



Uncle Enzo's Cosa Nostra Pizza

Brett Slocum, proprietor

8th Delivery

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Menu		Appetizer	
Appetizer	1	<p>Since last issue, I've been asked to be SJGames' Illuminated Sitekeeper, meaning that I pick the Illuminated Site of the Week selections. Submit those Illuminated Sites at the SJGames site: http://www.sjgames.com/ill/illsotw/.</p> <p>I've got a couple of movie reviews, spell names from Tékumel, some history from Lorimyr, a few characters, and a page from my Illuminati campaign tabloid. Sorry – no scanned images.</p>	
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<http://www.io.com/~slocum/enzo.html>

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Mr. Nice Guy – I enjoyed this movie, but the plot is very forgettable. For Jackie Chan, this is a good thing – otherwise, the plot might get in the way of the fantastic stunts and comedy. Jackie is a TV cooking show host and he accidentally gets mixed up with the mob. Great fight scenes as usual, and the finale is wild. Look for the chase through a partially constructed building with power tools as weapons. Jackie's sense of comedy and slapstick is excellent. Highly recommended.

The Man in the Iron Mask – This movie doesn't have tons of sword duels, but focuses on the intrigue, as the four musketeers are a couple decades older. After King Louis XIV has Athos' son killed to get his fiancée into bed, the Three Musketeers plot revenge. But, D'Artagnan is now captain of the guard and opposed to any attempt on the King's life. Enter the Man in the Iron Mask, locked away for some unknown crime.

I'm a big fan of the swashbuckler. All of the four musketeers (John Malkovich as Athos, Gerard Depardieu as Porthos, Jeremy Irons as Aramis, and Gabriel Byrne as D'Artagnan) are well-played. I thought Leonardo diCaprio was acceptable as the lascivious King Louis XIV, unlike other people I've talked to. This is my second favorite Three Musketeers movie, after the 1970s Michael York

movies (which I lump as a single movie).

Recommended.

Lorimyr Campaign

The Nation of Ellyria

Geography

Ellyria lies on the southern and eastern coasts of the continent. The inhabited region lies within about 50 miles of the coast. A mountain range whose foothills begin about 60 miles inland forms the western border in the northern half of the country, while a huge swamp and deep forest form the border of the southwestern half of the country. Much forested area exists between towns and villages: hardwood in the flat areas tending toward pine in the mountains.

Origin and Early History

Ellyria is a fairly recent feudal kingdom south of the vast Empire of Mordantia. It was settled by the followers of Brandel Kliard, the second son of Emperor Bann of Mordantia, after being exiled by his older brother, Amarto, for an attempt to usurp the throne following their father's death. Emperor Amarto was quite generous in offering permanent exile as an alternative to death by magic, the usual punishment for treason.

Brandel and his followers left by ship and followed the coast south and landed near what is now Galeus, the capitol, to establish an outpost. He had plans of returning for another attempt at the throne, but never left. Brandel was killed during the second winter by dire wolves. His son, Starion, spent the next twenty years building a colony and protecting his people. They had severe weather, wild animals, and a hostile native population to worry about.

The Caldean, a farming/hunting people similar to the Celts, controlled the area. They were goddess-worshippers that revered nature, bravery, loyalty, honor, equality, art, etc. Inheritance is in birth order, regardless of sex.

A series of bloody campaigns were waged with neither side gaining the advantage. Whereas the Mordantians had somewhat superior military organization and weaponry, the Caldeans were excellent woodsmen and fought a guerilla war. The fighting finally stopped when the Caldean royal family was captured, and all the male members executed.

The Caldean nobility was either killed, disenfranchised, or went underground, and the peasants were subjugated. The craftsmen were largely excluded from the Guilds that developed and gained control. The Goddess religion also went underground and is practiced late at night, outdoors, in private homes, and in other less structured, noticeable ways.

Unfortunately for the invaders, who practiced primogeniture (first-born male inherits most property and titles), the sexually equal nature of the Caldean society had been overlooked, and the female members of the royal family were as important as the males. The royal heir at the time was an eight-year-old girl who was quickly hidden when the rest of the family was captured.

