my **C&S** to **GURPS** translation. As you may be able to discern, he came from a high-entropy, mega-power campaign. But, actually, he was mild compared to Ymir and some of the other PCs. But, keep in mind that his entire history was played out, though many parts were accelerated. What you see here is his final form. This was mostly an experiment in "beyond-Ultra power levels".

Belkar is what we called a Dark Elf, but this only vaguely similar to Yrth Dark Elves. They are essentially chaotic elves that have a dark complexion. They are mischievous, and often cruel. Kind of like the Unseelie Court, compared to the Seelie Court of Celtic mythology.

I tried to translate as much of his magical paraphernalia as possible. Though Flarecore, his rune sword and magical focus, seems outrageous, it was built using the straight C&S magic rules, with no GM "specials". I translated it as closely as possible. Most of the other magic items are only vaguely translated; I didn't want to take forever.

Belkar, Dark Elf/God**Lord of Night, Patron of Thieves and Assassins**

6'3", 200 lbs., about 2166 years old, long black hair in ponytail, bright blue eyes, dark complexion, left handed, pointed ears, smiling expression.

Point total: approx. 2500

ST : 60, **DX :** 20, **IQ :** 17, **HT :** 18 / 100

Speed: 9.5, **Move:** 11 (unencumbered)

Parry: 13, **Dodge:** 12, **Block:** 12

Thrust: 7d-1, **Swing:** 9d

Advantages: Alertness/+3, Charisma/+5, Combat Reflexes, DR 5, Eidetic Memory/2, Handsome Appearance, High Pain Threshold, Immunity to Disease, Immunity to Poison, Literacy, Magery 3, Multimillionaire/3 (x100000), Musical Ability/+2, Night Vision, Regeneration, Social Status/10 (God), Strong Will/+5, Unaging, Unusual Background: God (200), Familiar: cat demon (99), and Ally: 500 pt. Exalted Horse "Snowdread" (45)

Disadvantages: Bloodlust, Code of Honor (Elvish): elegant lifestyle, Code of Honor: keeps his word, Enemy: Fire Giants (very powerful group, 6-appearance) (-20), Lecherousness, Sense of Duty to Nature

Quirks: Likes playing practical jokes on his followers; Prefers trickery over battle; Travels incognito; Hates Orcs, Ogres and chaotic Giants (Fire); Extremely patient

Skills (all at 20, unless noted): Acting/17, Area Knowledge (Chryga)/22, Area Knowledge (Lorymir)/24, Armorer, Bard/21, Blacksmith, Camouflage/18, Detect Lies/22, Disguise/21, Escape, Gambling/21, History (Chryga), History (Lorymir)/24, Hypnotism/22, Interrogation/21, Jeweler, Leadership/21, Lockpicking, Merchant (Jewelry), Naturalist, Pickpocket, Poison/22, Riding, Running/16, Savoir Faire/21, Sex Appeal/21, Shadowing, Sleight of Hand, Stealth/22, Strategy/16, Streetwise, Survival (woodlands), Tactics, Theology, Tracking/25, Traps/19, Weather Sense, Beam Weapons (laser)/24, Bow/21, Brawling/22, Broadsword/25, Flail/19, Garrote, Knife/21, Shield/22, Staff, Throwing/23, Fast Draw (carbine)/22, and Fast Draw (sword)/22.

Languages: Quenya/19, Sindarin/19, Black Speech/17, Dragon Tongue, Dwarvish/17, Giantish/17, Goblinish/17, Norwesson/17 (a common language on

Lorymir and Chryga), Orcish/17, and about 4 more ancient languages and 16 modern languages.

Magical Skills: Alchemy/22, Body Sense, Flight, Illusion Art, Magic Jet/22, Spell Throwing (Curse Missile)/22, Spell Throwing (Ball)/22, Spell Throwing (all other forms), and Thaumatology/22.

Spells: Belkar knows all spells (yes, the entire *GURPS Magic* and *Grimoire* books, except for Tech and Gate Colleges) at 20, plus the following Gate and miscellaneous spells: Create Door, Dwarvish Mail (p. MI25), Hide Object, Phase, Phase Other, Plane Shift (Lorymir), Plane Shift (Chryga), Plane Shift Other (Lorymir), Plane Shift Other (Chryga), several other Plane Shift and Plane Shift Other, Sanctuary, Sword Spirit (p. MI87), Trace Teleport, and Special: Shape Chaos.

