



Dark & Terrible

Roleplaying Game Core Rulebook





Roleplaying Game Core Rulebook

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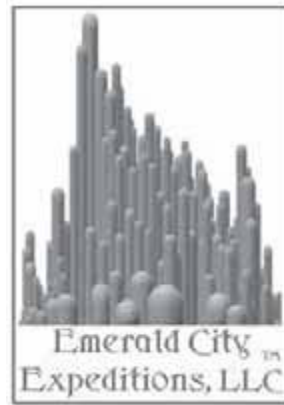
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Yesterday

Around one of dozens of tables in a noisy windowless room filled with people playing various roleplaying games, wargames, and card games sat seven people. They likely had nothing in common other than their love of games, and by all appearances several were there by mistake.

Behind a protective screen, as if it would keep him away from the filthy masses of commoners, hid Robert, the gamemaster. Commonly known as Bob (though he hated it), the slightly overweight middle-aged man had lugged a stack of books and miniatures to use in his game large enough to require a hand-cart. Snacking on a bag of cheese-curls, Bob tried to wipe away any powdered cheese on his dingy tan shorts in an effort to keep his already food-stained gear from acquiring any more smudges. Currently he attempted to describe some obscure rule in the game he was running found only in a supplement released seven years ago and no longer in print. Unfortunately, Bob's efforts were largely ignored as most of the players' minds wandered in six different directions, totally unfocused on the combat at hand.

Seated to the GM's right were Steve, a teen-aged boy interested in explosions, Jenny, and sex (though definitely not in that order), and Jenny, a goth emo girl. Despite the fact that Jenny was the focus of Steve's fevered imaginings, Jenny insisted she "liked-him-like-a-brother" and wanted to be just "friends." Steve favored explosions, sure, but it's hard to get the real thing

without inadvertently winning a Darwin Award in the process. Even though simulated explosions seemed the next best thing, he liked to use them in unconventional ways not allowed in videogames. Old-school roleplaying games, limited only by the GM's imagination, which sometimes didn't go beyond the formulaic retelling of an old Star Trek: TNG episode, emerged as his only choice. Occasionally a GM could be found capable of dealing with any curveball thrown his way, but he and Jenny came from a small town where that remained difficult. So Steve persuaded Jenny that their best bet to find a GM with imagination needed for a memorable game would be at a gaming convention. Of course the time spent with Jenny on the bus ride to and from the convention center served as a nice bonus. But for Jenny, gaming provided a new way to express herself without being institutionalized.

An enthusiastic young boy of nine or ten years named Max and his slightly less enthusiastic grandmother Eleanor were seated to the GM's left. Max scanned and rescanned his character sheet and the applicable rules like a computer assimilating data. Anytime Eleanor wanted to do anything in the game she asked Max how to do it. Max didn't seem bothered by this, if anything he liked that his grandmother took an interest in, well, anything he liked. Max's parents were always too busy to spend more time with him than it took to nuke a frozen dinner. He had no brothers or sisters, so he had to find ways to entertain himself. This he did



frequently by retreating into his imagination through fantasy roleplaying games.

Eleanor may have been a grandmother, but she sure didn't act like one. She liked Star Trek, Dr. Who, The Outer Limits, and all those other sci-fi TV shows her family dubbed stupid when she was younger. To Ellen it appeared that her grandson had inherited her love of all things nerdy. Although she understood the rules, almost, she saw how happy it made Max to help her so she let him clarify them repeatedly to her.

On the far side of the gaming table sat Vicky. A beautiful Asian woman in her early twenties, Vicky appeared to fully understand and enjoy a game she had obviously played before. If there were a bigger oxymoron it would be hard to find it. She had the tendency to stare at you as if she could see right to the heart of matters, which was quite off-putting to most people and generally scared away slavering gamers seeking the ever elusive creature the "gamer-chick." Normally Vicky would challenge some wannabe-Jedi to a duel with lightsabers, but this afternoon she really wanted to kill things for a change.

Next to Vicky was Damien, the most unlikely looking of the six players at the table. Dressed in a business suit with a briefcase leaning on his chair, Damien would have been more at home at a board meeting rather than a demonstration game for a new edition of an RPG. However, Damien's motives for attending the convention were purely mercenary. As an investor, he liked to find small companies with a golden idea and

little money. And what gaming company doesn't need money? The company he considered investing a healthy chunk of change in was running this demonstration game. Of course, Damien thought only of his return on investment – a majority control in the company. He decided to see what the game was all about himself, as well as the reactions of potential customers. But for the most part, all Damien could think of was getting back to the hotel to watch a little pay-per-view while enjoying his mini-vacation away from the wife and kids.

Bob, his face planted firmly in one of the thick tomes in front of him, recited to Max, "Page 242, in the rulebook says you.... What was that?"

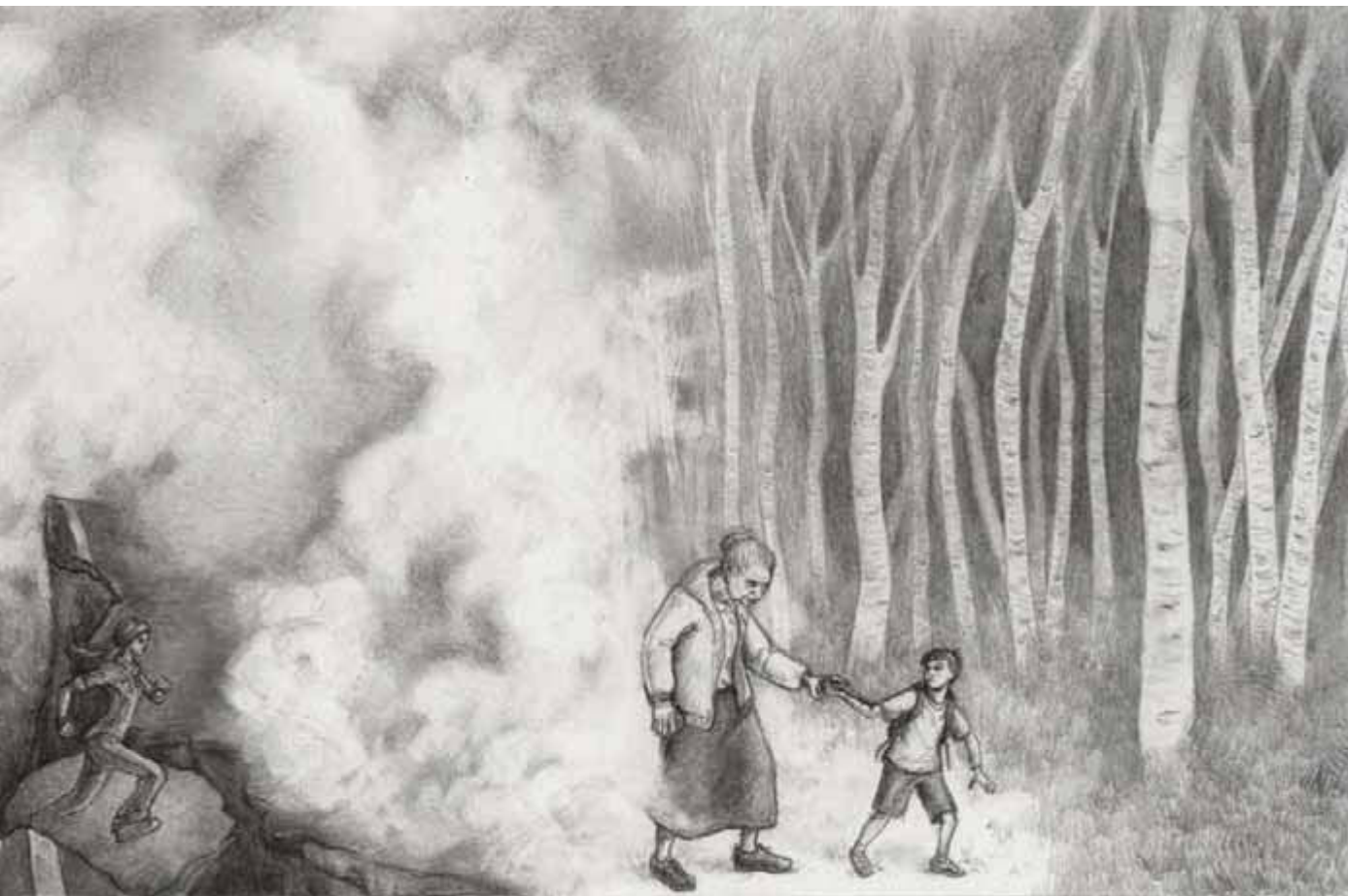
"What?" asked Jenny.

"That sound."

The group noticed nearly every table in the hall had gone quiet as well. They heard a low rumbling through the hall like a train passing nearby, quickly followed by the ground suddenly and violently shaking beneath the entire convention center. People cried out while many of those standing tumbled to the floor. Ceiling panels crashed onto the heads of wargamers, while long fluorescent lights hung like huge icicles. One icicle shattered on the table of nearby card gamers sending shards of glass everywhere.

Bob, having lived in an earthquake prone area his whole life, shouted for the seven gamers to dive for cover under the table.

Tremors continued to intensify dispelling all thoughts of a terrorist bomb – but what terrorist would



Looking at the jacket Nick set aside, Max commented, "That uniform looks remarkably like one I saw in a show on the History Channel about Nazis."

"Who?"

Chuckling nervously, Damien scowled at Max, and nervously stammered, "Ah, no one. The kid doesn't know what he's talking about."

Standing up Nick quickly donned a shirt, pants, longcoat, and cap, all jet black. Holstering his pistol, Nick strode to the nearest window, while the group exchanged nervous glances. Without doubt, the uniform resembled the SS uniforms of Nazi Germany. Before he could take a good look outside, Nick spotted several figures about 100 yards off.

"Hide!" hissed Nick.

Steve and Jenny rushed to the same window peering around the opposite side. Damien and Vicky positioned themselves on either side of the open doorway, while Eleanor, near the other window facing the strangers, held Max close. All struggled to remain hidden as best they could by the wreckage of the house.

A beautiful woman wearing a black and blue kimono led a small troop of four men in blue-scaled armor, all with Oriental features. The men carried shortened rifles with overly large barrels.

"What kind of gun is that!?" inquired Max a little too loudly.

Grumbling Nick whispered, "They're Lobbers; carbines by the look of them. They 'lob' glass vials filled with alchemical potions instead of bullets. Depending on the objective, they can immobilize, burn, liquefy, or deliver any number of equally unpleasant effects on their target."

"Cool!"

"Not 'cool,'" uttered Eleanor, "when they're pointed at us!"

"Yeah, good point," murmured the boy dejectedly.

The woman gestured to her right and left, saying something those hiding in the ruined house could not hear. One armed man cautiously moved to the left, while another moved to the right in a flanking maneuver.

"Not good. We are not going to be able to focus our attacks without revealing our positions," whispered Nick, as he peered from the lower corner of a broken window. Shifting slightly in a crouched position, he remained unseen by the soldier flanking on the right.

Looking doubtfully at the others he asked, "Do any of you have weapons, or weapons training?"

"I have this," responded Damien as he pulled a small revolver from his briefcase. "But it only has six shots and I don't have extra bullets on me."

"I know a little Tai Chi, and how to use a sword, if I had one," whispered Vicky.

The others simply shook their heads.

Quietly, a crow circled unseen overhead, looking intently and carefully around and in the broken structure. After its inspection the bird glided to a graceful, if hurried, landing on the witch's outstretched arm. To everyone's bewilderment, except Nick, the bird and the

woman spoke to one another. Once the conversation ended, the woman surveyed the ruins with an appraising eye. The crow flew off to land in a nearby tree safely hidden among the branches.

"She knows we are here now. Stay covered. We must act quickly. Damien, hand me those tools," urged Nick.

The woodsman stamped his foot on the hafted tools where the rusted metal heads met the wooden shafts. The shaft broke easily. "Here," he demanded, handing a short pole to Steve and Jenny. "Protect yourself the best you can with these. Their armor protects them against the tools' head if swung at them. But if you stab them from below like a spear, it is possible to propel the sharp end under the scales and through the leather underneath."

"Possible?" whined Steve.

"It's better than nothing," Jenny told him.

"After you see the two Lobbers next to the witch drop, you two go to our left, and rush the Munchkin circling around there."

"These are Munchkins?!" exclaimed Jenny.

"Indeed."

"They sure don't look like they're from the lollipop guild."

"Eleanor, you and the boy stay here until I tell you. When I give the word, both of you run as fast as you can in that direction," pointed Nick with a long thin finger to the party's right. Shifting his gaze to Max, Nick whispered, "You will have to go through that window there, so help your grandma out."

"Yes, sir."

"Damien, you and Vicky move out that same window when the two Munchkins next to the witch drop." Looking at Damien, "You use your pistol to take out the Lobberman circling towards you. After that, cover for the two women and the boy."

"Got it," replied Damien. Vicky just nodded her head.

Turning back to look at the witch, Nick announced somberly, "Every witch's magic is ineffective against one of the five elements. I wish we knew which element the witch was most vulnerable to."

"You mean water could really melt her?" asked an amazed Max.

"No. But whichever element it is, her magic cannot affect it, which means if it is earth, bullets will easily kill her."

The others watched as Nick took careful aim and fired his pistol three times with shots that should have blown the witch's head off her shoulders. Instead, the bullets struck the witch on the face twice and shoulder once with an odd sound, as if they hit a boulder. The witch simply smiled in Nick's direction.

"Guess it's not earth," muttered Eleanor. "Now what?"

Nick quickly shifted his aim at the two Lobbers near the witch who, either bravely or stupidly, began to advance in his direction. With two quick pulls of the

trigger the two Munchkins collapsed to the ground as if trees felled by the woodsman's axe. Looking at Damien and Vicky first, then Steve and Jenny, he ordered, "Go now!"

The two pairs of gamers took off through the windows in their respective directions. Dodging in and out amongst the trees, Steve and Jenny did their best to stay out of their Lobberman's line of sight. Not having any such cover, Damien took a couple of shots at the Munchkin on their side as he climbed out the window, in the vain hope of hitting him, but more in hopes of causing him to advance more carefully and look for cover.

Luckily more interested in protecting his own skin than killing, the soldier hid behind a nearby tree. Vicky took the opportunity to speed the short distance to the relative safety of the trees. The Lobberman took a shot, harmlessly hitting a tree some distance behind Vicky. Damien shot a couple more rounds, better aimed than the last ones, but still he missed the target.

After filling his firearm with powder, the Lobberman pulled a bluish-white vial about the size of an iPhone, but tear-shaped, out of a pouch. He then stuck the vial in the end of the gun, as if he were setting a light-bulb in the muzzle. Noticing this Damien took a chance to close the distance in an effort to get a better shot. The first shot hit the tree the Munchkin hid behind just above his head; the second hit his arm. Unfortunately for Damien the scaled armor must have absorbed a good portion of the bullet impact, or perhaps it was just a glancing blow. Either way, the Munchkin raised his own thick-barreled weapon to shoot.

Having emptied his revolver, and noting the danger he was in, Damien looked around for help or a way to escape his exposed position. Finding none, he turned in the Vicky's direction and sprinted as fast as his legs could move. Unfortunately, that wasn't fast enough.

The Lobberman, now free to advance on Damien, did so without hesitation once he realized his opponent was out of ammunition. Halting his advance the Munchkin fired his Lobbergun. The vial caught Damien in the back, shattering on impact. Within a fraction of a second, Damien's body rippled with a wave of blue-white light freezing him, as if he had suddenly been dipped in liquid nitrogen, his last thoughts of his children. The momentum tipped him over face first. His bent arm hit the ground first, breaking off just above the elbow. The rest of his body landed on his arm shattering into hundreds of pieces, none larger than an ice cube.

Witnessing this horrifying death, Eleanor, Max, and Vicky stood unmoving, too stunned to do anything but gape at Damien's remains.

The witch walked to within 20 yards and unsheathed a dagger belted to her waist. Speaking in a language no one could place, but that sounded vaguely familiar to Eleanor, the witch drew the sharp point of the blade down her forearm. Blood dripped slowly off her arm to the ground as she drew a pebble out of a pouch at her waist, keeping the dagger in her other hand. Saying a

few final words the witch threw the pebble at the ruined house.

Seeing the witch's movement Nick yelled to Eleanor, "Go! Get out now!"

Eleanor and Max stumbled to follow Nick's order. By the time they were ready to climb out the window they heard a soft rattling sound as the pebble hit the roof and rolled off.

"Humph," grunted Nick.

"What happened," asked the excited Max.

"The witch's spell failed. We are too close to the Emerald City for her spells to work consistently. Unfortunately, we are also too far for my pistol to work reliably. We will just have to hope it continues to function."

The witch's face clearly showed her anger while she tried the same spell again.

As soon as the pebble was thrown Nick motioned for the two to go. This time, the pebble in mid air expanded from a small rock to a large boulder about six feet across. It landed in the center of the house exploding what was left into flying debris.

Being just a few feet from the impact, Max and his grandmother were thrown to the ground. Having the wind knocked out of them, neither saw the witch draw more blood from her left arm as she spoke in the same mysterious language. The ground beneath Nick's feet buckled as the roots from nearby trees broke through the soft earth. Lengthening and slithering like snakes, the roots grabbed the man's metal feet and legs. Nick tried to pull his legs free from the roots to no avail.

Knowing it likely wouldn't hurt the witch anyway, Nick tossed his pistol down, grabbed his axe with both hands, and began to hack at the writhing plant-life. But looking at the number of roots holding him, Nick knew he couldn't escape to help the others before the witch killed at least one of them.

The witch cast the same spell, this time gazing intently at Eleanor and Max. Had any of her enemies looked closely, they would have noticed she was visibly paler and more fatigued than when she first appeared. The magic had begun to take its toll. But that didn't reduce the effectiveness of the spell at all. This time the roots entangled Max as he tried to help his grandmother who had taken the fall worse than the young boy.

The powerful roots pinned Max's arms to his sides and prevented his legs from moving more than a few inches. The roots lengthened lifting the small boy off the ground pulling him slowly but steadily to the witch.

After killing Damien, the Munchkin advanced menacingly on the shocked trio. Snapping out of her stunned condition, Vicky, thanks to her dedication to self-defense classes, rushed the Lobberman, grabbed him by the forearms, using his own momentum to throw the man to the ground. Before the surprised soldier could respond, Vicky stamped her foot repeatedly against the fallen soldier's throat, crushing his trachea.

Meanwhile, Steve and Jenny kept their Lobberman busy jabbing him with their makeshift spears. The



a box. "Great Oz, this is not a decision I have come to without long hours of thought and introspection. Although I do not feel pity or sympathy for the people I apprehend, I cannot explain the great weight that has steadily increased within me over the years. I wish to live the remainder of my days in isolation in hopes of lightening this burden."