The Caldean Lords-in-Exile passed their titles and history down through the years to their sons and daughters. They are now gathering support to stage a rebellion. The Warmark, the highest military position separate from the High King, is now a woman, Taniquel Desera. She carries the mark of the office: a magic sword made of meteoric steel.

Coinage of Lorimyr

	Coin Type	Relative Size	Weight (grams)	# per pound	Relative Value					
					CP	CS	SP	SC	GD	GS
CP	Copper Penny	Penny	2.5	200	1	1/5	1/20	1/100	1/400	1/2000
CS	Copper Shilling	Quarter	12.5	40	5	1	1/4	1/20	1/80	1/400
SP	Silver Penny (\$)	Nickel	5	100	20	4	1	1/5	1/20	1/100
SC	Silver Crown	Dollar	25	16	100	20	5	1	1/4	1/20
GD	Gold Ducat	Penny	5	100	400	80	20	4	1	1/5
GS	Gold Sovereign	Dollar	25	16	2000	400	100	20	5	1

Tékumel Campaign

Tékumel Spell Names

David S. Carter in AotA #31 mentioned the topic of baroque spell names, so here is a small sampling of some Tekumeláni spells and their GURPS equals. One thing to note: Tekumeláni spells have several levels, and can cover more than one GURPS spell.

Spell Name	GURPS Equivalent
Acceleration	Haste, Great Haste
Adornment	Alter Visage, Alter Body
Aeriality	Levitation, Flight
Alleviation	Neutralize Poison
Ascertainment	Mind-Reading, Telepathy, Sense Foes
The Blade of Inexorable Disjexion	Create Object (sword)
Blessing of the Planes	Magic Resistance
The Bolt of Imminent Immolation	Lightning
Clairvoyance / Clairaudience	Glass Wall, Far Hearing, Scryguard
Comprehension	Gift of Tongues, Gift of Letters
Control of Self Derangement	Resist Pain, Stop Bleeding
Desiccation	Madness, Permanent Madness, Paralyze Limb, Wither Limb, Total Paralysis, Dehydrate
Disenchantment	Dispel Magic
Domination	Control Person, Loyalty, Charm, Enslave
Elicitation	Aura, Detect Poison
Empowering and Enervation	Might
The Globe of Distant Discernment	Wizard Eye
The Grey Hand	Deathtouch
Healing	Minor/Major Healing, Regeneration
Inscription	Scroll
Invisibility	Blur, Invisibility, See Invisible
Light and Darkness	Light, Continual Light, Darkness, Light Jet
The Muniments of Excellence	Utter Dome

Nutrition	Monk's Banquet, Create Food
Perception of the Energies	Detect Magic
Phantasms	Simple Illusion, Phantom
Robustness	Lighten Burden
The Seal Upon the Powers	Spell Shield (ritual spells only)
Soporiferousness	Sleep, Mass Sleep
The Sphere of Impermeable Quiescence	Spell Shield (psychic spells only)
Terrorization	Panic
Translocation	Sand Jet, Apportation, Poltergeist
Transportation	Teleport
The Web of Kriyág, The Lover of Spiders	Spider Silk
Zoic Domination	Command (animal)

Tékumel Bestiary

Dlákolel (Steed of Sárku)

ST: 20-25 **Move/Dodge:** 13/7# **Size:** 3-5
DX: 14 **PD/DR:** 4/6 **Wt:** 200-400 lbs.
IQ: 6 **Damage:** 2d-1 cut
HT: 12/25-35 **Reach:** C **Habitats:** J

This large, semi-intelligent flying insect has large jaws and a black chitinous shell, which covers shiny black wings. Check reaction when encountered, because friendly or neutral reactions are possible. A Dlákolel will fight to the death, if attacked. Move 7 on the ground.