Equipment (only the magic stuff):

Flarecore, a rune blade broadsword and magical Focus of intense power:

Weapon enchantments: Accuracy +5, Equalizer (p. MI90), Flaming Weapon, Loyal Sword, Puissance +5, Quick Draw, Shatterproof, and Smiter variant (p. MI93; all hits are critical, roll 7 or less to cut limb or head off).

Sword Spirit (p. MI87): IQ 14, Danger Sense, Strong Will/+2, Strategy/20, Control Person/16, can use telepathy with holder, can speak, quirk: very loyal to Belkar. Contains the spirit of one of Belkar's most loyal generals. When he died, Belkar placed his spirit in the sword because he missed his friend's advice.

Protection enchantments: enchanted as a Moly amulet (p. MI116) against the Communication and Empathy, Mind Control, Body Control, Movement, Illusion and Creation colleges.

Runes inscribed (activate one at no cost with a successful hit that penetrates armor): Fatigue (1d), Hinder, and Deathtouch (1d).

Wizard tool enchantments: Power/5, Speed/3, Staff (metal variant), and Focus (Sorcerer)/+2/-2.

Spells in Focus: Scryguard, Ignite, Create Fire, Shape Fire, Extinguish, Resist Fire, Fireball, Explosive Fireball, Resist Cold, and Flame Jet.

Powerstone: 160 point Dedicated Powerstone in hilt with the following quirks: Repellent to Dogs, Mages Within 50 Yards Acquire Paranoia, Shrieks When Used.

Scabbard is enchanted with Powerstone Recharger (p. MI65; x4 recharge rate, in Normal Mana; 24x recharge rate in High Mana).

Black Mithril half-plate (Fortify 4, Deflect 4, and Dwarvish Mail enchantment (p. MI25)), with 100 carat Fire Ruby in the breastplate.

Military Laser Carbine: TL16 equivalent, no power cell, uses extra-planar power - infinite shots, 3d damage, hot-shotted and auto-fire, built to last millennia.

War helm made from the skull of Utgardloki, the King of the Fire Giants. It is reinforced with mithril and weighing over 500 lbs. with two 500-carat dwarf-cut fire rubies in eye sockets. Now built into his throne in the mansion.

Miscellaneous weapons and armor: Main Gauche (Accuracy +3, Deflect 2, and Shatterproof), Small Shield (Deflect 2), Orc-bane Flail (+5 Accuracy, +5 Puissance, Terror spell limited to Orcs, Smiter variant (p. MI93; any critical cuts off head or limb on a roll of 7-) limited to Orcs), Elvish Composite Bow (+3 Puissance), Cornucopia of +3 Accuracy arrows, 20 +2 Accuracy arrows.

Ring of Plane Shift (Lorymir): plus Loyal Sword enchantment (variant, see History above), and 7 point Exclusive Powerstone.

Powerstone (100 point) pendant with the following quirks: Makes User Hungry (must eat 100 calories per point drawn to satisfy hunger), Recharges in Fresh Blood.

Alchemy Research Lab: \$100,000

Diviner's Rod (Focus (Diviner), Seeker, History, Ancient History, Trace, Power 3)

Miscellaneous magic items: Flying Broom (Power 3), Hide Ring (Power 2), Ring of Shapeshifting (any animal), Staff of Illusion/Creation spells, Wand of Mind Control spells, Necklace of Water spells, Talisman of Summon Animals, Talisman of Stone Missiles, Talisman of Gaseous Form, Scrolls (Summon Demon (Gargoyle), Stone Missile, Fog, Create Gate (Teleport only – Item c), Hinder).

Large Palace/Fortress at the edge of Chaos in Lorymir (High Mana area). Throne is Very High Mana area (2-hex radius).

Untranslated items: (the following items have no GURPS equivalent) Moly amulet against Black Magic, Wand of Black Magic spells, Scroll of Smite the Holy, Scroll of Great Command.

Great Ring of Power (Focus (Jewelsmith), 200 spells, 21 recharge rate) with magical emerald, ruby, sapphire and diamonds and 7 alchemical metals.

Ring of Power (44 spells, mostly Fire, 20 point Dedicated Powerstone ruby, 7 recharge rate)

Wand (Focus (Necromancy), 20 Necromantic spells, 7 recharge, dedicated powerstone) made from human thighbone.

Staff (Focus (Power Word Mystic), 27 spells, 7 recharge, dedicated powerstone)

Hammer, Anvil and Forge (Focus (Magesmith))

Card Deck: used to cast Elemental spells.

Tarot Deck: used to cast Elemental and Illusion/Creation spells.

Familiar: cat demon "Malakai"

Appears as ordinary house cat until it attacks.