"AND WHAT DO YOU THINK HAS CREATED THIS WEIGHT?"

"I...ah...do not know, your Excellency."

"HMMMM....YOUR RETIREMENT IS GRANTED. REMEMBER THAT YOU ARE STILL BOUND BY THE OATHS YOU TOOK, THOUGH YOU WILL NO LONGER BE SENT ON ASSIGNMENTS. PREEMINENTLY, YOU ARE STILL RESPONSIBLE FOR BRINGING ANY OUTSIDERS TO THE EMERALD CITY FOR 'EXAMINATION.'"

"Of course, Great Oz, I well understand what a danger free Outsiders pose to society."

"MAY YOU FIND THE REST YOU SO TRULY DESERVE," thundered Oz.

Almost in a whisper, Nick murmured, "Thank you, Great Oz." He made three steps backward before turning his back on the Wizard to begin what remained of his life alone in self-imposed exile.

The Present

The surviving conscious Outsiders fashioned a stretcher from the remnants of Nick's front door for Jenny. Between Vicky, Steve, and Max they carried the injured teen two miles through the forest to the north where they took a momentary rest.

Each thought of where they were and knew they had to face reality or find themselves like Jenny, or even worse Damien. Would they be able to find a way home? Would they ever see their families again? How could they survive here in Oz? Over the course of the several hours it took to come out of the forest, each looked to Nick as their only hope.

Once they reached a small hill to rest, Jenny woke up, and shortly began to walk aided by Steve who never left her side. Below them, stretching as far as they could see to their left and right, lay a road made entirely of dull yellow bricks.

"I'll be damned," exclaimed Eleanor. "It really is the Yellow Brick Road."

"The First Yellow Brick Road to be exact," replied Nick.

"Where will you take us?"

Stepping onto the Yellow Brick Road towards the west, Nick said, "To the Emerald City, of course, to see the Wizard."



Introduction

“‘You must go to the City of Emeralds. Perhaps Oz will help you.’”

“How can I get there?” asked Dorothy.”

“‘You must walk. It is a long journey, through a country that is sometimes pleasant and sometimes dark and terrible.’”

– The Good Witch of the North
talking to Dorothy,
The Wizard of Oz, L. Frank Baum

Oz is a land in the midst of a 55-year-old cold war between the Wizard and his allies, the “Good” Witches of the North and South, arrayed against the “Wicked” Witches of the East and West. The Emerald City is a

technological metropolis whose lifeblood is the steam powering its machines, overseen by the watchful eyes of the Wizard. The northern Realm of Gillikinland is a feudal monarchy watched over by the grandmotherly Locasta, the Witch of the North. Quadlingland, the southern Realm, is controlled by the four great tribes and the Animals, while Glinda, the Witch of the South, tries to spread civilization among the savages. The eastern Realm of the Munchkin Country is an illusion of tranquility where everyone toils for the greater good, guarded by Nam’yl, the Witch of the East. The harsh deserts and jungles of the Winkie Country, the western Realm, are populated by little more than slaves living in city-states, paying homage to Muab, the Witch of the West. No one trusts anyone else, not even their closest friends. Anyone could be working for the enemy. It is into this world you, as an Outsider, arrive. What effect will you have on this unsteady equilibrium? Will you

Designer’s Notes

L. Frank Baum wrote in his introduction to *The Wizard of Oz*, “the time has come for a series of newer ‘wonder tales’ in which the stereotyped genie, dwarf and fairy are eliminated, together with all the horrible and blood-curdling incidents devised by their authors....” Instead, Baum sought to write a tale, “in which the wonderment and joy are retained and the heartaches and nightmares are left out.” Yet without conflict and a memorable antagonist a story falls flat. Baum must have understood this on some level, as in that same book he created one of the most frightening and unforgettable villains ever – The Wicked Witch of the West.

Baum was 41 when *The Wizard of Oz* was published in 1900. He would continue to write stories set in Oz, at times very reluctantly, until his death in 1919. Over the 20 years the Oz books and other works were created, his fairyland itself changed, sometimes dramatically. But the fantasyland of Oz he created continued to spark children’s imaginations as it would for another 90 years.

The children who were influenced by Baum’s work grew up to be adults, many retaining their imaginations, channeling their creativity into their work or hobbies. But what if they wanted to return to the Land of Oz, not as a child, but as an adult? What kind of Oz could continue to spark their imaginations, allowing them to weave their own stories? That was the goal in creating *Oz: Dark & Terrible* – a fantastic setting where adults could return to a grown-up Oz to tell their own stories with their

friends while retaining the essence of what made Oz “Oz.”

But before writing this book, we had to decide which Oz books to use as reference. L. Frank Baum, was followed by several authors who gave their own spin on Oz changing the setting to suit their needs. Additionally, since the original author wrote other fantasy books set in other imaginary lands, but connected to Oz in one way or another, which of these should be used? Then there were his “extravanzas” and films, what of them? Ultimately, we chose only those works by L. Frank Baum as it was his vision that created Oz.

The Oz books themselves are “canon,” followed by Baum’s other fantasies that are connected to Oz, with some elements pulled from his other works only when necessary.

We have tried very hard to twist Oz and the iconic characters that populate it into something never seen before, yet still has a symmetry and logic of its own and keeps the basic feel of the land and the people. It is that ability to believe Oz could be real that drew us in as children. We have tried to keep that same realism, but geared it towards adults. When developing our Oz we kept the motto, “Is this dark enough to make Baum himself afraid?” If we couldn’t answer “yes” we went back to the drawing board until we had something that felt right.

Lastly, it should be mentioned that in *Oz: Dark & Terrible* Dorothy never went to Oz. This obviously had immense repercussions in the Land of Oz. Instead, it is you, the players, who take the role of Dorothy. It is up to you to determine the fate of Oz and its people.



take the side of Civilization and technology, or that of Nature and magic? Or will you simply try to survive long enough to find a way home?

Instead of being an Outsider you can be one of the Munchkins living under their benevolent dictator who has ruled for thousands of years, a Gillikin minor nobleman seeking his fortune and fame, a Winkie sorcerer toiling in secret away from the eyes of the Witch of the West in an attempt to free yourself and family from slavery, a Quadling tribesman exiled from his tribe for saving the life of his Animal companion over that of his brother, or a vaporist serving on an aerostat in the military of the Emerald City. This doesn't begin to scratch the surface of the kinds of characters you can create and play in *Oz: Dark & Terrible*. Anidums, Insectoids, vitalists, Edel Feen, Anian Feen, witches, Automatons, Krumbic Wizards, and more can all be found in this dark and twisted vision of Oz!

Oz: Dark & Terrible is a roleplaying game where you and your friends can return to the Land of Oz. But you will quickly find that the fairytale land you fondly remember from your childhood was a lie. Many things will seem eerily familiar. But you will soon discover the true Oz, as the truly twisted nightmare that it is.

What is a Roleplaying Game?

Although roleplaying has been around now for over 30 years, there are many people who still do not know what it is, or misunderstand it. Simply put, roleplaying is like improvisational theater. Each Actor has a character to play in a location detailed and plot driven by the Director. The entire story told is guided by the actions of the Actors through their characters. Instead of physically acting out their characters' actions, Actors sit at a table and use miniatures to represent their characters. This allows the Actors to make their characters attempt acts that they couldn't possibly physically mimic. Miniatures also make it very easy to keep track of everyone's location during combat.

Exactly like a television series, *Oz: Dark & Terrible* is played in Episodes, each of which is usually one gaming session, lasting two or more hours, where a single adventure is played. The more time you have available for a gaming session, the more things you'll be able to accomplish as everyone slowly gets into their character and begins to act out their individual idiosyncrasies. Episodes can encompass more than one gaming session, if needed, of course.

Episodes are not unconnected. Each Episode is a small part of a larger story, the Season. A Season, made up of five or more Episodes, has an overarching story woven bit by bit into the events played through in the Episodes by the Director.

At the end of each Season the Actors are given a Montage. A Montage is a fairly long period of time when nothing particularly exciting happens, but that allows the Actors to spend Experience Points (XP) on advancing their characters. Each Actor has the opportunity to

tell in snap-shots exactly like a montage in a film what their character is doing during the downtime.

Three or more Seasons are linked together in a Series. Over the course of a Series, Actors will see their characters grow and explore the Land of Oz. Oz can be, and often is, dangerous. Characters can die. Actors will need to create a new character to play if this happens. A Series can last many months, even years. It is entirely possible, and encouraged, for Directors to create grand mega-plots that are spread out over the course of the entire Series, with the Series finale being the climax of an incredible journey filled with excitement and adventure.

Advice for new Actors and Directors can best be found by talking with experienced roleplayers, either in person or on our forum at: www.emeraldcityexpeditions.com/forums/index.php.

What You Need to Play

To play *Oz: Dark & Terrible* using the *Balance Roleplaying Game System* you will need:

- 2 or more friends, one of whom will be the Director, all others will be Actors
- A pencil
- A copy of the character sheet from the back of this book or downloaded from our website
- Some scratch paper for notes
- 10 or more ten-sided dice (abbreviated as "d" in the rules) one of which needs to be a different color than the rest
- A measuring tape, a blank hex-grid map with 1" hexes, or a blank map with 1" squares
- A 28mm miniature representing your character, if you are an Actor
- A handful of different 28mm miniatures to represent Non-Player Characters (NPCs) and creatures the Actors may encounter, if you are the Director
- Your imagination

To help you understand all of the terms used in the game, you will find all of the game terms listed in the glossary at the back of the book.

Lexicon

This lexicon includes terms used by the people of Oz. You should become familiar with them to better understand and survive your journey through Oz.

Absentia – Sect of *Unitarianism* that believes after creating the world and setting it in motion, the One God left. Believers are called 'Absentians.'

Academy – One of the loose organizations of *technologists*, each following a different philosophical belief in technology. Sometimes called 'Technology Academy' or 'Academy of



Technology.’

Adtech (abbrev. for Advanced Technology) – Any technology more advanced than flintlock firearms, carriages, and animal and natural (air and water) power sources. It does not include clockwork technology.

Aerasian – Any species of air *Anian Feen*.

Aerostat (abbrev. for Aerostatic Vessel) – More accurate technical term, synonymous with airship.

Aether – Medium through which light travels in space and allows for the pull of gravity.

Aetherism – *Academy of Technology* that specializes in the understanding and application of the *aether*, usually through light and gravity.

Aetherist – *Technologist* who is a member of the *Aetherism Academy*.

Ajaw – Winkiese for ‘governor,’ formerly meant ‘king.’

Aj’kin-ajaw – Winkiese for ‘priest-king,’ the highest caste in Winkieland.

Alchemist – *Technologist* who is a member of the *Alchemy Academy*.

Alchemy – *Academy of Technology* that specializes in the understanding of the basic building blocks of the universe and their application through mixtures and compounds.

Anawinki – Winkiese for ‘ancient Winkies.’

Anian Feen – Proper term for Nature Fairies.

Anianol – *Tradition of Magic* used by *elementalists* with one of the five elements as its source.

Anidum (abbrev. for Animated Dummy) – Mannequin, usually in the shape of a humanoid, in which a spirit resides after its removal from a body.

Animal – (with a capital “A”) Sentient animal able to think and speak. Specific species are also differentiated in the same manner; e.g. Elephants are intelligent sentient beings, while elephants are like the normal Outside World pachyderms.

Animism – Religion of the Anian Feen that worships the Primes, the embodiment of all things made of one of the five elements; Believers are called ‘Animists.’

Artificer – Antique term for a person who practices one of the “primitive” forms of technology, *alchemy* or *ingénierie*.

Assembly – Originally a gathering of Humans who acted as a check on the power of the *Terrakon* and Queen Ozma. Now it is the first house of the legislature in the Emerald City comprised of elected officials serving three year terms.

Assemblyman – Member of the *Assembly*.

Atheism – Philosophical belief, primarily among *technologists*, that there is no God or gods. Followers are called ‘Atheists.’

Automaton, Free-willed – Mechanical construct, usually clockwork, imbued by a *horologist* with free will and creative thought.

Automaton, Tasked – Mechanical construct, usually clockwork, that has limited functionality with no free will or creative thought; e.g. a maid automaton.

B’ah-pakal – Guardian *lo-chi*.

B’akab – Winkiese for ‘queen.’

Barone (pl. Baroni) – Lowest rank of nobility in Gillikinland.

Barrens, The – Disease passed from *Edel Feen* to Humans causing sterility.

Bug – Slang: Derogatory term for an *Insectoid*.

Cardinal Witch (abbrev. Witch) – A Cardinal Witch is one of the four witches, usually a woman, who is magically connected to one of the four major Realms of Oz, linked to the four cardinal directions, North, South, East, and West.

Chronicles of Lurline – Text on which the religion of *Lurlinism* is based.

Church of the Wizard – Outlawed religious cult of Humans devoted to the worship of the Wizard as a messiah. Believers are called ‘Arrivalists.’

Cloudscraper – One of the buildings in the Emerald City of at least 500 feet in height, though most are far taller.

Conjurer – *Edel Feen* magician who is a member of the *Consensio Tradition*.

Consensio – *Tradition of Magic* used by *conjurers* that relies on the summoning and cooperation of *Anian Feen*.

Conte (pl. Conti) – Second highest rank of nobility in Gillikinland, just below *duca*.

Coven – Group of *witches* often linked by spells who assist and protect one another.

Dark Powers – Mysterious beings that give *witches* their powers.

Duca (pl. Duchi) – Highest rank of nobility in Gillikinland. Ruler of one of Gillikinland’s 16 city-states.

Dumkin – Term used by *Anidums* to refer to fellow *Anidums* with whom they have formed a close friendship.

Edel Feen – Proper term for Noble Fairies.

Élan Vital – The life force within all living beings.

Elementalist – *Anian Feen* magician who is a member of the *Anianol Tradition*.

Extemporaneous Spell – Spell cast by a *magician* who does not have a *ritual* for the spell.

Familiar – Magical creature every *witch* is linked to providing him with advice and companionship.

Feen – Term used referring to both *Anian Feen* and *Edel Feen*.

Festival of High Summer – Annual festival held in the city of Belyegorod, in Oogaboo, where violence is absolutely forbidden.

Foible – *Sphere of Magic* a *sorcerer* or *witch* is weakest in.

Freewiller – Slang: See *Automaton*, *Free-willed*.

Fulmanism – *Academy of Technology* that specializes in the understanding and application of electricity. Outlawed in the Emerald City.

Fulminate – *Technologist* who is a member of the *Fulmanism Academy*.

Gaulau – Coal-like substance that burns ten times hotter than coal. Its soot leaves a dark green stain on all stone and masonry. One of the *High Elements*.

Gean – Any species of earth *Anian Feen*.

Gearkin – Name used in reference to other *Automatons* of the same model.

Gillikin – Native of the Gillikin Country.

Golia – Slang: Derogatory term used by Quadlings when referring to colonists from the Emerald City, particularly those who rely overly on technology.

Good Witch – Slang: A term used by *Ozmites* when referring to either Locasta, the Witch of the North, or Glinda, the Witch of the South, in reference to their political alignment with the Wizard.

Grimmerie (pl. Grimmerie) – *Magician's* spellbook.

Grimmkafel (pl. Grimmkafel) – Magical capacitors used by the *magicians* in some *Traditions* to store *ousia* for future use to cast spells or enchantments.

High Elements – Substances only found in Oz with special physical properties. Five in number: *Gaulau*, *Kehan*, *Osho*, *Quinox*, & *Rushul*.

Horologist – *Technologist* who is a member of the *Horology Academy*.

Horology – *Academy of Technology* that specializes in the creation of clockwork mechanisms.

Huang'hou – Ruler of Munchkinland. Munchkinese for 'empress.'

Husk – What remains of a victim's body when they are transformed into an *Anidum*; Can be used as

vessels for a *witch* to inhabit. Occasionally called a 'poppet.'

Ingénierie – *Academy of Technology* devoted to the perfection of crafting natural materials into useful tools and implements.

Ingénieur – *Technologist* who is a member of the *Ingénierie Academy*.

Inkosi – *Isilwane* for 'king.'

Insectoid – Race of sentient Human-sized insects created by Muab c. 54 AA. Three known species: Beetle, Hornet, and Mantid.

Isilwane – One of the *Animal* tribes of the Great Quadling Jungle.

Kehan – Non-flammable gas ten times lighter than hydrogen. One of the *High Elements*.

Knook – Rare invisible guardian spirit of animals and *Animals*.

König – Ruler of Gillikinland. Gillikinese for 'king.'

Krumbic Witch – *Krumbic Wizard* who has made a pact with the *Dark Powers*.

Krumbic Wizard/Wizardess – Human *magician* who is a member of the *Wizardry Tradition*. Sometimes abbreviated as 'Wizard.'

Lo-ch (pl. Lo-chi) – Creatures created by Muab. Winkiese for 'Abomination.'

Loon – Slang Derogatory term for a drug addict.

Lurline – Last Queen of Atlantis. One of the 13 rulers of the Immortals.

Lurlinism – Religion that worships *Lurline* as a goddess. Followers are *Edel Feen*, Humans, and some *Anian Feen*. Believers are called 'Lurlinists.'

Magician – Any practitioner of magic. Member of one of the *Traditions*.

The Man in the Iron Mask – Slang: Term used in reference to the Wizard.

Metic – Slang: Derogatory term used by *Ozmites* when referring to a foreigner living in the Emerald City.

Métier – *Sphere of Magic* a *sorcerer* or *witch* is strongest in.

Mfalme – *Mnyama* for 'king.'

Minister – Advisor to the Wizard drawn from the *Assembly*.

Misitasu – One of the four Quadling tribes.

Mnyama – One of the *Animal* tribes of the Great Quadling Jungle.

Munchkin – 1) Native of the Munchkin Country. 2) Slang: Derogatory term for a person who seeks



power continuously. 3) Someone who has a physical deformity, usually in relation to a lack of height.

Necromancer – Human *magician* who is a member of the *Necromancy Tradition*.

Necromancy – *Tradition of Magic* that uses lingering *élan vital* to manipulate the bodies of the living and dead.

Nerian – Any species of water *Anian Feen*.

Night of the Dragons – Ancient legend foretelling the end of Oz when the dragons awaken.

Olu – One of the four Quadling tribes.

Oogabooite – Native of Oogaboo.

Optimates – Ancient Ozian term used interchangeably when the *Edel Feen* refer to themselves, meaning ‘the best.’ Used as a term of scorn by the other races when referring to the *Edel Feen*.