Dzór (Forest Giant)

ST: 25-35 **Move/Dodge:** 8/6 **Size:** 1
DX: 12 **PD/DR:** 2/2 **Wt:** 400-800 lbs.
IQ: 6 **Damage:** 6d-1 cr.*
HT: 16/22-40 **Reach:** C-2 **Habitats:** F, J

These 10-12 foot giant humanoids have three eyes, a beak, and nictitating membranes. They have Night Vision, but poor day vision (-2 DX in daylight). Dzór fight only if attacked using clubs and maces (6d-1 cr), but no edged weapons. Semi-intelligent, but untrainable, with no discernable speech. Bite does 1d+1 cutting, and punch does 2d+2 crushing.

Character Corner

Lorimyr Character

Weyrdin Ejwyz, hunter, 100 points
6', 180lbs, Age: 24.

Short blonde hair, green eyes, upturned eyebrows, wears leather, angular, weathered features, kind of a Mad Max look.

ST: 12, DX: 14, IQ: 12, HT: 10

Speed: 6, Move: 5

Thrust: 1d-2, Swing: 1d

Dodge: 5, Parry: 7, Block: 5

Advantages: Attractive, Common Sense, Acute Hearing/4, and Wealthy.

Disadvantages: Overconfidence, Fear of Crowds, Code of Honor (provide what hospitality you can to those in need, aid the defenseless, only kill what animals you need and never waste them, fight fair), Curiosity.

Quirks: smokes tobacco and pipe weed, reliable, disrespectful of religion, wears lots of leather, left-handed.

Skills: Broadsword/15, Bow/15, Beam Weapons/10, Brawling/14, Tracking/13, Leatherworking/13, Traps/13, Poisons/13, Riding/13, Knife/14, Spear/12, Fishing/11, Survival (forest)/13, Thrown Knife/13, Fast Draw (arrows)/14, Fast Draw (pistol)/13, Cooking/11, First Aid/12, Vet/9.

Possessions: broadsword (on belt in scabbard), large knife (on belt in sheath), composite bow (over shoulder), compartmentalized quiver (one side holds 12 arrows; the other holds 6 poisoned arrows - on back), laser pistol (TL/10, 17 shots remain, in shoulder holster), grey leather torso armor, black light leather cloak, leather helm, middle-class clothing (blue cotton tunic, brown leather trousers), brown leather gloves (PD 2, DR 2), small pouch (\$500), small pouch (flint, steel, 2 oz. tobacco and 1 oz. pipeweed, pipe), small pouch (poisons, antidotes, applicators, reservoir arrow tips), large bandoleer pouch (sm. dagger, whetstone, 4 – 3 foot long leather thongs, snare cord-100', grapple, hooks, lures, fishing line - 100'), silver ring with 5 carat

sapphire \$300, gold ring with 20 carat topaz \$600, saddle horse (Appaloosa named "Bravo"), saddle, blanket, bit and bridle, spear (on horse), extra quiver similar to above, cask of fine wine, 20 pints, \$120, saddle bags (15 days food (30 lbs.), 1 lb. salt, 6 days oats for horse (60 lbs.), bed roll, extra clothing, boots, and sandals.

History: Weyrdin was the only child of a butcher and his wife in a small medieval town. His father would often go hunting with him to get wild game to sell. He made the best venison sausage in the county. As a teenager, Weyrdin took over the hunting completely, and spent much of the time in the woods. He used snares, poisoned arrows, and poisoned bait to catch animals. The poisons he uses cause unconsciousness and are made from native plants. They can be used effectively on humans. The poison wears off before the animal is killed, leaving no aftereffects or taste in the meat.

Weyrdin occasionally still hunts for his father, but has mostly gone on his own now. He has been hired several times to capture exotic animals to put into the menageries of noblemen. On one such expedition to capture a griffin for a duke, the party came upon a cave where they spent the night. Weyrdin ventured into the back of the cave and found some very strange equipment. He found a strange weapon that projects a beam of intense light. He nearly killed himself trying to figure out what it was. He has shot the laser three times. He doesn't know how many more times it will fire, so he is cautious about using it, beside the fact that people stare at him when he does.