ST : 22, **DX** : 14, **IQ** : 11, **HT** : 15/40

Damage: ST cut

Advantages: Fast Regeneration, mage can use ST, mage can see through familiar's eyes, mental communication with mage.

Ally: Snowdread, 500 pt. Exalted Horse, White with a black star on forehead, Age: 1000 years.

ST : 80, **DX** : 14, **IQ** : 15, **HT** : 15/25, **Move** : 22

Advantages: Absolute Direction, Acute Hearing +3, Acute Taste/Smell + 3, Alertness +2, Blunt Teeth, Common Sense, Danger Sense, Enhanced Move (running) x1, Four legs, Intuition, Literacy, Magery 2 (Only 28 ST usable), Peripheral Vision, Regeneration, Strong Will +2, Unaging, Very Handsome Appearance, Mute bought off, Uneducated bought off.

Disadvantages: Horizontal, Inconvenient Size, No Fine Manipulators, Poverty, Primitive, Social Stigma.

Quirks: Very loyal

Skills: Animal Handling/15, Brawling/15, Gesture/15, Running/14, Riding (being ridden)/14, 11 languages/15, 18 spells (probably Food, Plant, Animal spells, plus some others).

Average Speed: 40 MPH. **Max. Speed**: 52 MPH.

Range : 375 miles/day. **Max Range at Max. Speed**: 200 miles.



Fan Mail from Some Flounder

I mostly only have time to answer comments directed at me from previous issues. Sorry. I'll try to catch up on article comments next time.

AotA #31:

Bill Collins – Yes, a scribe in Tékumel is a valuable asset in a mostly illiterate society, especially one as bureaucratic as Tsolyánu. The Mana Damper is simply Tékumel's version of Mana Damper (p. CI40). It's not a powerful as it seems, since spells cast outside the area still take effect inside the area. One must also be careful where one with this advantage stands in the party w.r.t. friendly mages.

Tom Cron – Any era of history is fair game for alteration to my eyes. I don't have a taboo about areas of Christian religion being sacrosanct. These are *Alternate Earths*, after all.

Michael David, Jr. – I got my original Tékumel article approved by writing to Professor Barker and asking him. I know him somewhat, having lived in the same city, having mutual friends, and playing in his campaign several times. He said that I should contact Theatre of the Mind Enterprises (TOME), the publisher of the current rules, since they currently held the rights to publish game-related material. So I told S.J. Games this information and they OKed it through official channels with TOME.

Robert Gilson – I will soon have a Tekumel adventure here RSN. Watch these pages.

AotA #32:

Dann Webster: Fantastic background. IC is dripping with great ideas. I really like your writing style as well. Welcome to the Loony Bin.

Arthur Shipkowski: Divine Wind – nobody said it would be better, just different.

David Pulver: Neato cyberstuff. Oops on the Lightning comment. Previous editions of *GURPS Magic* had Lightning as impaling. I missed the switch somewhere. Tékumel miniatures – yes, there have been several sets of rules, and figures are still available.

Mikel Jon Featherston: Kid with New Toy is a hoot. ROFL. The spell distribution to various temples on Tekumel is based on theology. Sarku is the Lord of Death, so he gets some Necromancy and Mind Control (the Mind is one of his favorite areas). Karakan and Vimuhla (Gods of War and Fire, respectively) have

marital attitudes and therefore get combat spells and Vimuhla also gets some nifty fire spells. Thumis is the God of Knowledge and the highest Healing spells go to him, and so on.

Steven L. Dickie: Modern Dungeon Crawl was a nice adventure seed. I like the Weekly World News cover. I've always used tabloids to convey information to the players in modern Illuminati or Supers campaigns. I sometimes have a tabloid and a straight newspaper prepared for the players. Some stuff is made up and some is pulled from the daily news, or both (i.e. an idea pulled from a real newspaper or tabloid, then warped in a suitable demented fashion).

Henrik Mårtensson: Yes, you remember correctly. There was a Ru'ún in Man of Gold, Barker's first novel. His other novel, Flamesong, is excellent. You can still find these books in the used section of your local sci-fi specialty bookstore. Well, at least here in the States you can. If you were interested enough, I could mail you one for cost.

Scott Paul Maykrantz: I can't say enough good things about your twisted demented characters. They are very original and well thought out. Billy Dawson and Phoenix Faust were my favorites. In the Gadget department, I want an Illumination Fez. The Rotary Flange Coupler seems like just the thing to fix the interstability retro moldings in my conflagrator.