Osho – Intensely cold ice-like substance that sublimates in an expansion of gas when heated to high temperatures. One of the *High Elements*.

Ousia – Generic term for the power needed to fuel spells.

Outside World – World from which travelers occasionally drop into Oz; Earth.

Outsider – Someone who comes to Oz from the *Outside World*.

Ozian – Something of/for from the Land of Oz.

Ozite – Native of the Land of Oz.

Ozmite – Citizen of the Emerald City.

Pact, The – Agreement between a *sorcerer* (and some other *magicians*) and the *Dark Powers* turning him into a *witch*.

Pastoria – Title given to the *Edel Feen* who governed Oz in the absence of Ozma during her reincarnations; currently held by the Wizard.

Philosophy – Belief system and field of study unique to each *Academy of Technology*.

Pu’tong-hua – Highest ranking bureaucrats in Munchkinland who govern the Realm in the name of the *Huang’huo* and act as her advisors.

Purkajian – Any species of fire *Anian Feen*.

Quadling – Native of the Quadling Country.

Quinox – Intensely radioactive silvery metal. One of the *High Elements*.

Ritual – Spell that has been written down by a *magician*.

Ruodh – *Olu* for ‘chief’ or ‘king.’

Rushul – Jewels that help *magicians* focus *ousia* like

a lens. One of the *High Elements*.

Scarlet Guard – Regiment of soldiers commanded by Glinda entirely comprised of women.

Schematic – Design that has been written down by a *technologist*.

Shaman – *Animal magician* who is a member of the *Totemism Tradition*.

Softbody – Slang: Slightly derogatory term used by *Free-willed Automatons* when referring to biological creatures, particularly Humans and *Edel Feen*.

Sorcerer/Sorceress – A Human *magician* who is a member of the *Sorcery Tradition*.

Sorcery – *Tradition of Magic* that uses the five elements as the source of its power through various verbal formulae, gestures, implements, and natural components.

Spell – Temporary magical effect created by a *magician*.

Sphere of Magic – Group of magical effects encompassing a single concept; e.g. Life, Earth, etc.

Tasker – Slang: See *Automaton*, *Tasked*.

Technologist – Any scientist who studies advanced technology. Member of one of the *Academies*.

Terrakon – The Council of Landed *Edel Feen* who, in ages past, advised Ozma and administered fiefdoms of varying size. Today it is the second house of the legislature in the Emerald City and advises the Wizard.

Tin Man – Originally a slang term now used semi-officially for the Secret Service that protects the Wizard and carries out missions to rid the Emerald City of rebels and dissidents. Members have had their hearts removed.

Totemism – *Tradition of Magic* used by *shamans* to use magic and communicate with animal spirits and *Knooks*.

Tottenhot – One of the four Quadling tribes.

Tradition – One of the loose organizations of *magicians*, each devoted to one kind of magic. Sometimes called ‘Magic Tradition’ or ‘Tradition of Magic.’

Two-Leg – Derogatory term often used by Animals when referring to Humans and *Edel Feen*.

Unitarianism – Religion that worships the One God in all His aspects. Followers are predominantly Human. Believers are called ‘Unitarians.’

Upright – Sentient carnivorous animals who hunt

humans with the intent of transforming at least partially into a Human.

Uxla-Jun-Kui – The 13 gods of the old Winkie religion, still often worshipped in secret.

Vaporism – *Academy of Technology* that specializes in the creation of machines powered by steam.

Vaporist – *Technologist* who is a member of the *Vaporism Academy*.

Visconte (pl. Visconti) – Rank of nobility in Gillikinland, just below *conte*.

Vitalism – *Academy of Technology* that manipulates the five humors through surgical techniques, the mind through mesmerism, and *élan vital* to heal and alter living beings.

Vitalist – *Technologist* who is a member of the *Vitalism Academy*.

Wicked Witch – Slang: Derogatory term used by *Ozmites* when referring to either Nam'yl, the Witch of the East, or Muab, the Witch of the West, in reference to their opposition to the Wizard.

Winkie – Native of the Winkie Country.

Witch – Human *magician* who is a member of the *Witchcraft Tradition*.

Witchcraft – *Tradition of Magic* that substitutes the use of natural and artificial components to use magic with blood through a pact with the *Dark Powers*.

Wizard/Wizardess – 1) Human *magician* who is a member of the *Wizardry Tradition*. 2) A *Krumbic Wizard*. 3) Slang: Human who uses technology; i.e. a *technologist*.

Wizardry – *Tradition of Magic* combining magic and technology. Sometimes incorrectly called technomancy.

Yookoohoo – 1) *Tradition of Magic* that can alter the fabric of reality, but may not in fact use magic to achieve its results. 2) *Magician* of the *Yookoohoo Tradition*.

Zúlon – Any species of wood *Anian Feen*.

Zumbatori – One of the four Quadling tribes.





Chapter I: The History of Oz

“Where I’m from we believe all sorts of things that aren’t true. We call it - ‘history.’”

– The Wizard, *Wicked*,
Stephen Schwartz, Part II, Chap. XV

It is through the passage of time that we define ourselves. What our ancestors did before us has a direct impact on what we do, say, think, and feel today. An understanding of what has occurred before our birth is necessary to allow us the freedom to choose a different path than what life may otherwise have in store for us.

Read on and discover a world shockingly different from our own, but with choices you must make that will seem all too familiar.

Timeline of the Land of Oz

The Mythic Age

c. 14,000 AA	Humans and animals first settle in the land that will one day be Oz.
c. 13,000 AA	The Great Battle Between Good and Evil. The Immortals defeat the forces of the Awgwa, forcing the evil spirits into the shadows.
c. 12,390 AA	Krumbic Wizards settle in Oz on Skeezer Island and from there spread to the peaks of some mountains.
c. 12,370 AA	Last destruction of Atlantis. Exodus of the Feen, led by Queen Lurline, from Atlantis to wander for millennia in unknown lands.
c. 12,370 AA–12,200 AA	The Great Heresy.
c. 8,000 AA	An unknown race builds Great Shinomeh in Quadlingland.
c. 7,500 AA	Either through accident or design, the Krumbic Wizards cause the poles to swap; North becomes South and South becomes North.
c. 6,250 AA	The Anawinki build their cliff cities in the Canyon of Wailing Spirits.
c. 5,000 AA–4,450 AA	Munchkin Unification Wars. The Munchkin tribes unite under the rule of King Shang’di, the first Emperor of Munchkinland.
c. 4,450 AA	Nam’yl is born in Chang’an.
c. 4,440 AA	Completion of the Grand Canal in Munchkinland.

Ozian Calendar

The Ozian calendar has 13 months, named after the 13 rulers of the immortals, each with 28 days and one extra day at the end of the year, Lurlinemass, a commemoration of the Lurline’s blessing of Oz, to make up the 365 days of the year. Every four years is a leap year, except leap years that coincide with a century not divisible by 400, when an extra day is added after Lurlinemass called the Lost Day.

The 13 rulers of the immortals are listed below in calendrical order. The 1st day of Ak corresponds to the 20th of March, the Spring Equinox.

Ak, Master of the World’s Forests
Bo, Master of the World’s Seas
Kern, Master of the World’s Plains
Lurline, Queen of the Edel Feen
Helian, King of the Purkajians
Imril, Queen of the Nerians
Zurline, Queen of the Zulon
Garmist, King of the Ryls
Soorlull, King of the Sovebay
Flix, King of the Aerasians
Roquat, King of the Geans
Khembahr, King of the Knooks
Dolveknaz, King of the Tonen Begor

All dates are given as Ante Aduentus (Before Arrival) and Post Aduentus (After Arrival). The 25th of Dolveknaz, 1 PA (15th of March, 1870) is Arrival Day; the day the Wizard touched down in, what was then, Central City.

The second most common, and more traditional, numbering of the years comes from the ascension of Ozma as Queen of Oz, denoted as AO for Ante Ozma (Before Ozma), placed after the date, and AD for Annus Nostri Domina (Year of Our Lady), placed before the date. The exact year is not known, but is traditionally 4,400 AA. To find the year using the Ozma calendar add 4,400 to all years PA. If the year is 4,400 AA to 1 AA subtract the year from the number 4,400 to find the year AD. If the year is 4,401 AA or earlier, subtract 4,400 to determine the year AO.

c. 4,429 AA	Starfall; a star falls to Oz and is made into the Silver Shoes by Nam’yl.
c. 4,410 AA	Nam’yl becomes Huang’hou of Munchkinland.
c. 4,400 AA	Last known dragon retreats to caves deep beneath Oz and falls asleep.

The Emerald Age

c. 4,400 AA	Early Period begins. Lurline discovers Oz, blesses the land, and journeys to the south. Some animals gain sentience for the first time. Edel Feen and Anian Feen settle in Oz. Ozma is named the Queen of Oz. Central City is founded.
c. 4,350 AA	The Uxla-Jun-Kui revealed to the Winkies.
c. 4,300 AA	Flight of the Krumbic Wizards.
c. 4,250 AA	The Anawinki disappear.
4,213 AA	Ohma Netu pens the <i>Oziad</i> .
c. 4,200 AA–4,000 AA	Religion of the Winkies spreads throughout Oz, but suppressed by Edel Feen and replaced by Lurlinism.
c. 4,150 AA	First city-states founded in Gillikinland.
c. 3,500 AA	Jinxland made into a penal colony.
3,000 AA	Early Period ends and Classical Period begins. Edel Feen establish themselves as the ruling class over the Realms of Oz and found the Terrakon.
2,980 AA–2,971 AA	The Munchkin-Gillikin War. The Munchkins destroy the Gillikinland city-states, enslaving the inhabitants.
2,965 AA–2,963 AA	Edel Feen led by Queen Ozma free the enslaved Gillikins in the War of Liberation.
c. 2,900 AA	First Animal kingdom established in the Great Quadling Jungle.
2,860 AA	Completion of the Royal Palace in Central City.
c. 2,855 AA	The minor Realm of the Yips established.
2,629 AA	Formation of the Alchemy Academy in Central City.
2,232 AA	The Nome Invasion, also called “The Guphanbulic War,” begins.
2,216 AA	The Shining Army arrives out of the Deadly Desert from Ev allowing Oz to defeat the Nomes; the Guphanbulic War ends. Guphanbul commits suicide. Classical Period ends and Late Period begins.
2,201 AA	Horology Academy founded in Central City.

2,145 AA	Completion of the First Yellow Brick Road.
2,086 AA	Discovery of the Barrens.
1,978 AA	Formation of the first Traditions: Anianol, Consensio, Sorcery, and Witchcraft.
c. 1,950 AA	Merging of the tribes in the Quadlingland ends when only four remain, giving the Realm its name.
c. 1,920 AA	Ruins of Great Shinomeh transformed into a city as it becomes a major trade hub.
Lurline 1,918 AA	Completion of the Second Yellow Brick Road.
1,870 AA–1,848 AA	The Great Drought kills millions of Ozites and expands the Deadly Desert, swallowing whole cities.
c. 1,856 AA	Inter-Realm trading ends leaving Great Shinomeh in ruins once again.
Helian 1,851 AA	Establishment of the experimental community of Hyup Village on top of Mt. Munch.

The Age of Fire & Shadow

1,832 AA–1,756 AA	The Scouring.
Flix 1,754 AA	City of Hefei and surrounding area become the Invisible Country due to a magical accident.
c. 1,750 AA	Process of making gunpowder discovered in an explosive accident by the chef Yu Mei’bang.
2 Soorlull 1,685 AA	Ritual of Vitater performed; Emergence of the Cardinal Witches.
Helian 1,620–7 Soorlull 1,618 AA	The Marvelous Revolution.
11 Soorlull 1,618 AA	Signing of the Great Charter.
1,527 AA–1,521 AA	The Witching Wars.
24 Flix 1,480 AA	Crowning of King Ambling Soforth as the first king of Oogaboo, creating the minor Realm.
5-12 Lurline 1,477 AA	Annual Festival of High Summer first held in Oogaboo.
1,313 AA	Muab arrives in Oz and quickly subdues the Winkie city-states, uniting the Realm.
16 Bo 1,311 AA	Elected first king of Gillikinland, city-states unite under Maximilien Laroux.



Chapter I

Dolveknaz 1,308 AA– Soorlull 1,309 AA	War between Winkieland and the rest of Oz. The war ends in an agreement between Muab and Ozma.
6 Zurline 1,101 AA	University of Shiz founded.
Garmist 1,005 AA	Completion of the Third and Fourth Yellow Brick Roads.
Flix 856 AA	First known Necromancer burnt at the stake.
28 Garmist 855 AA	Vitalism Academy founded in Shiz.
c. Imril 729 AA	Fortress of Zell'kabol completed at the expense of tens of thousands of slaves' lives.
Ak 611 AA	Totemism recognized as a Tradition although it has existed for 1,500 years.
c. 533 AA	Printing press with moveable type invented by the horologist Zosimos Tritos.
Khembohr 446 AA	Anaxagoras Pemptos of the Alchemy Academy creates first handheld firearm.
16 Imril 310 AA	Queen Ozma outlaws slavery in Oz, although decree ignored by the Four Witches.
Zurline 262 AA	Completion of the Fifth Yellow Brick Road.
Soorlull 221 AA	Mombi d'Oznygorod becomes Witch of the North.
c. 182 AA	Blinkie becomes Witch of the South.

The Age of Blood

2 Soorlull 177 AA	Witches' Coup. The number of Outsiders arriving in Oz begins to increase.
175 AA	First Anidum created.
Zurline 158 AA	Giants unite under Lorg and destroy the town of Umhlaba near the Perilous Mountains.
Kern 154 AA	Combined force of the four Quadling tribes nearly eradicate the giants.
115 AA	Members of the Alchemy Academy make first flintlock in Central City.
28 Bo 87 AA	Despite violent opposition by the Traditions, Ingénierie Academy founded in Ka'anpali.
c. 54 AA	Muab creates the Insectoids as a slave race.
23 Helian 7 AA	Ozma commits suicide.

24 Helian– 9 Imril 7 AA	The Blood Rain; the skies over various cities in Oz rain blood for 14 days.
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The Age of Iron & Steam

25 Dolveknaz 1 PA	Arrival Day; the Wizard lands in the middle of Central City in an airship.
10 Ak 2 PA	The Wizard elected President of Central City for five-year term.
27 Helian 2 PA	Gaulau discovered by Ian Miner in the Mountains of Mog.
12 Khembohr 2 PA	Vaporism Academy founded in Central City. The Wizard forbids research, development, and use of electricity.
3 Roquat 3 PA	Fulmanism Academy secretly founded in the Central City.
28 Soorlull 4 PA	Serfdom abolished in Central City.
25 Dolveknaz 5 PA	Central City renamed the Emerald City.
10 Ak 7 PA	The Wizard is reelected President of the Emerald City for five more years.
15 Dolveknaz 10 PA	In the absence of Ozma, the Terrakon elect the Wizard, a Human, as Pastoria until the Queen's return.
10 Ak 12 PA	The Wizard elected President of the Emerald City for life.
15 Imril 12 PA	Ozma reincarnates for the last time.
9 Khembohr 17 PA	Kehan discovered by Thomas Tailor in the Canyon of Wailing Spirits.
25 Dolveknaz 26 PA	Refurbishment of the Royal Palace in the Emerald City as the Crystal Palace completed.
c. Imril 28 PA	Ozma banished to the Outside World.
15 Bo 29 PA– 25 Flix 33 PA	1 st Great War, also known as "The Colors War."
3 Kern 34 PA	Steam & Iron Workers Union founded in the Emerald City becoming the first union in Oz.
Kern 40 PA	Construction on the Ring of Iron begins.
Helian 44 PA	Colonization of Quadlingland begins.
17 Zurline 51 PA	With the help of the Wizard, Locasta fon Shiz replaces Mombi as the Witch of the North.

26 Dolveknaz 52 PA	Locasta restores the Giosué family to throne of Gillikinland.
24 Ak 54 PA	Completion of the Great Gillikin Railway from the Emerald City to Ozcot.
8 Lurline 58 PA	The Insectoids led by Fizzlebulb in exodus from Winkieland to the Emerald City.
62 PA–64 PA	The Quadling Civil War. War ends with Righteous Fury, King of the Jungle, exiled.
Imril 65 PA	Creation of the Animal tribes Mnyama and Isilwane when the Kingdom of Animals in the Great Quadling Jungle splits due to a civil war.
28 Zurline 70 PA	Completion of the Northern Railway linking the Emerald City with Shiz.
14 Helian 73 PA	Glinda fon Ozcot becomes the Witch of the South. Blinkie exiled to Jinxland.
21 Zurline 76 PA	Completion of the Ring of Iron.
10 Ak 77 PA	Jubilee Canal completed in celebration of the Wizard's 75 th year as President of the Emerald City.
15 Ak 81 PA	2 nd Great War begins.
2 Helian 83 PA	Omby Amby brings Osho to the Emerald City.
9 Garmist 85 PA	Town of Wen'Tengu in Munchkinland and fortress of Tikalatun in Winkieland (on the following day) destroyed by the Wizard's Osho Cannon ending the 2 nd Great War. Cold War begins.
11 Dolveknaz 94 PA	Unions abolished in the Emerald City.
120 PA	In honor of its new king, the Forest of Tigali renamed the Forest of Gugu.
9 Lurline 128 PA	Ann Soforth succeeds her father Jol Jemkiph Soforth as Queen of Oogaboo.
10 Flix 130 PA	Completion of the Great Quadling Railway linking the Emerald City with Cuttenclip Village.
3 Kern 137 PA	The HESA <i>Ozma</i> goes missing while on a mission to the land of Ev.
135 PA	The number of Outsiders arriving in Oz dramatically increases.
140 PA	Current year (2010).

The History of Oz

Oz is, and always has been, a land full of wonder, peopled by Humans, Edel Feen, Anian Feen, Animals, Automatons, and all manner of sentient magical creatures. But Humans, and their insatiable need for change, has driven the history of Oz. Therefore Humans form the core of this brief historical sketch.

Unfortunately space prevents the exposition of all the events mentioned in the Timeline. Only the major and most well-known events are recorded here.

The history of Oz goes back thousands of years further than recorded history in the Outside World, partly because of the Edel Feen. Their naturally long lives and ability to partially recover their memories after reincarnation creates a living memory stretching back to their emigration to Oz, and sometimes earlier. Also, the Edel Feen saw that the other races of Oz, especially Humans (whom they were so much alike), needed to be guided by the triumphs and failures of history. At first through private tutelage, then through the universities, the Edel Feen spread the history of Oz amongst all sentient races living in Oz. Of course, those same Edel Feen wrote that history thus introducing a bias to the other races, including the deliberate attempt to omit certain periods of history the “noble” fairies deemed inappropriate for the knowledge of non-fairies. What follows has been compiled from both the common “accepted” history of Oz and bits and pieces of hidden periods that could be unearthed. It is far from complete. The eminent Prof. H.M. Wogglebug, T.E. has taken an interest in compiling a complete history of Oz, but with all the important projects on his mind, the publication date remains uncertain.