Favorite Line: *"Are you going to use all that venison?"*

Alternate Earths Campaign

Jacques Devereux is from the Imperial Earth alternate timeline from AotA #28. He is stationed in French-held New Orleans and his missions take him throughout the Confederate States of America and Texico (combined Texas and Mexico), and sometimes farther afield.

Jacques is a genteel, sophisticated man who does what is needed to protect the interests of the French people. He is more likely to use guile and diplomacy to get the job done than resorting to violence (not that he can't protect himself).

Jacques Devereux, agent of France, points: 172
5'10", 160 lbs., age: 31
Black hair, blue eyes and fair complexion.

ST: 11, DX: 14, IQ: 15, HT: 12

Speed: 6.5, Move: 6

Thrust: 1d-1, Swing: 1d+2

Dodge: 6, Parry: 9, Block: -

Advantages: Alertness/+1, Ally Group (French intelligence, medium group, has 100 pt. allies, 6-), Attractive, Charisma/+1, Comfortable Wealth, Legal Enforcement Powers (License to Kill)/3.

Disadvantages: Duty to French government (hazardous, 9-), Sense of Duty (France and the French), Manic-Depressive, Intolerance: Imperials.

Quirks: to be determined.

Skills: Acting/13, Area Knowledge (CSA)/14, Area Knowledge (New Orleans)/14, Area Knowledge (Texico)/14, Boating/13, Carousing/12, Computer Operation/14, Cryptanalysis (TL)/12, Cryptography (TL)/12, Cryptology (TL)/12, Dancing (ballroom)/13, Detect Lies/12, Diplomacy/12, Disguise/13, Driving (car)/14, Electronics Operation (Communications)/13, Electronics Operation (Security Systems)/13, Fast-Draw (Pistol)/13, Fast-Talk/14, Fencing/14, First Aid/14, Fishing/14, Guns (Machine Pistol)/15, Guns (Pistol)/17, Guns (Rifle)/15, History/12, Holdout/13, Interrogation/13, Intimidation/13, Karate/14, Knife/14, Language (English)/13, Language (French)/15, Language (Spanish)/13, Law/12, Literature/12, Literature (French)/12, Lockpicking/13, Mechanic (gas engine)/13, Motorcycle/15, Photography/13, Powerboat/13, Savoir-Faire/14, Scrounging/14, Sex Appeal/12, Shadowing/13, Speed-Load (Magazine)/13, Stealth/14, Streetwise/14, Survival (swamp/bayou)/13, and Telegraphy/14.

Favorite Line: *"I think your faith in a King is overzealous and ignores the realities of modern life."*

Traveller Character

I started a GURPS Traveller campaign and also ran the Star Demon adventure at Minicon 33. Here's one of the prefab characters I created.

Howard Farnsworth, 3 term ex-scout, 100 points
5'8", 180 lbs., age: 32

ST: 9, DX: 14, IQ: 13, HT: 11

Speed: 6.25, Move: 6

Thrust: 1d-2, Swing: 1d-1

Dodge: 6, Parry: -, Block: -

Advantages: Unusual Background (Trained Psionic) and Telepathy/6.

Disadvantages: Mild Agoraphobia, Secret (he's a psionic, utter rejection), Sense of Duty (other scouts), Telepathic Addiction.

Quirks: pick five quirks.

Skills: Area Knowledge (Spinward Marches)/12, Beam Weapons (Laser)/15, Carousing/10, Chess/12, Computer Operation/12, Electronics Operation/11, Free Fall/13, Gambling/14, Gunner (Laser)/14, Juggling/13, Mind Block/11, Mind Shield/12, Piloting (Starship)/16, Psi Sense/12, Sleep/12, Telereceive/12, Telesend/12 and Vacc Suit/13.

History: Ex-Scout, 3 terms, Survey and Communications Branches

Four Special Missions:

- Scientific survey of white dwarf system,
- Sent to a colony world to help with animal incursions,
- Sent to fix monitoring satellites along Zhodani border, saw some combat, and
- Sent to take important priority message across 40 parsecs.

Trained by the Psionic Institute and spent last two years on Regina in further psionic training.