The Mythic Age

Atlantis & The Discovery of Magic

Thousands of years ago the continent of Atlantis sank beneath the waves of the ocean that gave its name. The Atlanteans based their antediluvian civilization on magic and other secret principles gleaned from Nature. The society was ruled by kings and queens descended from the gods. In time the offspring of these kings and queens intermarried with the common people, becoming what we know as “fairies,” or in their language, “Feen.” These Feen communicated with the very land itself to commune with Nature, imploring Her to bring forth good crops, end thunderstorms, and quell earthquakes, among many other miracles. Some Feen merged with Nature to become extensions of Her will. Others saw it as their duty to guide and rule over other sentient species. The former became known as “nature fairies,” or “Anian Feen,” while the latter “noble fairies,” or “Edel Feen.”

Their ideologies regarding Nature separate the two fairy lineages because the Edel Feen are not bound so closely with Nature, and thus the cycle of life and death, they were immortal, while Anian Feen are entwined



with Nature, and thereby are born, live, and die. This is one of those facts the Edel Feen wish to keep hidden. For unknown reasons the Edel Feen *do* die now, though they are reborn in a cycle of reincarnation, and are capable of partially recovering their memories through a magical ritual. It is interesting to note that the Anian Feen are considered immortals, though they are, in fact, not. Perhaps this is because they are descended from the original Feen race that was immortal? Or could there be some other answer?

Early man grasped what he believed to be the consequence of various acts, which to him, appeared entirely logical. If you knew the correct phrases to say and sacrificed the correct animals, you could bring someone back from the dead or summon rain from an empty sky. However, the Feen accepted that it was not the act itself that created the desired results, but belief in the act's success that was vital. Over time, magicians began to pass these secrets down from master to apprentice.

Prometheus, one of the gods, believed man should not be left in ignorance and darkness, but that he should choose his own fate and not be subjected to the whims of Nature or the gods. Consequently, the god of forethought stole the knowledge of creating fire from the gods and bestowed the secret to one man, Daidalos. He in turn taught others how to create fire. The other gods punished Prometheus eternally for his transgression. Some say Prometheus was chained to a boulder, had his liver eaten out each day by eagles, only to be healed each night. Others declared he was expelled to Tarterros, or some other equally unpleasant place. Either way, Daidalos and his followers endured without a divine protector as the gods forsook the care of their children.

The Great Heresy

As everyone knows Atlantis was not the utopia the Greek philosopher Plato proclaimed it to be, or else it would likely still exist even today. Daidalos, like Prometheus, held that man need not be entirely dependent on Nature, accepting Her gifts humbly and suffering Her tantrums stoically. Daidalos presumed that man could understand and categorize those things he found in nature, thereby bettering his lot in life. This Daidalos called "science." The idea of science quickly spread throughout the learned communities of Atlantis, even spreading as far as the decadent decaying city-states of Lemuria and the mysterious island-continent of Mu.

But what Daidalos did not know, and the Feen were slow to discover, was that in studying Nature, man predetermined the result by the simple act of observation. Where the same act may have had different results each time before the creation of science, now that same act could be repeated again and again, each time with the same result. To the Atlanteans, before the coming of science, two plus two did *not* always equal four. The end result of this "side-effect" was the diminution of the belief in magic.

Magic being the foundation upon which all Atlantean society was built, the ruling elite felt deservedly threatened by science and so banned it in all its forms throughout the entire continent. Scrolls were burned, libraries torn to the ground and razed, and the followers of Daidalos purified in the righteous searing flames of the pyre. Within three decades Daidalos went from being lauded as the savior of man, to being its destroyer. The Great Heresy claimed thousands of the brightest minds Atlantis would ever see.



As so many inquisitions later failed, the inquisitors of the Feen proved unsuccessful. A few practitioners of science hid away in the corners of the globe, which was even then still forming from the observations of man. In fact, not until the time of the ancient Greeks did the world become a sphere. Until then it was only a flat round table.

In an effort to quiet the unrest within Atlantean society, Krumbicos, a follower of the teachings of Daidalos, combined magic and technology through sheer willpower to become a great and powerful wizard. But neither side in the Great Heresy was willing to consider a possibility other than their own view of reality. The magicians and Feen called for the wizards to be killed for “tainting” magic with scientific heresy. Scientists accused Krumbicos of supplanting logical methods of discovery and categorization with an irrational magic based “anarchy of the mind.” Krumbicos and his followers fled Atlantis decades before the war that destroyed their civilization.

Krumbicos and his followers travelled into the mists of dreamtime and imagination to find a new and untouched land to settle. Instead they found a land, while inhabited, not fully formed. The thoughts, dreams, hopes, and fears of its earliest settlers formed Oz. The desire of the followers of Krumbicos to remain isolated created the Deadly Desert from the normal desert they found. It was their belief in man’s ability to unite rational thought with faith in the unknown that allowed both magic and technology to work in Oz to an extent unknown even in Atlantis. Their fear of discovery led groups of fugitives and lone wanderers to find Oz. The followers of Krumbicos, known as Krumbic Wizards in honor of their founder, settled on Skeezer Island, an island that was once in the middle of Lake Skeezer, and from there settled on the peaks of some mountains.

Exodus of the Feen & The Last Destruction of Atlantis

The efforts of the inquisitors and their masters to save civilization proved futile. Atlantis was doomed. Some Feen saw this and fled the island continent before the inevitable, disappearing into lands not yet formed, never to be seen or heard from until recently. The most prominent of these fugitives was the Queen of Atlantis herself, Lurline.

Queen Lurline gathered as many of her courtiers and family who would listen to her pleas. These she took with her moments before the destruction of Atlantis occurred. Legends say that Lurline and her host looked down from the High Atlas Mountains upon the terrible last moments of their homeland as the fires from the depths of the earth and water from the ocean consumed Atlantis. Slowly, Queen Lurline turned her tear-streaked face from the sight and guided her friends and family into the dark evening mists in search of a new land, uncontaminated by the horrors of science.

The Emerald Age

The Emerald Age has very distinct differences along its long span of time. Because of this, historians split the Age into the Early Period, Classical Period, and Late Period.

The Early Period *The Blessing of Oz*

Long did Lurline and the other Feen search. Thousands of years passed, but to the immortal Feen, time was immaterial. When a lush green land appeared on the far side of a deadly desert, they thought their quest had ended. But once they reached this land, they found it inhabited by early Humans. Taking pity on the poor creatures, Queen Lurline blessed the land, imbuing it with a trace of her divine self. In so doing, some of the animals that inhabited the land became self-aware, with an intelligence near that of Humans, becoming the first Animals.

Leaving behind one of her favorites, Ozma, to shepherd and rule over the people with a small band of Feen, Lurline ensured the peoples’ happiness, naming this new land in her honor...Oz.

Queen Lurline and her host left to continue their search. Word has never reached Oz as to Lurline and her host’s final fate.

The Flight of the Krumbic Wizards

Lurline and her people were not the first settlers in Oz. In fact, Humans had resided in Oz for millennia, some from Atlantis, though these Atlanteans remained hidden from the Feen. Although they were of the same race of Humans, the Krumbic Wizards believed their technomancy set them apart from others of their kind; in fact it did. From within the Human populations and from without, the Krumbic Wizards watched the advancement of the land’s primitive people.

Over time the Krumbic Wizards learned many great secrets, which they hid for the future, in hopes that one day mankind would evolve beyond the dichotomy of magic and technology. Meanwhile, other Humans and animals settled in Oz. To remain hidden, the Krumbic Wizards created cities and towns on mountain-tops and beneath the lakes of Oz. From their hiding places, the Krumbic Wizards watched the people of Oz; waiting for a time to reveal themselves and their knowledge, thus raising all mankind to the heavens.

But even the tallest mountains and deepest lakes did not provide the desired protection as populations increased and greater numbers of Outsiders appeared. Using their fantastic technomancy, the Krumbic Wizards tore their mountain-top cities from the peaks, floating them high into the sky. The occasional unexplainable mesa found in several mountain ranges of Oz are all that can be found of their existence. The lake towns were destroyed, save one on the island that was in Lake Skeezer that was submerged beneath the water.



Whether the town under the waters of Lake Skeezer or the floating cities of the Krumbic Wizards still exist, no one knows, or if they do, they aren't talking.

The Classical Period

Formation of the Terrakon

During the Early Period the Edel Feen fought amongst themselves just as Humans did. They gathered armies loyal only to themselves, marched across friendly and hostile domains alike to reach their enemy, laying waste to the countryside. The Queen could do nothing to stop this devastation for she needed the Nobles' support to defend Oz from the threats posed by the hinterland tribes near the borders of the Deadly Desert and to uphold her law. In the end, it was not the Queen, or the Nobles, who stopped this fighting, it was the people, who were thrust into these wars without reason, and suffered the greatest. For one month, all commoners in Oz refused to obey the Nobles and the Queen. They paid no tithes, transported no crops to fortresses or palaces, and raised not one sword except to fend off attacks of the Nobles themselves. The Edel Feen and Ozma quickly discovered without the common people performing the necessary everyday tasks, Oz would quickly crumble or fall victim to the threat of barbarian tribes.

In response to Oz's first ever "labor strike," the Nobles and Ozma agreed to create several new magistrates and political structures. The most important, and longest lasting, being the Terrakon. The Terrakon was, and is, composed of all the Landed Nobles in Oz, which are all the Edel Feen. They worked together to govern Oz for the benefit of all its people, Edel Feen and Human alike, as well as to advise the Queen, who's power diminished significantly. Additionally they created two Praetorships that could only be held by Humans, each with the right to veto a law passed by the Queen and Terrakon if voiced within one day. The Praetors could veto each other's veto on a law, ensuring all power was not held in one person's hands. To prevent harm to the Praetors or hinder their ability to arrive at the Terrakon building, anyone found laying a hand on a Praetor could be killed legally, on the spot, by the people. When the central government disintegrated during the Witches' Coup in the Age of Blood, the Praetorship and Terrakon were abolished. The Terrakon was later reconstituted.

The Nome Invasion

The first true test of the stability of the new political structure of Oz came from an invasion by the Nomes. Roquat of the Rocks, King of the Nomes and all other Geans, and one of the 13 rulers of the immortals, decided to attack the Land of Oz. This was not a new idea to the king as he had coveted the riches of Oz for millennia, claiming it had been "stolen" from "his" earth. What exactly caused the greedy king to finally undertake such an audacious military operation is not known.

The king's plans to take Oz had been in the works for decades. The first steps were to subjugate the tribes and people of the lands to the south of his own Dominions for later use as expendable troops against Oz. For this he put in command a powerful Nome in his own right, Blug, gaining the suffix "anbul," Nome for "general," but literally meaning "loadstone-made-by-lightning." The lands he conquered in his king's name included the lands of the Whimsies, the Growleywogs, and incredibly, the Phanfasms, evil spirits called Erbs feared by both mortals and immortals.

When the time came to attack Oz, Bluganbul pointed out that they still had no way to cross the Deadly Desert. Roquat ordered Bluganbul to find a way or suffer the consequences of failure. He tried every method imaginable; over, under, across, even through allies, bending time and space to suddenly appear in Oz, bypassing the Deadly Desert altogether. All attempts failed.

Bluganbul suffered the fate of Nomes who fail their king. Heated in fires hot enough to liquefy his body, he was quickly doused in water solidifying him instantly. Still alive, frozen in a body of glass, Bluganbul was shattered into thousands of pieces.

Roquat was no fool, though, and used talent wherever he saw it. Bluganbul's son, Guph, was appointed as general, succeeding his father. He soon proved himself to be one of the greatest military geniuses of all time.

Guphanbul, having gained the same title as his father, succeeded where his father failed. Guphanbul disappeared for over three months on what he said was a fact-finding mission to the recently conquered lands. He returned with an incredible artifact of immeasurable magical power - a plain, rather wide, brown leather belt. Guphanbul never disclosed where he found the Magic Belt. When asked, he refused to speak of it. The prevailing thought is that the Belt is from the time of the Great Battle Between Good and Evil in the Mythic Age; a time when the power of magic was at its height.

Using the Magic Belt, Guphanbul created a perfect tunnel, lined with seamless stone, linking the edge of the Dominion of the Nomes with that of Winkieland, near its modern border with Oogaboo. Anyone passing through the tunnel would be perfectly safe from the Deadly Desert.

Once the tunnel was complete, King Roquat did not trust anyone with power as great as that of the Magic Belt. He insisted Guphanbul hand over the Belt. The ever-loyal general did just that without a word.

The army of the Nomes numbered over 120,000, comprised of over 50 different races and cultures, most of whom could not speak to each other. The army incorporated many fantastical creatures, including 150 peloriosi, immense elephantine creatures thought to have been extinct. This motley army began its journey through the tunnel in 2,232 AA, igniting one of the largest and most devastating wars in the history of Oz.

It took three weeks for all the forces of the Nome King to cross through the tunnel. By the time they formed up and were ready to attack the Ozian forces,

all the rulers of Oz were warned of their arrival. Most dismissed the claim, but a few, including Ozma, took every precaution possible.

The Nome army descended upon the city of Batún expecting their first true battle. But the Winkies within the city *welcomed* the invaders! They believed the Nomes were sent by their gods to test them. If they stayed on the side of Ozma, whom they hated for attempting to purge their religion, they would be destroyed. This sent shockwaves throughout Oz. Would all of Winkieland turn to the side of the invaders?

Guphanbul sent out ambassadors to the rest of the Winkie city-states in an attempt to discover their intentions. In the meantime, the army advanced down the Winkie River towards Herku.

Meanwhile, in Central City, Ozma dealt with a crisis among the Edel Feen. Half the Terrakon wanted to flee into Munchkinland. The other half demanded to stay and fight. While the nobles debated, the common people made their decision by leaving the city for the north and west in mass migrations.

When the Nome army arrived on the plain before the city of Herku, they were welcomed with cheers, as Guphanbul knew would happen as he had received letters from most of the Winkies city-states pledging their support. Those few remote city-states, such as Tezotumal, declared their neutrality, at least until they saw which side was likely to win the war.

Ozma managed to gain enough support to force the Nobles to stay in Central City. For the first time conscription was used to build the numbers needed to go against the Nome army. Aid and support requests went out to the remaining loyal Realms, but time was too short to wait for their arrival.

Ozma appointed one Edel Feen from each of the two factions, placing the two in charge of the army as generals. The new commanders advanced with their poorly trained army of 200,000 Humans and Edel Feen.

The two forces converged on the fields of the Rolling Prairie. Although outnumbered, Guphanbul used the strengths of each particular group or race in his army to his best advantage. On the Ozian side the two generals, Cydo Varo and Gius Mani succumbed to bickering over who was to have overall command. The arguing ended with one general in control of all mounted troops and the other in charge of the infantry, each with different battle plans.

Guphanbul utilized a new tactic called double-envelopment to encircle the Ozian forces. When the dust cleared, a literal hill of Ozite bodies littered the ground. The hatred of the two forces was such that the warriors chewed off bits of their enemies as they died. Of the 200,000 Ozites who began the battle, only 2,000 survived, including Cydo Varo. The Nomes suffered a mere 3,000 casualties.

The Ozite survivors returned to Central City instigating a panic. Because so many left the city, the gates were secured and closed to keep people inside the walls

to defend the city. Any attempt to leave the city became a death sentence. To placate the people, Ozma placed Cydo Varo on trial for incompetency. Found guilty, Varo was torn apart by a horde of commoners. For the next few centuries Cydo Varo had to remain hidden when he reincarnated for fear of a similar fate. Even now he lives as somewhat of a recluse.

The Nome army, buoyed by their success in the Battle of the Rolling Prairie, advanced on Central City. Most thought the siege would take months. With a good deal of the city outside the defensive walls, due to explosive growth over the last couple of centuries, the greater part of the city passed into enemy hands in just days. Despite the enchantments placed on the walls of the Old City to withstand any potential attack, no one took into account the peloriosi. Within one week all of Central City was in the hands of Guphanbul, though it cost him his remaining peloriosi. This stands as the only time Central City has ever been captured by an enemy force.

Surprisingly, Guphanbul would not allow his troops to raze the city. Merely to destroy the city was not his goal, but to use it as his primary base of operations to conquer the rest of Oz, and strip the city of its mineral wealth to return to King Roquat. Even more remarkable, Ozma and most of her courtiers escaped during the carnage, seeking refuge with the loyal King of the Jungle, Maximum Wrath, in the Great Quadling Jungle.

With the capture of Central City, all wavering Winkie city-states proclaimed for Guphanbul. But all was not lost to the Queen of Oz. Over the next year, while Guphanbul strengthened his position, Ozma united the Edel Feen, Humans, Animals, and even the reluctant Anian Feen in an astounding feat of political maneuvering to repel the Nome army from Central City.

Calculating the Ozites could not possibly win in an open fight against Guphanbul, Maximum Wrath waited until the main force of the Nome army, led by Guphanbul, left Central City to strike north into Gillikinland. Only then did Maximum Wrath attack Central City using the entire combined Ozian force, including the magical and technical expertise of many sorcerers and witches.

Simultaneously, Maximum Wrath sent a special force of alchemists to Winkieland to locate the tunnel under the Deadly Desert. This they found, placing enormous explosives all along the tunnel. The detonation shook icicles off the huts of nomads living in the future Oogaboo almost 90 miles away. With no way back, Guphanbul was now cut off from the Dominion. Believing Guphanbul and his army dead, the Magic Belt was lost in this revolt.

For sixteen years Guphanbul led his reduced army in a circuitous march through Gillikinland, Winkieland, and Quadlingland, sustaining what was left of his army in hostile territory without reinforcements from the Dominion. Even more astounding, he had no defections among his troops, though they knew they had no way



home. No general in history has ever had greater respect and love of his troops than Guphanbul.

Guphanbul and his soldiers won battle after battle. But time took its toll on his men and equipment. While the Ozites received fresh troops and new equipment, the Nomes and their allies made do with what they had. Year after year, their numbers dwindled to a tenth of their original strength. They were forced to use equipment captured, making them almost indistinguishable from the enemy.

Likewise, Guphanbul's Winkie allies dwindled. They realized they had chosen poorly in siding with the Nome general. They had failed the test of their gods. One by one each Winkie city-state returned its allegiance to Ozma.

The Shining Army & The End of the Guphanbulic War

Even with the reduction to Guphanbul's army, Maximum Wrath recognized that the Ozian forces still could not defeat their enemy in open combat. No one had a solution. It looked like the war would drag on for many more years, costing tens of thousands, maybe hundreds of thousands, more lives.

One bright and sunny day in 2,216 AA that changed when from out of the Impassable Desert, as the Deadly Desert is known in the north, walked 5,000 clockwork automatons. The brass covering their bodies reflected the sunlight into the eyes of all those present, giving the army its name. The automaton army commander reported the King of Ev had sent them to help the people of Oz. No one could believe this, nor could anyone guess why Ev would send the army.

Not one to question assistance from any quarter, Maximum Wrath confronted Guphanbul at the battle of Zanna, an oasis deep in the Shining Desert, where for the first time, the great Nome lost, in large part due to the Shining Army. Knowing that defeat meant his capture and parading through the streets of Central City as a triumphal trophy, Guphanbul committed suicide by drinking a poison distilled from eggs (the most deadly poison to Nomes) he kept on himself at all times in a ring.

Even though the Ozites won the battle, they suffered terribly at the hands of the Nomes' desperate forces. All those in the Nome army knew they had no place to go; they had to fight to the death. Over 50,000 Ozites lost their lives in the Battle of Zanna, with nearly all the Shining Army destroyed. The few remaining soldiers of the Shining Army stayed, bringing the science of horology to Oz.

For the death of *millions* of soldiers and citizens of Oz, Roquat of the Rocks has since been known as Roquat the Red.

The Late Period

The First Traditions

Until now the various magicians in Oz were relatively unorganized. Most practiced the time honored tradition of master and apprentice, while a few managed to found colleges of learning to teach many students at one time. However, none of these schools of magic endured long beyond the lifetime of its founder.

With an increase in the number of people who learned magic, there naturally came an increase in the number of incidents and personal conflicts where magic was used. These conflicts quickly escalated to gang-style fighting with dozens, then hundreds, of innocent casualties caught in magical attacks and traps. Soon the Queen of Oz was forced to take notice and action against the illegal gangs.

To complicate matters, the magic used by both Edel Feen and Anian Feen was deemed not be magic at all, but instead a way of working with nature innate to their species; as opposed to sorcery and witchcraft that had to be learned from a master. This was a blatant attempt by the Feen to exempt themselves from the penalties imposed by laws about to be enacted.

Most prohibitions and legal action taken against the magical gangs had no effect. In the end the government was forced to pass a death penalty on *all* practitioners of magic who did not possess a license. Naturally, the government issued only a handful of licenses each year, so the law effectively banned the use of magic in all of Oz on penalty of death.

The gangs unsuccessfully hid their unending war with one another. The government dispatched the army across Oz with orders to hunt down and kill any magicians. To ensure the death of the magicians, burning became the standard method of execution. Thousands of sorcerers and witches were uncovered and burned.

Resentment built among the common people, the exact opposite effect the government had hoped for. But they had not taken into consideration all the good magicians had done in the past few centuries, particularly for the common man.

Unrest and riots spread, posing a threat to the very stability of Ozian society. To quell the riots and hopefully end the deaths from the unregulated use of magic, Guillaume fon Viterza, one of the greatest sorcerers who ever lived, proposed organized Traditions. These Traditions taught each type of magic in a particular manner, emphasizing peace among its members, between the Traditions, and between magicians and non-magicians.

Originally there were four Traditions: Anianol, Consensio, Sorcery, and Witchcraft. New Traditions have since been added over the centuries, either officially, like the Totemism of Animals, or unofficially where no organized method of transmitting the required knowledge could be identified, such as Yookoohoo.

The Age of Fire & Shadow

The Scouring

Neither invasion from beyond the Deadly Desert, nor internal decadence caused the darkest age of Oz, though there was certainly enough for this to occur, but the immortal Edel Feen never allowed themselves to fall completely into indolence; at least not yet.

The slow erosion of social taboos destroyed the shining and glorious civilization built over thousands of years. Since the time of Queen Lurline, Edel Feen were forbidden by custom to enjoy sexual pleasures with Humans. At first such a union was believed to produce deformed abominations. But with the birth of no such children, indeed no children were born at all, the taboo lost its hold.

Unknown to all, a disease passed from Edel Feen to Human, then from infected Humans to other Humans. Infected Humans quickly became sterile, unable to produce any offspring with other Humans. Not affected by the disease, the Edel Feen were simply carriers. Apparently *all* Edel Feen could spread the illness.

After the complete dismissal of the taboo, within one and a half generations, the Human population of Oz dropped to one-third its former number.

Humans rebelled against their shepherd-lords, burning them at the stake whenever they could be caught. In response, the vastly outnumbered Edel Feen barricaded themselves within their castles and fortresses. Those not lucky enough to possess such a structure soon met their fate.

Likewise, any Human known to have the disease was burned. Those knowingly passing on the disease were tortured to death by magic, an end far more unpleasant than being burned alive.

Unfortunately for the people of Oz, Ozma had recently died of old age and was due to reincarnate. Until Ozma's reawakening, as was the custom, another Edel Feen was named Pastoria, or "Regent." But Ozma did not return. The Pastoria did his best to search for the lost Queen of Oz, but no sign could be found of her.

Some cities within Oz followed the example set by Ka'anpali and sealed themselves off from the rest of the land in an effort to prevent the plague from spreading. Others made physical contact of any kind between Edel Feen and Humans, and even infected Humans and other Humans, illegal, punishable by being buried alive. Families practiced inbreeding without the usual stigma. It was far safer to marry your first cousin or even sibling, who you've known your entire life than to risk death of the family name by marriage outside the family. For some unknown reason, the hardest hit were the Munchkins who were very susceptible to mutations. Inbreeding gave birth to the most horrible abominations imaginable, but at least the Human race survived.

The Emergence of the Cardinal Witches

Witches had existed in Oz for millennia, along with sorcerers, shamans, and other magicians. But the witches discovered something the other Traditions had not. There was a connection between the existence of sentient beings living in Oz, particularly magicians and the Feen, and the Land of Oz itself.

Ironically, it was a technological innovation that helped uncover this miracle. Simply put, the creation of free-willed automatons required the horologist to spill some of his blood on the completed machine for it to become self-aware. It was the use of the blood that intrigued the witches. Exactly how did blood achieve this miracle when no magic was apparently being used? If sentience required blood, how could the Anian Feen be explained? Witches delved into this mystery after the discovery of the process of creating automatons spread throughout Oz with the arrival of the Shining Army. Curiously, although the blood gave sentience, it did not give life to automatons. Yet the consciousness of free-willed automatons was undeniable. The research proved slow and tedious, with many dead ends.


Finally, in late in 1,689 AA, four witches who had formed a coven discovered that blood had a mystical, though apparently non-magical, property connected to the food and water ingested. If you ate food from Oz, Oz becomes part of you. They also found the Anian Feen had consciousness because, as an actual extension of the land itself, they did not need blood. But if the Anian Feen were sentient, it seemed reasonable that Oz was sentient as well! It was not the physical blood and earth that gave consciousness to automatons and allowed Anian Feen to exist, it was merely a vehicle for the "spirit" of Oz.

Naturally, the next question was, "Can this connection between blood and the land be manipulated?" Many more years of research culminated in the Ritual of Vitater. This incredibly complex ritual was intended to bind the life-essences of the four witches with that of Oz, giving them the strength and power of the land. After months of preparation, the Ritual was performed on the 2nd of Soorlull 1,685 AA in Central City. The Ritual did not have the desired effect.

First, the witches did not take into account the connection of the Edel Feen, particularly Queen Ozma, with the Land of Oz. This was partly due to Ozma's absence at the time of the witches' discovery. Second, though the ritual gave the four witches incredible powers, including extending their lives, it also connected the Land of Oz to the fate of the witches. If the witches' health failed, the land withered and died. If they suffered an injury, earthquakes, floods, and other natural disasters occurred more frequently.

Each of the four witches came from one of the four major Realms: Elovissa né Shiz from Gillikinland, Nam'yl from Munchkinland, Wimbo from Quadlingland, and an unknown witch from Winkieland. The name of the witch from Winkieland is unknown because Muab, once she became the Witch of the West,





destroyed any reference to any previous Witch of the West. Thus, each witch brought a particular connection to the Realm from which they were born. Calling themselves Cardinal Witches (or simply Witches, with a capital “W”), after the four cardinal directions, they quickly amassed unprecedented power for magicians of any kind.

The Ritual afforded an additional effect that only became apparent after time had passed. If the Witches were injured by another witch, it had no effect on the land. If they were killed by another witch the connection with the land went to the killer. Eventually a ritual was concocted to *voluntarily* transfer the land’s connection to another witch, say to an apprentice.

Even more frightening, if a Cardinal Witch died by any means other than at the hand of another witch, the connection to the land, and the power that went with it, transferred to a seemingly random witch within the same Realm. In reality this was not a random choice – the Land of Oz chose the successor it believed to be the best possible candidate. Interestingly, the land has only chosen women. Perhaps because all of the original Cardinal Witches were women?

The Witches soon suspected that as they became more “aligned” with technology, the more the Deadly Desert consumed the land! Although this has not been proven, the fact that the Deadly Desert has gradually consumed large portions of Gillikinland and Quadlingland leads one to find this suspect. The Witch of the North and the Witch of the South allied with the Emerald City, and by extension, technology. Theoretically, this may be one reason why the Witches of the East and West have become rabid in their rejection of technology. In their eyes, it is an attempt to save Oz, presuming the assumption is correct.

The Marvelous Revolution

Thanks to the reprisals visited on the Edel Feen during the Scouring and the emergence of the Cardinal Witches, Oz was in the hands of the Humans. Surprisingly to all but the Humans, life without the so-called “Optimates,” as the Edel Feen often called themselves, turned out to be just as fulfilling, though certainly just as difficult as ever. Slowly, the population returned to its normal level of growth.

During this time of reconstruction, magicians, especially witches, came to the fore as Oz’s most powerful individuals. Relatively quickly, in many parts of Oz they replaced the power vacuum left by the Edel Feen. If it was not for their innate distrust of each other, and the fact that many practitioners of magic were more inclined towards magical research than temporal power, it is not unreasonable to think that most, if not all, of Oz would have ended up under the control of the Witches.

With the disappearance of Ozma, the Edel Feen immigrated to Central City, the only major city that remained friendly to them. The hostility directed towards the city for harboring the Edel Feen from the other

Realms forced Central City to be placed under martial law by the Pastoria. Peace existed in Central City, but at a very steep cost. Within the city, any Human who attempted to harm an Edel Feen was summarily killed. The city’s defense was placed in the capable hands of General Omby Amby. All citizens, whether Edel Feen or Human, capable of carrying a weapon were placed at his disposal. Despite long periods of food shortages, Central City fared far better than nearly any city in Oz.

Over a hundred years after she was due, Ozma returned to a couple of Edel Feen in Central City. Horrified at what had transpired in her kingdom since her last death, Ozma rallied the Optimates to her side, but without any real temporal power they were of little use to her. The military was her last real hope to regain control of Oz.

Many Humans considered the rumor of Ozma’s return as a ploy to enable the Edel Feen to take back their lands, becoming the decadent lords they once were. The armies of Winkieland and Munchkinland combined forces in an attempt to take Central City and expose Ozma as a fraud. The armies settled in to besiege Central City on an unusually cold autumn. A few days after their arrival a teenage girl walked through the city gates alone, stopping not 20 yards in front of a line of troops. Throwing off her cloak the girl spoke in a clear voice, “If you would kill your Queen, then strike at her heart now.” As one, the entire army changed sides as they knew in *their* hearts she was Ozma, the true Queen of Oz.

The Signing of the Great Charter

The Humans, led by Emperor Ontosh II of Winkieland and King Wen’Tengu of Munchkinland, under orders from the Huang’hou of Munchkinland, along with Bastinda, Witch of the North, and Queen Katerina of Westend, a minor Realm now part of Gillikinland, agreed to meet with Ozma in Central City in an effort to bring the wars raging across Oz and the hunting of the Edel Feen to a lasting peaceful end.

The Humans, Edel Feen, and Ozma created a constitutional monarchy where the Optimates in the Terrakon could side with the Queen or new Assembly, comprised exclusively of Humans. Henceforth, all laws would require the approval of the Assembly before they could be enforced. It was the duty of the Edel Feen to keep the peace domestically, while Ozma was to keep the peace between each Realm. Each Realm, led by its own monarch, was allowed to have its own army to ensure the Edel Feen and/or the Queen did not abuse their power. Thus all Realms were guaranteed independence to all powers save that of Central City and the Emerald Throne.

The Witching Wars

With the passage of time, witches soon discovered what the Cardinal Witches had achieved with the Ritual of Vitater. They also learned the power could be passed



to others by killing a current Witch. Greed for power and knowledge quickly fueled the fire of conflict between the witches.

Witches killed each other in hopes of taking their equipment and grimmeries, even if the victim was not a Cardinal Witch. They believed that by killing another witch their knowledge could be integrated into your own, thus increasing your personal power. Not only that, but killing another witch meant one less person to compete with for the power of becoming a Cardinal Witch. Even then some were not satisfied and attempted to steal the power of another Cardinal Witch. They soon realized, however, if a Cardinal Witch killed another Cardinal Witch the land chose a successor.

Much like the time before the creation of the Traditions, witches slaughtered indiscriminately, catching innocents in the crossfire. But unlike with the formation of the first Traditions, Ozma and her government took swift and decisive action. The witches expected a pogrom against all witches, instead what they got was completely unexpected. Witches were allowed to attempt to kill each other in formalized duels with few rules as long as non-witches were not present. Though this practice of Witch Dueling continues to this day, in some Realms, such as the Emerald City, the practice is outlawed.

The Cardinal Witches embraced the practice of Witch Dueling. It meant they would not have to fear an unexpected assassination attempt. It also meant only the most powerful survived to continue the Witchcraft Tradition.

Soon they created a new ritual that enabled a witch who bested a Cardinal Witch in a Witches' Duel to gain

her power *without* killing her. In many ways this was seen as even more humiliating than death.

When the fighting and assassinations ended, the number of witches in Oz had plummeted to less than one-tenth their number before the start of the conflict. Only Nam'yl retained her position as a Cardinal Witch, the three others were killed and replaced, some many times. In the Gillikin Country, there were no less than 25 Witches of the North with none but the last holding the chalice for more than four months. With the death of the three original Witches, and the confusion and destruction in the wake of the conflict, only Nam'yl held the secret Ritual of Vitater.

While the power of a Cardinal Witch could not pass to a sorcerer, it was quite easy for a sorcerer to become a witch by simply forging a covenant with the Dark Powers. Thus, the Witching Wars prompted a dramatic drop in the number of sorcerers.

Witches used anyone's blood in an attempt to gain any edge possible, particularly that of their enemies, during the Witching Wars. Previously, witches used only their own blood in view of the fact that doing otherwise would ultimately end with the people hating and distrusting them. Not satisfied with the power in their own veins, witches openly broke this taboo. And, as feared, people began to hate and fear witches. In many places witches were killed or captured and burnt at the stake, which caused scores of witches to use this fear and hatred to their advantage. Typically, nearly all find little reason to not use the blood of others as by now Ozites expect the worst.



The Age of Blood

The Witches' Coup

In 177 AA an event occurred that nearly all Ozites could not even envision. All four of the Cardinal Witches – Mombi, Witch of the North, Blinkie, Witch of the South, Nam'yl, Witch of the East, and Muab, Witch of the West – personally attacked Queen Ozma in the Royal Palace. Their intent was to rid themselves, and Oz, of the one thing that still held power over them, Queen Ozma. It was about the only thing they all could agree on.

The security of the Royal Palace was breached by the treachery of an Edel Feen who was dissatisfied with Ozma's rule. He believed the Witches could provide better stewardship over the people of Oz. Promptly killed by the Witches who had seduced him, this Edel Feen's name was erased from all official records once they seized power. Even today, over 300 years after the Witches' Coup, the Betrayer has never revealed himself (or herself) after presumably reincarnating.

Captured and bound by enchanted shackles that prevented her use of magic, Ozma was given into the care of Mombi and held prisoner in a new castle the Witch of the North had built for this specific purpose. Mombi claimed to possess a method for ridding Oz of Ozma forever. The other Witches did not care so long as Ozma never interfered in their plans again.

The Witches disbanded the Praetorship, Assembly, and Terrakon and warned the Edel Feen, "Stay out of the affairs of the Witches, or suffer the consequences." This portended the loss of all the Optimates' power, except over their own estates. After thousands of years they had no major responsibilities. The Optimates decided to "retire." They traded politics for parties, debates for debauchery.

Over the ensuing years, the Edel Feen in each major Realm suffered ills dependent on their voiced support for or in opposition to the Witch of that Realm and the Witch's disposition toward Ozma's former flunkies. In Gillikinland, Mombi largely ignored the political affairs of the Edel Feen, as long as they understood she was in control. In fact, since the Witches' Coup, the Edel Feen's political structure in the Gillikin Country changed the least of all the Realms. In the Quadling Country, the four tribes and the Animals hunted the Edel Feen for generations of grudges. Muab wiped out the Edel Feen of Winkieland in all but name. The Edel Feen of Munchkinland were reorganized into the system of prefectures already in place. They found they had to gain favor and power by competing with commoners by means of merit and ability rather than through birthright.

Those few remaining Edel Feen who escaped from Quadlingland and the thirst of Muab in Winkieland, located a safe haven in Central City. The city's inhabitants, including the Edel Feen who already lived there, looked down on their luckless cousins, who they called "the Landless."

Wisely, the Witches worked together towards the single goal of removing Ozma from the throne of Oz. Later they would be free to do as they pleased. Control of Central City proved a problem, though, as technically it was its own Realm and was ruled absolutely by Ozma and her government. Each Witch coveted control over Central City for herself, but all understood that a dispute over the city would likely end in war. Therefore, Central City became a neutral city, controlled by none of the Witches. The city would have to govern itself.

Life in Oz became bleak and unforgiving for the common person. Droughts, poor harvests, earthquakes and other ruinous natural phenomena occurred far more often than under Ozma's rule. A component of this could be explained by the retaliations of the Anian Feen, the Edel Feen's cousins. From their point of view even those who did not directly assist in deposing Ozma did, at least, endorse the action by not turning against the Witches. Such actions, of course, resulted in death for the "loyalists," but that did not matter to the Anian Feen.

Within a few short years, Oz and its inhabitants grew to be downtrodden, destitute, and despondent, with no hope of a brighter future as the shadow of the Witches stretched over the land.