Typical Line: *"I get the impression that you'd rather be somewhere else."*

Fan Mail from Some Flounder

AotA #33:

Robert Knop: It was interesting to run into on the net, add your web page to my GURPS links page on my site and then see you in the pages of this stalwart publication. Welcome to this infamous crew! Hmm, you look very much like I'd imagine Brutus looking. The thought of an astrophysicist with tendencies toward drama is kind of scary, though.

Tsiolkovsky High is a nicely worked out space station. Having it connect via Beanstalk is wonderful. I want one!

RYCT me: Since this was a stab at getting the feel of the Chivalry and Sorcery magic system, these specializations are not social, but a basis for the magic system. I must say they aren't a very good emulation of C&S sorcery.

As far as the Battle Magic College, these spells were developed for *Tékumel*, which is exactly as you describe: lots of warfare with teams of mages on each side casting spells. BTW, mages are not pressed into service; they join the military to serve their country. I'd much rather be in a magical contingent than being some grunt on the battlefield. The spells cast with this spell must be Area spells, so all rules for them are in effect: it just has to land in the general area. Of course, if you miss your designated target, you may hit friendly troops. This has certainly happened on *Tékumel*. It *is* vicious if you don't have mages on your side to counter the other magical contingent.

Tabby: Your B-Movie star characters were grand. Bruce Campbell is one of my favorite Herc/Xena characters. I've always liked Patricia Tallman's Babylon 5 psychic. Tony Todd as Worf's brother (that's the right character isn't it?) is also one of my favorite recurring characters from Star Trek: a nicely realized Klingon.

Andrew Dawson: RAEBNC on the Strange Days GURPS mods. I liked Klaus, a very nicely worked out character. I want to know when his family decides to move on VW Motorwerks.

Arthur Shipkowski: I will back you up on your Electronics skill changes. Great analog engineers are rarely great digital engineers, and visa versa. They are definitely different skills. **SUCK!** (That's the sound of these variations being placed into my house rules.) Animal Magnetism is good. I know people like this. One of my best friends in high school and college has this. I ROFLed at the Commander's logs for Smallville. RAEBNC on Space Station Food Court.

RYCT me: Olympus: Since this was a quick last minute addition, I hadn't gone as far as determining the fate of Jesus. I'd say that he was a Super. Yes, some local natives will view the Supers as divine. Mage's Bag of Tricks: sure, these things are possible. This treatment for Teleport is especially needed. I agree that some spells shouldn't have ingredients. Magic Specialization: as written and intended, no, a Wizard and Sorcerer couldn't collaborate on a Resurrection. Certainly, a Shaman works in the Astral realm. The *GURPS Religion* description is actually very accurate. I should know; I'm a trained Shaman. But, these specializations were written before Religion was, so I didn't include the Religion rules in my system.

David Pulver: Red Six is great. I really liked the hollies, especially the comment about catBOYS and foxGIRLS.

Dann Webster: Well, your comment about using Olympus as a straight campaign with no Infinity Police is dead on. This would probably be how I would run it. Battle Magic was specifically designed for a world (*Tékumel*) where magic plays a role in warfare.

Tom Cron: *Ford's America* is well thought-out ultra-tech alternate. I like *Northumbria*; it has a nice divergence point. *Cartland* is another small change timeline: a similar type of change as in my Oz II timeline. There has been a thread on rec.games.frp.misc about small changes that might not be noticed by Slider-like travelers. *Cartland* would certainly qualify.

RYCT me: Since Divine Wind hasn't reached 1941 yet, it is very uncertain that WWII would even occur, or if it did, that Japan would be on the side of the Axis. I haven't thought that far ahead. Wildcard/Nazi timeline: talk about Ubermen. Eeeeewww! Hey, go ahead and use the Wizard's Guild anyway you want. That's what it's here for – to be used.

Scott Paul Maykrantz: I like your cover. It's a nice, easy-to-use map of an important Illuminati location. Maybe, I'll use it if my Illuminati campaign ever goes Time Traveling. As always, your characters and items are useful. I like the designer notes.