The Age of Iron & Steam

The Arrival of the Wizard

The day the Wizard arrived from the clear blue skies over Central City in an airship changed Oz and its people forever. Many historians in the Outside World argue over the use of the word "revolution" for the Industrial Revolution since no actual war took place, nor was there a dramatic change within a brief span of time to peoples' lives. In Oz, however, there is no doubt this appellation should be used with the Arrival of the Wizard. Within a remarkably short span of time, the introduction of steam technology brought both a sudden change in peoples' lives and struggle proliferated over the technologies offered.

Before the Wizard's airship landed in Memorial Park, anarchy reigned in Central City. Ozma had been captured, the government disbanded, and none of the Witches controlled the city. Some Edel Feen returned to the city in an attempt to establish hegemony and stability, but were quietly ignored at first, then killed as they continued to try and assert control. For over 170 years various mob bosses and armed thugs ruled Central City. Intercity warfare was the norm. The population dropped from three million to 500,000 due to the number of violent deaths and the emigration of its citizens.

Into this atmosphere O.Z. Diggs arrived on 25 Dolveknaz 1 PA. The people of Central City were absolutely stunned at the technology Diggs commanded. For thousands of years the people believed only Krumbic Wizards flew in technological vessels. Therefore, they granted Diggs the title of "Wizard." Of course, to countless citizens it seemed an omen that Diggs' first

two initials spelled “Oz!” Being the only known wizard, Diggs quickly became known as *the* Wizard.

Many people believed the Wizard had arrived to save them from themselves and to lift Central City out of the mire it found itself, returning it to its former glory. Quick to spot an opportunity, and currently without a job, the inventor from Omaha, Nebraska accepted the acclamation of over half the bosses and local leaders as the ruler of Central City. Those who did not swear allegiance to the Wizard were quickly killed by soldiers he armed with extraordinary steam powered weapons and devices. On a couple of occasions the Wizard even used his airship in an attack.

The Wizard instituted a form of government never seen in Oz he called a “republic.” All citizens of Central City over the age of 18 were allowed to vote on local council leaders to replace the power vacuum left by the slaughtered or ousted mob bosses. Additionally, the Wizard reconstituted the Assembly with all its members elected for fixed terms. The Wizard selected Ministers from the members of the Assembly to advise and assist in the actual governing of the city. Finally, the Wizard subjected *himself* to an election as President of Central City and even invited other people to run against him. None did. The Wizard won the election with 99% of the electorate voting for him. The Wizard’s term of office was five years.

The Assembly voted a bewildering array of powers over the next ten years (he was easily re-elected) that effectively made the Wizard a dictator. Amazingly, the Wizard never overtly exercised this power.

In order to teach steam technology to others, the Wizard founded the Vaporism Academy. Although many people tried to become a Vaporist, few were successful. But the influence of those few, and the inventions they created, dramatically altered the lives of all Ozmites. Central City was renamed “the Emerald City,” thanks to the green stain left on all stone and brickwork from the burning of Gaulau in the increasing number of boilers for steam engines and furnaces.

Immediately following the founding of the Vaporism Academy, the Wizard passed a law forbidding research into electricity, as well as the development and use of any electrical device on penalty of death by burning in a Gaulau furnace. To this day, he has never explained why he passed this law. Most people did not even know



what electricity was and those who did could not comprehend the use of the power found in lightning. Over the decades, only a select few were told about or shown an electrical device, and then only to identify them for collection and punishment of the possessor.

Only the Edel Feen opposed the Wizard. As a free city, open to immigration by any of the inhabitants of Oz, the Edel Feen flocked to the Emerald City. The primary point of contention was that Ozma was the rightful ruler of Oz, and, therefore, the Emerald City. In a spectacular political move, the Wizard reconstituted the Terrakon, allowing the Edel Feen to regain much of their power as a second chamber to the legislative branch of the government and as advisors to himself. In exchange, the Edel Feen agreed to elect the Wizard as Pastoria! This is the only time in Oz’s history a non-Edel Feen was elected Pastoria, effectively making the Wizard the legitimate ruler of all Oz...as long as Ozma stayed missing.

In the next presidential election, held soon after his election as Pastoria, the overjoyed citizens of the Emerald City elected the Wizard president *for life*. Of course, at the time no one had a clue how long the Wizard might live. From that point on, the influence of the Emerald City exploded and, thereby, so did the Wizard’s power.

The quick ascendancy of the Wizard and the Emerald City caught the Witches off guard. Mombi and Blinkie did not care what the Wizard did so long as he left them alone. Muab attempted several raids on the Emerald City, but each time her forces were easily beaten back. Nam’yl *encouraged* the growth of the



Emerald City by making trade agreements and selling food to the rapidly increasing population.

Of course, this state of affairs changed once the Edel Feen proclaimed the Wizard as Pastoria. Essentially, this declared the Wizard the rightful ruler of all Oz, even over the Cardinal Witches. Knowing this would incite the Witches and large portions of the population in the four major Realms, the Wizard prepared to use that anger to his advantage.

The 1st Great War

In a stunning display of propaganda, the Wizard showed the Witches as an oppressive force, who had enslaved the people of Oz, dooming them to a regressive existence. He rallied the citizens of the Emerald City to free the people of Oz. However, this was easier to envision than to accomplish. With the aid of his military advisors, the Terrakon, and Assembly, the Wizard created a plan of attack. The Emerald City would declare war on Winkieland and Munchkinland at the same time as fighting a defensive war against the Quadlings and Gillikins. He hoped that a sudden lightning-fast attack on the two countries would split the Land of Oz in two before the Witches combined their forces for a cohesive defense or counterattack.

The Wizard knew the Witches had spies within the Emerald City, so any mobilization of troops was sure to be noticed. To counter this inevitability, he ordered new steam-driven inventions, and new breech-loading rifles, to be manufactured in staggering numbers. Many of experimental steam-driven devices had never been field-tested. The coming conflict would be their first trial.

On the early morning of 15 Bo 29 PA, the bright glare of the sun evaporated the mists revealing a sight never before seen in Oz. Hundreds of steam-driven vehicles, thousands of steamtroopers outfitted in new suits of augmented steamarmor, and hundreds of thousands of soldiers bearing the newest firearms, both on foot and mounted, were amassed on the borders of Munchkinland and Winkieland.

The rays of the morning sun also revealed that the Witches had not been idle. Although the Witches learned of the Wizard's plans for invasion, they did not know which country would be invaded. For several months the four Witches did their best, in their own unique ways, to prepare for possible invasion. The motley feudal army of Mombi and the brutal Animal and savage Human army of Blinkie found they were to be spared in the invasion. The Animals and Humans under the command of Blinkie started bickering amongst themselves as to the best manner around the Grand Army's defenses. In the north, the army of the Gillikins was gathered together for the specific purpose of defending against the invading Ozmites. When it became apparent the Ozmites were under orders to merely defend the Emerald City to the north, the feudal ties of Mombi's commanders unraveled, leaving a token force to keep an

eye on the Ozmites in case the Wizard changed his mind about his intended target. This left the armies of Muab and Nam'yl to fight without the potential diversion an attack from the north or south could have provided.

Due to the use of national colors in the uniforms of the soldiers – Green for the Emerald City, Blue for Munchkinland, Yellow for Winkieland, Red for Quadlingland, and Purple for Gillikinland – the 1st Great War was known at the time as the Colors War. Additionally, the various patches, bands, and other marks of regimental identification rivaled that used by troops during the Napoleonic Wars in the Outer World. The tactics also resembled the warfare of those same Outer World wars. Soldiers lined up in formations to fire their crossbows, firearms, or more exotic weapons, or charge the enemy *en masse*. The uniforms and tactics used by both sides in the war changed dramatically as the usefulness of basic camouflage and small unit combat became apparent. The development of technological and magical innovations increased greatly, changing the manner in which battles were fought.

The invasion's initial impetuous drove the front line about 180 miles from the center of the Emerald City into the Witch of the East and West's Realms. But there it began to falter. For reasons unknown at the time, the technological weapons and devices employed by the Grand Army of the Emerald City failed with a much higher frequency than anticipated. Not only were advanced steamtech devices affected, but the firing mechanisms of rifles and handguns using shells failed to function properly. This inexplicable series of malfunctions, combined with an overextension of forces due to the incredible expansion of the fronts stopped the forward momentum of the invasion.

Although the Wizard and his advisors had heard of problems encountered with technology used at a distance from the Emerald City, most dismissed these stories as hearsay or classified them as "user errors." The halt caused by technological malfunctions forced the Wizard to reevaluate these reports. They soon discovered that the farther a piece of technology more advanced than a flintlock pistol or four-horse carriage was taken from the center of the Emerald City, there was an ever increasing chance of failure when the device was used. In most cases a device's failure to operate constituted a simple failure to function properly, but in some a catastrophic malfunction was encountered, severely injuring or even killing the operator and anyone nearby. Oddly, automatons and other clockwork devices appeared immune to these malfunctions.

The frontline in Munchkinland and Winkieland now fluctuated no more than ten miles in either direction, despite the overwhelming numbers of the Witches or technological marvels of the Wizard. Eventually, the front settled into trench warfare that stretched from the Mountains of Mog in the northeast to the Munchkin River near the Dark Forest in the east and the Forest of Gugu in the northwest to the Sea of Lurline's Tears in the southwest of the Emerald City. Trenches dug by

both sides stretched from horizon to horizon not more than a thousand yards apart. For two years each side tried to find an edge to break the stalemate.

When Nam'yl, Witch of the East, convinced Blinkie, Witch of the South, to commit her Animal troops and Human warriors to side with the Munchkins in a combined attack in the west and south against the Greens, the war suddenly tipped in favor of the Witches. Blinkie and her Animal allies had agreed to Nam'yl's proposal in exchange of a promise to be allowed to hunt Humans for ten days in the Emerald City, following final victory.

For three days, beginning on 9 Garmist 32 PA, Muab unleashed her newest weapon, magical gas. Gas grenades and bombs held in the claws of harpies, rocs, and hippogriffs were tossed and dropped onto the unsuspecting forces of the Emerald City. Quickly, the Greens were repulsed to the very walls of the Emerald City itself. There, the high walls stopped the heavier than air gas, providing a safe haven for the weary soldiers.

For the only time in its history, the citizens of the Emerald City were subjected to airborne attacks. At night winged terrors descended under the protection of darkness to wreck havoc on the city's first cloutowers, setting fires, destroying factories, and even kidnapping children for the cruel Witch to use in her hideous experiments. But Muab, much like the Wizard in the early part of the war, did not fully understand the changes in the very fabric of reality the Wizard's philosophies and his very existence in Oz had created. Created by magic, the weapons used by the flying creatures failed to work the closer they were to the Emerald City. Although it struck terror in the hearts of the Ozmites, ten times the number of magical weapons had to be used for even a few to work, creating an enormous waste of magical energies. This placed the winged troops in an exposed position, allowing the Ozmites to kill off nearly all the creatures before a truce was called.

The 1st Great War ended in a virtual stalemate. Both sides agreed to keep the borders they had before the war began. The war claimed the lives of over three million men and creatures from Winkieland and Munchkinland each, 250,000 from Quadlingland, and 750,000 men from the Emerald City. This does not include the loss of civilian lives which is estimated to be over 500,000. No greater loss of life had ever been visited upon Oz since the Guphanbulic War over 2,250 years ago; all for nothing.

The Interwar Years

For over 50 years Oz knew a level of peace it had not seen in centuries. This peace was a lie. In 51 PA, Locasta fon Shiz replaced Mombi as the Witch of the North. The Wizard and Locasta came to a private agreement making Gillikinland a vassal-state of the Emerald City in one fell swoop. In 44 PA, the citizens of the Emerald City began to colonize Quadlingland in an effort to "civilize and pacify" the savage natives. This

lengthy process continues to this day. But enough colonists settled in Quadlingland by 73 PA for the Wizard to support Glinda fon Ozcot to become the Witch of the South. In return she would ensure the colonization would continue, and that the law of the Emerald City would be the supreme law of the Realm.

No doubt these last few statements seem strange to you; the Wizard making agreements and allying with Witches? Likewise, many people in Oz were baffled by these moves, but they believed, perhaps, that the magical and technological rulers of Oz were finally settling their differences. Nothing could be further from the truth. The Wizard intended to use troops from Gillikinland and resources from Quadlingland to fuel the next war. He realized he needed at least one major Realm on his side to win.

Always opportunists, the Witches saw many advantages. Locasta appreciated a chance to rid her Realm of the evil Mombi, thereby freeing her people from tyranny. The technology of the Emerald City could speedily raise the living conditions of millions of her people. Glinda understood that with the Wizard's help she was much more likely to become a Cardinal Witch. The Wizard could provide resources unavailable to any witch, giving her an edge. Now Glinda envisioned, through an alliance with the Wizard, a way to remain the Witch of the South, with others to protect her from assassination.

Nam'yl and Muab watched these moves by the Wizard with growing worry and anger. Since the end of the last war, both had been testing magical innovations as well as training more soldiers. If their resources could be built fast enough, they could attack the Emerald City, ridding Oz of the Wizard. But they were unable to achieve the astounding growth needed in their own Realms to best the Emerald City.

Once Glinda became the Witch of the South, Nam'yl severed all deals between Munchkinland and the Emerald City in an attempt to starve the city. Unfortunately it also hurt her own people as they now had an enormous surplus of food and other goods they could not sell. Munchkinland entered a very deep depression. Time quickly flowed through the hourglass for Munchkinland. Nam'yl made a desperate deal with Muab, pledging her support in a war with the Emerald City.

A few years ago Muab's spies had uncovered the Wizard's plans to build new manufacturing plants, not in the Emerald City, but in Shiz. Shiz was the farthest one could go from the Emerald City with advanced technology and still have it fairly reliable. The new railroad linking the two cities would facilitate this construction. Muab waited patiently to use this information.

The Witch of the West created winged monstrosities called hufelnuy in her laboratories. The hufelnuy could explode in a cloud of flesh and flammable gas. Blind so they would not know their fate, the creatures had to be herded toward their target. More intelligent creatures created by mixing Animals, not animals, led





to the birth of a new generation of winged monkeys. These winged monkeys were intelligent enough to guide the hufelnuy.

On 15 Ak 81 PA, hundreds of flying monkeys, herding thousands of hufelnuy, accompanied by other flying creatures, flew from Herku to Shiz. The opening ceremonies for the new factories were underway, the centerpieces being hundreds of examples of the weapons and vehicles to be manufactured at the new facilities. At the height of the celebrations, the sky darkened as the aerial forces of Winkieland blotted out the sun.

The destruction was complete. Nothing was left of the new factories, the railway station in Shiz, or the technological marvels shown to the public. Thousands died in the attack, including the Emerald City's Minister for War. Many feared Locasta had been killed, though this was later disproven. The non-expendable aerial forces of the Witch suffered only a handful of casualties.

The 2nd Great War had begun.

The 2nd Great War

The 2nd Great War was fought in a manner very different from the 1st Great War. No large masses of soldiers lined up for combat in brilliantly colored uniforms or mounted troops led the charge. Instead more devastating tactics, centered on small unit actions and infantry support of large creatures and vehicles, were developed.

The tactics of the troops allied to the Emerald City were not so advanced as its own and tended to lag behind in innovations. This had the effect of a high number of casualties. The Quadlings really did not enter into the war as a force as such. When savagery was more important than strategy, they only supplied the occasional clan. The Gillikins kept to their traditional weapons and tactics, which had some interesting uses. Aided by

mounted soldiers and sorcerers, they continued to line up in rows using pikes and flintlocks. Their lack of high technology meant they could operate farther from the Emerald City than the Ozmites themselves.

Few weapons were used from the previous Great War, but none so much as gas. But this time both sides used gas. The Wicked Witches created new gases that could freeze solid living creatures or boil the blood within their veins. The Ozmites countered this with the invention of chlorine gas whose victims were found lying on their backs with their fists clenched, faces and lips tinged blue. In the latter stages of the war phosgene gas was developed. It was over ten times more toxic than chlorine gas. Although smelling of musty hay, it could be difficult to detect in small but lethal concentrations and, unlike chlorine gas, it did not cause a spasm on inhalation. It could also have a delayed action, and victims might be apparently unaffected for hours before death.

But the vast majority of all the weapons employed in the 2nd Great War were never before seen inventions. Not all these innovations were available or deployed at the beginning of the war. They were introduced when possible over the course of the war. This made the war have a seesaw effect. First the Ozmites would send out their new improved airship with incendiary bombs, pushing the front lines farther from the borders of the Emerald City. Then the Munchkins would develop alchemically powered rockets with charges that exploded at higher altitudes. This was countered with special teams armed with steamthrowers...etc. This back-and-forth flow of the war saw the creation of land behemoths, more effective gasmasks, the resurrection of the extinct peloriosi, advanced steamarmor, lobber-guns, steam-powered aeroplanes, specialized sorcerer shock-troops, and a myriad of other deadly creations.

Each time the pendulum of the war swung from the Emerald City to the Munchkinland-Winkieland alliance and back, the front expanded or contracted over much of the same territories, devastating the land. Entire cities were destroyed, displacing millions from their homes. Hundreds of thousands simply died from starvation.

Four events swung the pendulum much farther than any others. The final event would see the war's end. The first event occurred shortly after the beginning of the war.

For most of Oz's history the Animals managed to stay out of the wars of men and Edel Feen, but in the 2nd Great War they chose sides in numbers greater than ever before. Most of the Animals sided with the Witches as they claimed to be protecting nature from the depredations of the Wizard. They backed up this claim by simply showing the devastation wrought by machines and technology upon the land. Whole mountains were reduced to rubble, gaping craters dug in the earth, and ancient forests felled to feed the need for iron, coal, and wood to fuel the factories of the Emerald City. A few Animals, usually Animals whose unintelligent cousins were domesticated, such as dogs and horses, chose to side with the Wizard's troops, against the orders of their leaders.

The same devastation of nature by the Ozmites made an enemy of the Anian Feen since they presented themselves as allies to the Wicked Witches. The entrance of the Anian Feen into the war forced the Wizard to invite the Edel Feen to take the field to command their wayward cousins. But the Anian Feen have always outnumbered the Edel Feen by more than 100 to one. The Edel Feen simply could not be in every place they were needed.

The Anian Feen combined with the Animals and the Human forces of the Wicked Witches greatly outnumbered the Ozmites and attacked from places and in ways they could not possibly predict. The war tilted in favor of the Munchkinland-Winkieland alliance. For a time it even looked as though the war might swiftly end. Already the forces of the Wicked Witches had a distinct head start over the Emerald City from the initial attack on Shiz by Muab. The front lines were pushed in places to within sight of the Ring of Iron.

But all was not lost for the Ozmites. A few months after the start of hostilities, a prospecting team was operating in the Miskeferian Mountains in Gillikinland. Looking for desperately needed new sources of Gaulau, they stumbled upon a cave they thought might be an old mine. Not far from the entrance they found something completely unexpected – a tarnished brass automaton of antique design. He had apparently wound down and simply froze in place. How long he had been in the cave the team did not know. They decided to wind him up as in all likelihood he was a free-willed automaton. Once wound up, the automaton began speaking in a language their geologist identified as Ancient Ozian. The automaton told the prospectors his name was Tik-Tok. After a short time, the automaton understood

they wanted to help him. On the way to the closest city, Roadsend, the automaton quickly learned modern Ozian. Tik-Tok explained that although he had been in the cave for 2,000 years, to him, having wound down, it seemed like yesterday. Tik-Tok was, in fact, the last member of the Shining Army that saved Oz at the end of the Guphanbulic War!

Automatons all over the Emerald City viewed Tik-Tok as a kind of father. It was, after all, he and the other soldiers of the Shining Army that brought horology to Oz. So in a way, he really was their ancestor. Quickly, the Wizard gave Tik-Tok the rank of general. For his part Tik-Tok could not believe the changes that took place in the Emerald City during his "sleep." But he definitely liked what he saw.

Tik-Tok formed a corps of special shock-troopers comprised entirely of free-willed automatons, all of whom were fanatical in their loyalty and service to their father-general. The Brass Regiment quickly earned numerous awards for valor and bravery over the enemy in the most dangerous situations one can imagine.

The third significant event to change the course of the war was a pair of creations from the Wicked Witches. Somehow Muab had managed to bring back the extinct peloriosi, which far outclassed all but the most massive of the Ozmites' land behemoths and airships, which were comparatively few in number at the time. Simultaneously Nam'yl organized a new regiment specifically to counter the Brass Regiment. Under her direction, the Huang'hau of Munchkinland had the most talented witches in Munchkinland produce thousands of Anidums from captured prisoners of war. These Anidums looked like elite Munchkin soldiers from the Munchkin-Gillikin War fought 3,000 years ago. But unlike their flesh and blood predecessors the Anidums were crafted from terracotta clay reinforced by magic to the hardness of granite. The use of clay meant the Anidums could be made relatively cheaply and quickly. The combined utilization of peloriosi on the western front and Granite Soldiers on the eastern front overwhelmed the Ozmite army.

The Emerald City gained the final great advantage when in 83 PA Omby Amby appeared at the southern gate of the Ring of Iron at the head of a caravan of sealed carriages. Looking rather bedraggled, he insisted on seeing Ozma. This unusual and gallant Edel Feen had been through much in his incarnations, but still found himself devoted to the ruler of Oz who he decided was rightfully the Wizard, perhaps not without some gentle persuasion in the backrooms of the Terrakon. Immediately, the Wizard declared Omby Amby Marshal of all the Emerald City's military forces. The reason for the Wizard's trust of Amby was not revealed until after the war ended. It was, in fact, Amby who brought the first samples of Osho to the Wizard.

Without delay, the Wizard and his scientists realized the potential Osho held. A special team of scientists set up by the Wizard attempted to use the limited supply of Osho to its greatest potential. It took the team many



months before a weapon design could be finalized. The end result was the “Osho Cannon.” This immense cannon could fire a shell about half the size of a railcar; the shell being filled with Osho. On impact the detonation would cause the Osho to sublime; that is, immediately transform from a solid to a gas. The resulting explosion could destroy an entire city. Construction on the Osho Cannon commenced immediately in fields just north of the Emerald City.

A message demanding the surrender of Munchkinland and Winkieland was dispatched to Chang’an and Zell’kabol. Failure to accept the peace offer would result in both countries suffering the consequences. Nam’yl refused outright. Not as kind, Muab kept the messenger for her experiments as her answer.

In just over two years after Omby Amby brought Osho to the Emerald City, the Wizard demonstrated the effectiveness of the Osho Cannon. He chose Wen’Tengu in Munchkinland, a town known for its arms manufacturing for the first shot, and a day later the Winkieland fortress of Tikalatun that guarded that country from invasion by way of the Sea of Lurline’s Tears. Both shots went off without a hitch. The gigantic steam cannon functioned perfectly.

The shells hit their targets with such explosions, the likes of which never witnessed before in Oz. Of the town and fortress, as well as the land for three miles in all directions, only dust and a few stone ruins here and there remained, as if they were the bones of the settlements themselves. Later, it was noted that the temperature had fallen by as much as 200° Fahrenheit at ground zero. The strange drop in temperature took nearly 50 years to normalize.

The third day after the destruction of Tikalatun all the forces of the Wicked Witches were instructed to wait for orders before proceeding with any further attacks. The Wizard’s goal of forcing a lasting peace by

bluffing worked. Unknown to the Witches, the Wizard had only enough Osho to make one additional shell for the Osho Cannon.

The reaction from the citizens of the Emerald City to the use of the Osho Cannons was one of elation. Finally the Wizard would bring civilization to all of Oz and rid the land of the influence of the Wicked Witches. But there was a small scattered group of people who did not see the use of the Osho Cannon as something to celebrate. Instead they feared it might portend the end of Oz itself.

A few days after the declaration of peace, this fear was realized when an incredible thunderstorm broke over the site where the Osho Cannon had been constructed. Thunder louder than the steam cannons of the Grand Army could be heard for hours before the first bolts of lightning materialized. Unlike natural lightning, these bolts struck concentrations of men and machines, completely disintegrating any organic matter. When the clouds and smoke cleared, the Osho Cannon lay in ruins with all its crew dead and the shell containing the last of the Osho destroyed. The Wizard has since searched for a supply of Osho large enough to make more shells in the hope of forcing the Wicked Witches to abdicate their thrones. Until then, the best kept secret in the Emerald City is the lack of Osho.

The Wizard naturally thought the Witches were responsible, but suppressed knowledge of the incident so no one would know the exact damage inflicted. Eventually, the Witches discovered the truth, and were equally mystified as to the cause as the Wizard. They did not do it, but at least they understood why the Wizard did not exercise some of the concessions gained from the peace settlement. Both the Witches and the Wizard privately wondered, and began to fear, that the Krumbic Wizards might finally return to Oz.

After burying the dead, the living returned to their burned out homes. The death toll was staggering. It is estimated that twice as many people died in this Great War than in the last one – a total of 15 million sentient beings.

The Cold War

Currently, the Cold War rages in the Land of Oz, so-called because of the use of the Osho Cannon as an explicit threat against the Wicked Witches. The Wicked Witches and the Wizard, backed by the Good Witches, constantly scheme against one another. Exploiting every possible advantage, Outsiders quickly find themselves sought after by both sides for the knowledge





and equipment they may have. If either side acquires a way to secure an advantage over the other, it will quickly lead to a true war.

The time we now live in is one of uncertainty and hidden threats. You never know who you might be talking to at a formal gathering, a rally of rebel supporters, or even a local village festival. Your neighbor could be a spy for the Wizard, giving important military strengths to his commanders. Your gardener could be a rebel sympathizer willing to help them into your home to hold you hostage. Even your own children could be ensorcelled by a magician to steal railway timetables for one of the Wicked Witches. Where do your loyalties lie? Whom do you trust?

Animal History

Very little has been chronicled about the Animals' impact on the history of Oz. This is not because Animals are unimportant, far from it! Actually, Animals intentionally avoid involving themselves in the affairs of the Two-Legs. Observing that the wars of men and Edel Feen have little to do with true survival, the rationale and incentive for war actually eludes the Animals, and often the people involved.

Three times Animals have brought about an important effect on Two-Leg history, all were during times of great wars: the Nome Invasion, the Quadling Civil War, and the 2nd Great War. The Animals' role in these wars is detailed in this general history and in the narrative of the Quadling Country later in Chapter II: The Land of Oz.





Chapter II: The Land of Oz

“The Emerald City was no longer the capital of Oz, It was Oz. It survived for the sole purpose of insuring its own survival.”

– *Son of a Witch*,
Gregory Maguire

Where we were born, grow up, live, and die can have a greater influence on us than what is passed on to us through genetics. The world, and your place in it, can give you the freedom to choose from unlimited possibilities, or limit you to a life of slavery.

Oz is a powder-keg where a small spark could set off a war. Now that you’ve had a chance to read what led to Oz’s current state of affairs, let’s have a look at the various Realms and some of the notable locations scattered throughout the landscape. First is a description of each of the five major Realms, along with three minor Realms. This is followed by an exploration of the various aspects of the Land of Oz, from the monetary systems and the beliefs of its people to the basic modes of transportation.

A Tour of the Land of Oz Gillikin Country

The north of Oz is a cold and inhospitable place, populated by a tough and hearty breed of people called Gillikins. Many large towns and a few small cities dot the landscape. It is a bleak land that gives little in the way of precious resources to its people, making life hard, but not impossible for the Gillikins. Most importantly, the cities and towns of Gillikinland are isolated, but safe. Although the Gillikins recognize their land is cold and unmerciful, they also know their Witch is no monster like Muab. With not enough resources to go around, life is a struggle. But the Gillikins do their best to make ends meet, by hunting, farming, weaving, and crafting.

Logically, one would assume that the Gillikins suffer from civil unrest because of their scarce resources, but that is not always the case. The reason for this is the Securitae, Locasta herself, and the inhospitable nature of the land that gives the commoners very little free time to dislike their neighbors or let petty slights fester, though sometimes they try very hard.

Soon after Locasta defeated Mombi becoming the Witch of the North, she restored the disgraced and dethroned royal family of Giosué to the throne of Gillikinland. The current king is Ranuccio Giosué, König di Gillikinlanden, more often simply referred to as König Giosué. Having just celebrated his ninth birthday, the true ruler of Gillikinland is Locasta, Regent until Ranuccio’s sixteenth birthday.

The Realm is divided into sixteen city-states under the dominion of the könig. A duca rules each city-state

The Colors of Oz

A tradition in Oz, that is rare in the Outside World, is the wearing of the color associated with the country they live in on formal occasions. Some take this to the extreme and wear the color at all times. Interestingly, this tradition has only taken root among the Human population. Rumor has it that the tradition may have been a ploy created by the Edel Feen to help Humans see the differences among themselves. Thereby, subconsciously Humans distrust one another, rather than teaming-up against non-Humans. Sorcerers and witches are required by their own Traditions of Magic, and in some places the law, to wear white or black, respectively, and the color of their country of origin.

The Realms and their associated colors are: green for the Emerald City, purple for Gillikinland, blue for Munchkinland, red for Quadlingland, and yellow for Winkieland. The minor Realms do not have colors as strongly associated with them. Oogabooites occasionally wear sky blue, and exiles sent to Jinxland often wear orange. The Yips simply do not interact enough with the rest of Oz to need a color.

with eight conti beneath him. Drawn from these 144 noble families are 12 visconti and 96 baroni. These noblemen are selected by the König (or Regent) and a new one cannot be selected until one has died. In troubled times, conti can have short, bloody careers as they fight amongst themselves. However, in the relative peace of Locasta’s reign as Cardinal Witch, the visconti and their subordinate baroni have developed into her most trusted noble administrators.

The Gillikin Country remains the only major Realm in Oz, other than the Emerald City, where Edel Feen can live and prosper without fear of persecution or harassment. Although many Edel Feen retain titles from the time before the Marvelous Revolution, these titles are mere courtesies and hold no actual power. Most Edel Feen could not reclaim their chateaux, castles, and other properties except by purchasing them from the new Gillikin (Human) government. Most now live in modest ostentation in or near the cities.

The region surrounding the city of Oznygorod is contested between the Gillikin Country and Winkieland. Both Locasta and Muab claim the area, though the population is predominantly Oogabooite expatriates. The citizens of Oznygorod declared their neutrality publicly; privately informing the Witch of the North and Witch of the West that after the dispute is settled, whoever controls the region, they will loyally support. This region will likely become the first battleground in the next Great War. It may be the spark that starts the war.



Notable Locations

Shiz: Crown City of Gillikinland

Duca Heinrich fon Shiz rules the capital of the Gillikin Country, a city of around half a million people. He is a fair, if unimaginative, man which is exactly what Locasta desires. Over 1,500 years old, the city of Shiz was founded on the ruins of an even older city. It's very narrow streets and wide open squares make it difficult for an invading army to march into the city. The city has seen family feuds nearly tear it apart in the not so distant past. This feuding left its mark on the architecture, creating tall palaces and mansions with thickly built walls, and at least one tower stretching into the sky; however, most of these have fallen due to neglect. Each of these towers was linked by wood and rope bridges to those on neighboring buildings with whom the family had alliances. Thanks to the peace Gillikinland now enjoys, nearly all the bridges have been removed as there is no longer a need for a quick getaway.

The Forest of Gugu

One of the largest coniferous forests in Oz, the landscape of Gugu is similar to the rest of Gillikinland. It is bisected by many small streams and rivers which weave through the trees to create sloughs and bogs, frequently of peat, where they meet. Within this forest the only beings to be found are Animals...millions of them, from flocks of Ducks to families of Wolverines to Rabbits to Bears to Leopards. The Forest of Gugu is one of the single largest gatherings of Animals in all of Oz. Gugu, a Leopard of enormous size and bright yellow as the sun itself, presides over the forest in an Animal court. The Gillikins refer to him as Principe Sole de Animali, "Sun Prince of the Animals." Locasta became one of only a handful of Human visitors to the forest in recent memory, when she journeyed to the court of Gugu to sign a mutual defense treaty between the Forest and Gillikinland.

Gugu's Councilors, Bru the Bear, Rango the Great Ape, and Loo the Unicorn, all advised him to

offer unification with Gillikinland instead of a defense treaty. Gugu agreed, but would only sign a treaty with the rightful owners of the Gillikin Country, the Giosué family. Gugu also insisted on meeting Ranuccio before signing. Eventually, the logistics were ironed out and Locasta escorted the five year old könig into the woods to meet the King of the Forest. In reality, Gugu wanted to see if Locasta had enchanted the boy, or if she had left him in control of his own faculties. Her predecessor, Mombi, would have left nothing to chance. But the boy appeared un-bedazzled to Gugu, and utterly fearless of the Animals of the wood, except for the massive Bru. Gugu took to the boy, and even consented to let him ride on him. When Gugu had the boy out of ear shot of Locasta, leaping along a river bank, he asked what Ranuccio thought of the Witch. The boy replied that he loved his "Auntie" Locasta. Gugu signed the treaty with a stamp of his great paw.

Since that day, Gugu has opened small portions of the forest to mining, gathering of foodstuffs, including herbs and medicinal plants, and the collection of timber from old trees. All of which is carried out under the careful eye of his Councilors and other trusted lieutenants, and for a hefty fee in Human labor.

Pride's Glory, a fast friend of Gugu, grew to be a frequent visitor to the Forest given that Gugu offered the exiled king safe haven.

It should be noted, when the king makes an Animal a noble, he discards his birth name to choose a name of his own. Thus, noble Animals from the Forest of Gugu are easily distinguished from all other Animals in Oz.

Lake Skeezer

This deep dark lake in the far north, near Flathead Mountain, has been the source of legends for over 4,000 years. The most well known legend is of a submerged town of Krumbic Wizards. Dozens of explorers, including many magicians, have tried to find such a town, or its ruins. But they found neither town nor ruins. In fact, no



bottom to the lake has ever been found! One would think the Anian Feen of the region would know every detail anyone wanted to know. But the Anian Feen stay away from the area, saying, "it don't feel right."

Some of these legends link the lake to Flathead Mountain, only a short distance away. Tunnels running through Flathead Mountain are inhabited by Flatheads, a very unique people. Unfortunately, even if they comprehended some truths to the stories, it is unlikely they would be able to tell anyone as they are all missing their brains.

Loonville

At the delta of the Gillikin River on Lake Aurelius rests the sleepy town of Loonville. With a population of 35,000, Loonville isn't so little, but it is certainly quiet. This is because most of its citizens are drug addicts. Which drug, you ask? Well, all of them. Loonville not only has no laws restricting the use of drugs, it actually encourages their use. Alchemists from the Emerald City quickly took advantage of this lawlessness and now use the town's population as test subjects. They experiment, not only to see the effects of a drug, but to determine the drugs' potential effects when used far from the Emerald City.

A drug called "ego" is one notable recent example of this experimentation. Originally it was designed to make a person totally unafraid of anything. Unfortunately, about 20% of test subjects experienced a "swelling of their self-confidence" at first, soon followed by a literal swelling of the skin, muscles, and soft tissues of the body. Fifty percent of those who experience this effect explode...literally – blood, guts, brains, bone fragments, everywhere. The alchemist who created the drug has now changed his line of research in an effort to create a drug with this effect 100% of the time. He plans to sell "ego" to the Emerald City's government to create suicide bombers. It is very doubtful anyone in the government will actually go for this.

The term 'loon' quickly became a derogatory term for a drug addict.

Mist Valley

One of the loneliest places in the Gillikin Country is Mist Valley; lonely because no one wants to go there. Nestled in the Serene Mountains, Mist Valley, as its name implies, stays shrouded in mist year 'round, no matter the weather. Strong winds can be howling through the valley, but the mists remain unmoved by the wind. Yet, even in absolute stillness, the mists can be seen to slowly swirl. The mists are the result of thousands of Mist Maidens and Boys living in the valley. Unlike their cousins, these Aerasians are not free to wander where they will.

All Mist Maidens and Boys were once as free as any other type of Aerasian, able to roam the city streets and lonely mountains alike at night. But one Mist Maiden was not content with her way of life. She wanted the company of others, but not of her own kind. She sought the company of Humans, Edel Feen, and other sentients

to simply enjoy their companionship. But they rebuffed her. Shunned and feared as a renegade spirit, the Mist Maiden fled into the night.

Hearing her weeping, a young Human man investigated the sound, finding the Mist Maiden perched at the edge of a pier on a small lake. Startled by the light from his lantern, the Maiden stayed transfixed by the look of concern. Quickly becoming friends, their friendship soon developed into love. But Lurline had forbidden love between Anian Feen and any other race, as directed in one of the Commandments.

Seeking a way to consummate their love, the Mist Maiden sought Hilda, the Witch of the North at the time, to help her. The Witch agreed to help in exchange for the couple's firstborn, should they have any children. And so the Witch transformed the young man into a creature of mist and the couple finally consummated their love. But the couple had no intention of giving over any child of theirs to the Witch. Instead they fled to the Serene Mountains to hide among the cloud Aerasians. It took some time, but the Witch tracked them down, killing the man. As for the Mist Maiden, she cursed her and all her descendents to live forever in this one valley in the mountains where they fled.

Now, centuries later, thousands of the Mist Maiden's descendents remain trapped in the Mist Valley until the Night of Dragons arrives.

Munchkinland

The land to east of the Emerald City is one of full of dichotomies; in some places, there are lush forests and gentle rolling hills, but in others a gloom clings to the land, particularly in the wastes surrounding the capital, Chang'an. Most of Munchkinland is comprised of plains and forests, but there are a few mountain ranges. The most extreme are the Dragon's Teeth Mountains, known for its extraordinary steepness and height. Some of the Munchkins believe the mountains are high and sharp enough that if they went any higher they would punch a hole into the sky.

The portions of Munchkinland closer to the Emerald city are lush and verdant. Life is everywhere. But the farther into Munchkinland one travels towards its capital, the thicker the ever pervasive ceiling of clouds darkens. These rolling monsters billow and shift with a life of their own, flashing lightning within their depths.

The only exception is the capital city itself which contains the Blue Jade Palace, the home of Nam'yl, Huang'hau of Munchkinland. Sunlight and pleasant weather shine there, and it is always summer. This is purely due to Nam'yl's magic keeping her own radiation at bay so as to keep her seat of power swathed in beauty. Outside of a circle of green lands surrounding the city, blight has a firm hold and not many things can survive in this irradiated and dead place. Many travelers have been caught unawares when venturing off the main roads and canals heading to Chang'an because not everything is dead in the wastes.



Munchkinland uses a variety of canals and roads to move cargo and soldiers between cities. These canals and roads remain heavily guarded by the Imperial Army in order to make sure trade flows through the more dangerous portions of Munchkinland. Those traveling along the designated routes experience little trouble from the horrors of the wastes, particularly along the Yellow Brick Roads. However, if they stray, they encounter cannibals, bogeymen, and all manner of nasties.

Administratively, Munchkinland is divided into provinces with each province having one city or town as a seat of power. The largest province comprises Chang'an, and the majority of the wasteland, followed closely by Idowan which governs the Munchi Forest, the largest forest in Munchkinland.

Notable Locations

The Blue Forest

One of two southernmost forests, the Blue Forest derives its name from some of the rock formations within the forest having a strong blue tint to them. Some fools say it is because the stones are laced with sapphires or some other valuable gems, but in reality the rocks are blue because of a particular fungus that grows within the rock. It feeds off of the minerals of the rock and as a by-product gives the stones their color. However beautiful, the stones are quite deadly. The fungus brings death within a day to those who handle the rocks as it feeds off of the minerals within their body, causing them to collapse into a pool of water. This gruesome death has given the fungus its common name: Watery Death. No one knows where or how the Watery Death came about and the Blue Forest is the only place in Oz where this occurs. Even more interesting is that the trees, plant life, and other animal life born within the Blue Forest are unaffected by it, except for a slight blue tinge to all the flora and fauna. Due to the danger posed by the Watery Death, you will find some of the largest trees in Oz here,

un-touched by Human hands, though it is said a small tribe of primitive Munchkins lives deep in the Forest.

The Cursed Forest

Along the Yengzha River, near its junction with the Grand Canal, rests the Cursed Forest. Unlike most of the other forests in Oz, the red trees of the Cursed Forest glow subtly in the night. For miles, one can see the softly glowing red trees, lighting the way of traders and supply ships going to and from Chang'an, Zho'mei, and Da'feng. People entering the Forest succumb to a wasting sickness when they leave and die within a few weeks, depending on the time spent in the Forest. People entering the Forest are exposed to high levels of radiation from the trees. Although the source of this radiation has not been discovered, the trees have obviously been affected by it.

One small group braves the Forest to gather rare plants and hunt animals that have been bizarrely mutated by the radiation over time. They are led by Sandy McAllister, an Outsider who came to Oz with knowledge of radiation's effects. A former nuclear reactor inspector and technician, McAllister and his band of gatherers enter and exit the forest in curious, bright yellow suits specially manufactured for him in the Emerald City. Most people think they are insane but they can't dispute the results.

All sorts of unique vegetation grows inside the forest due to the radiation. Many are prized for their medicinal value, plus they tend to make some of the best poisons around. What better poison to use than one that necessitates a cure from a place only a certain few can enter without dying?

The Garden of Meats & the Town of Taizhou

No one is sure how this place came to be. Some say it resulted from a Witches' Duel with the loser forever joined to the land. Others believe some great injury done to the land produced this result. Either way, if not for the



Garden, Taizhou would not continue to exist or sustain its populace.

Massive trees of flesh grow from the ground. They look to be made of legs with branches comprised of arms. In different seasons, these trees flower with eyes, ears, and noses. Fruits of internal organs grow on various trees. On each tree a distorted face emits a constant moan, shrieking when the flowers and fruits are picked. The trees' colors represent different shades of skin, each with a different taste. In some places small bushes produce the parts from babies and infants. These are particularly prized for their tenderness.

Taizhou is a town of about a thousand to the northeast of the Dragon's Teeth Mountains and stands at the edge of the Garden of Meats. It is one of the few settlements in that province, mostly due to the Garden of Meats. The eerie and grotesque plants of the Garden provide the basic nourishment the local townsfolk need, but they grew so accustomed to eating meat that when the Garden failed to produce enough meat one year, when a severe drought affected all of Munchkinland, the population easily turned to cannibalism. Apparently, the townsfolk have decided they are fond of the taste for they haven't given up the practice, even when the Garden provides sufficient meat.

Hyup Village

The Munchkins may have their impregnable fortress within the mountain, but *on* the mountain, in the gigantic caldera of the dead volcano exists an entire village 24,000 feet in the air.

The Hyups, as they call themselves, not even wanting to be called Munchkins, are all sorcerers. They are what remain of the "dissenting minority" who, during the Witching Wars, did not want to choose sides. Instead, they retreated to the top of Mt. Munch, hoping no one would care where they went. No one did. In fact, no one knows of their presence, except Nam'yl, of course.

For centuries the Hyups have lived in total isolation from the rest of the world. They like it that way. Extremely introverted, they combined the practice of magic with mystic meditations. To what end, only they know. And they aren't talking.

Nam'yl tolerates the Hyups existence as a sort of experiment. What would happen if you had a bunch of sorcerers who lived in complete isolation for many generations? Would they create a new tradition of magic? Would they simply destroy each other? Nam'yl waits to see, as she, unknowingly to the Hyups, prevents anyone from venturing to the summit of their mountain.

The Invisible Country

The Invisible Country appears to be a blasted wasteland – desolate and worthless. But looks can be deceiving. In reality, lush vegetation abounds in the entire area, all invisible. Somewhere in the Invisible Country are the ruins of the city of Hefei. But like the vegetation, it too is invisible.

At its height, Hefei was a large city with a population in excess of 250,000. The inhabitants of the city mined

nearby Mt. Munch and built a network of canals through the Dragon's Teeth Mountains to transport their precious gems and metals.

During the Age of Fire and Shadow when the Barrens spread like a brush-fire through Oz, the governor of one province, Hefei, ordered the sorcerers in the province to find some way to prevent the Barrens from spreading into the city. His sorcerers came up with the idea that they would transport the city itself, along with a large portion of the surrounding province, into a sort of "pocket" realm where no one and nothing could enter or leave without a specific charm. The sorcerers cast their ritual, but something went wrong. The land itself seemed to fight against the spell. The spell's effect was not at all what was intended.

The people, animals, buildings, trees, everything down to the very ground turned invisible. This may sound good at first, but when you can't locate food or water, or can't see your way around a city filled with hazards, it can prove very deadly. Within two weeks only a small portion of the province's population remained alive. The few who managed to make it out of the area were killed by accidents or creatures relying on senses other than vision for hunting. A few survived to make a short living at being first-rate spies and thieves. Invisibility saved the people from the Barrens, but within three years no creature was left alive within the province.

Explorers have tried to make their way into the Invisible Country in the hope of finding Hefei to plunder its wealth. But wiser heads point out that if there were any wealth to be had, it too would be invisible and, thus, worthless. So the area is left alone. Perhaps one day a sorcerer, or group of sorcerers, with enough skill will lift the invisibility, essentially guaranteeing himself a province to rule from the thanks he will receive by the Huang'hau of Munchkinland. Until then, silence, the smell of blooming flowers, and the soft touch of the breeze are all that inhabit the Invisible Country. But there are things that exist without the need for sight to survive. Could some such creature even now exist in the ruins of Hefei? Or out in the rest of Oz?

Mt. Munch

By far Munchkinland's largest fortress, the complex stretches throughout the extensive tunnels dug by Hefei's miners long ago. It is not only a fortress. Mt. Munch serves as Munchkinland's primary military training facility. With traditions and methods all its own, Mt. Munch turns out some of the best and most fearless warriors in Oz, though it comes with a high mortality rate. For every three Munchkins who enter the military, and service is mandatory for all male Humans, only two graduate alive.

The toughest and most decorated soldiers in the Imperial Army will at some point return to Mt. Munch, if only for a short while. For a time they train the next generation of troops, ensuring that they pass on the best techniques and tactics.

Having a military base built within a mountain has its advantages. One is the simple fact that major

fortifications are not needed, except at the entrances. Nam'yl and her generals know that of all the castles and fortresses in Munchkinland, Mt. Munch is likely to be the only one that can withstand a direct hit by a shell from an Osho Cannon.

Quadling Country

Makabila na Isitoshe (The Nation of the Four Tribes and the Countless Clans) as the Quadlings call it, is more of a world than a nation-state. While it is true that Glinda rules Quadlingland, there are so many inhabitants in her domain that are simply un-governable as to make the statement meaningless. The story of Glinda's "peace," is not that a bunch of savages are living peacefully with one another, but that they no longer slay one another at random. Now they kill legally. Areas near Glinda's Estate have become nicely pacified because they are under the constant scrutiny of the Scarlet Guard and various Emerald City immigrants, who keep the Quadlings (both Human and Animal) as servants, slaves in all but name. Beyond this region, in the great savannahs and jungles of Quadling Country, no order reaches. Instead, Glinda pits one tribe against another, with no tribe allying against Glinda whilst she maintains peace with the Wizard, keeping them free from the wars of the past. Thus, two Quadling Countries have emerged: the stasis-like faux-perfection of Glinda's Quadling Country, and the unhindered wildness of the outlands where anarchy rules.

Within these two realities the Animals see themselves slipping, or being shoved, into the fringe, while the Humans come more directly under Glinda's control. Because an Animal is still an animal despite Glinda's protestations to the contrary, they will remain so.

Among the tribes, the Tottenhot find themselves favored above the others by Glinda in the useful role of enforcers over the other tribes when it comes to asserting her will. They also reap the rewards of their new-found position by being rewarded with Animal slaves. However, the other tribes developed a saying: *utakuwa mjeledi, tutakawa mjeledi golia* which means, "You will whip the Quadlings, or we will whip you," with the word "golia" being a derogatory term for foreigners, particularly those that rely upon technology, a direct reference to Emerald City immigrants. At its heart however, Quadlingland endures unchanged. It is a sea of rolling savannahs and tropical jungles teeming with life, wild and unchecked. Except now the colonists have arrived and the exploitation of the natives has begun. The Emerald City has constructed a great railway across the land, the better to traverse and profit from it. This makes the Quadlings uncomfortable, as some, such as the Tottenhot, benefit more than others from the railway.

Notable Locations

Great Shonimeh

South of Bunbury stands the ruins of Great Shonimeh, which was once a major trade hub. But it has since been abandoned and is now reborn far from the

Witch's agents' prying eyes as a location for Quadlings to settle disputes and for elicit trade in the Black Market. This is where citizens of Emerald City come to buy Quadling slaves of both the Human and Animal variety. Getting to Great Shonimeh from the Emerald City can be quite arduous and dangerous. The journey up the Munchkin and Yengzha Rivers to Da'feng requires a couple of weeks, and the trip from Da'feng to Bunbury an additional week-and-a-half. The final leg of the journey to Great Shonimeh takes only a few days. Quite dangerous for foreigners, the trip is considered worth it for the chief draw of the ruins: gladiatorial games. In the ruins of a great stadium known as Kuua Mechi, Quadlings and Animals fight to the death to settle disputes, pay a debt, or, perhaps, to make money.

Flutterbudget Center & Rigmarole Town

A committee of physicians, headed by Dr. Rigmarole and Dr. Flutterbudget, both Insectoids, approached the Minister of State in the Emerald City about creating facilities large enough to house the criminally insane... all the criminally insane. And since you must be insane to commit any serious crime, the facilities have always operated at over-capacity. The two towns, named after the kindly doctors, were constructed outside the border-proper of the Emerald City. Consequently, the physicians would not be subject to the normal restrictions placed on them when trying to "cure" their patients.

These two heavily fortified towns restrain the inhabitants within their walls and have top-notch security. Rigmarole Town houses the criminally insane, your garden variety serial killers, sociopaths, psychotic Animals, etc. In Flutterbudget Center the unnaturally insane are kept; those twisted by magic or the technological experiments that went awry or, perhaps, even more monstrous still, experiments that were successful though the recipient went insane.

Naturally the Emerald City pays the Quadling Country government a handsome fee for hosting their insane, which means that Glinda collects monthly payments from the Wizard. (In reality, Glinda uses this as a way to launder cash needed to support her rule.) To the nearby Quadlings, these towns are merely military outposts of the Emerald City, and to be avoided at all cost.

Glinda's Estate

A palatial mansion, constructed with all the amenities the Quadlings lack, Glinda's Estate provides an oasis of civility and calmness in a land of barbarism. She has stationed at her estate the Scarlet Guard, comprised of female warriors hand-picked for their fighting prowess, courage, and beauty, though not necessarily in that order, and at least a dozen sorcerers. Both the Scarlet Guard and the sorcerers ensure against any organized resistance to Glinda's rule. The most striking feature of her estate is its location in a beautiful valley, partway up the side of a mountain, surrounded by incredible waterfalls and towering mountains. The Estate appears to have simply been set there by some colossus and forgotten. It's as





though no other being has ever set foot the area, and had never exploited the timber of the nearby forest, not mined out the mountains, nor fished the lake into oblivion, as is transpiring throughout Quadlingland.

Visitors to the Estate speak of the ridiculous luxury and enormous satisfaction of their visits. Unless, of course, you are on your way to Chinatown. Then, you see a contrasting side of Glinda's Estate, namely the dungeons. Here prisoners are kept until Glinda has worked her witchcraft, turning them into little china-doll Anidums, sending their bodies to work in the ruby mines in the Ohun Mountains. Of course, even the prison has running water and featherbeds.

Although beautiful to behold, the Estate is more than capable of standing up to a siege of Quadling dissidents. Besides the main gate wrought of cast iron in the Emerald City foundries, Glinda has hardened all doors and windows by her magic to withstand forces greater than the stone walls they are set in. Though Glinda keeps secret exactly how many Scarlet Guard protect her Estate, more than enough reside within the walls to repel an army of Quadlings several times their size.

The Great Quadling Jungle

Within this immense tropical jungle the reclusive Mnyama and Isilwane, both Animal tribes, make their home. From the Four Witches peaks, the Isilwane reign over the western half of the jungle. They hold many clans of Animals under their protection and keep the larger, more predatory creatures (both Animal and Human)

at bay through their warriors and use of totemic magic. From the highest peak of the Four Witches, Clever Cobra meditates and watches over his kingdom. As Inkosi, he kills all interlopers and secretly apprises Glinda of other clans' actions, both Human and Animal. Clever Cobra takes every opportunity to remind her of the writ of autonomy he secured in return for assisting her in the defeat of Blinkie; and he rarely bothers to hide the dead Quadlings his tribe leaves at the edge of the forest.

In the eastern half of the jungle the peaceful and religious Mnyama practice their grand experiment of equality. Mfalme Gray Chimpanzee protects his territory from the scourges of slavers, the neighboring Isilwane, and Human hunters. His policy of defensive peacefulness has protected his kingdom and allowed the population to swell in recent months. He has even extended his protection to the nearby southern town of Bunnybury, defending the inhabitants from the depredations of unscrupulous Quadlings. This especially includes the Misitasu who take great pleasure in killing any foreigner they come across who keeps a Quadling or Animal as a slave. Gray Chimpanzee's

basic tenets are: 1) All life is sacred, and shall not be harmed unduly in aggressive acts. 2) All sentient life is of equal value, and only through living at peace with one another can everyone achieve contentment. 3) Self-defense and protection of the weak are not aggressive acts, but the necessities of survival. 4) Through helping others, one is in turn afforded an opportunity to be helped; if one is offered help, they must return the gesture.

A mile-wide buffer zone, marked by a scrupulously maintained line of scratched and urine scented trees that any Animal would notice runs down the center of the jungle between the Isilwane and Mnyama territories. Occasionally, Clever Cobra decorates his side with the bones of Humans who venture too near the Jungle's border. Flowing through the Jungle is a system of six streams that goes dry in the months of December and January, causing inevitable yearly water raids on the Mnyama watering-holes by the thirsty Isilwane. The skirmishes claim hundreds of lives each year.

The Great Waterfall

The tallest waterfall in all of Oz, the Great Waterfall feeds one of the shortest rivers in Oz. From the melting snow in the Ohun Mountains, the water flows a short distance to a small deep lake. Because of a hole at the lake's bottom, the lake does not grow. The water drains as if it were a giant bathtub. Many believe the hole to be the only passage to the Underworld, so called because it is an actual world under Oz. But no one has returned from such a journey to confirm or deny the tale. The

Misitasu tribe dwells within the territory of the Great Waterfall. Once wealthy and influential through their ruby mines in the Ohun Mountains, when Glinda took control of Quadlingland, she also took control of the mines. Now Husks of criminals who have been banished to Chinatown work the mines for more than just rubies. Silver, gold, and precious stones all flow from the mines that tunnel far deeper than the Misitasu ever managed to the Ozmite colonists and those living in the Emerald City. This has left the Misitasu understandably distressed with Glinda and the Emerald City settlers. In fact, most attacks on settlers can be traced back to the Misitasu who use what wealth they have left in an attempt to regain control of their mines.

Tottenhot Village

Fast becoming a true settlement as the Tottenhots regulate trade in the Quadling Country, taxing all official trade between the Quadlings and Winkieland, Tottenhot Village boasts a population of about 10,000 permanent residents, with an additional 100,000 Tottenhot passing through the village periodically during the year. An actual regiment of Quadling Militia, comprised of Tottenhot warriors, is stationed here. These warriors are frequently called into border disputes with the neighboring tribes who covet a piece of the tax monopoly on trade.

The Village itself is principally comprised of mud brick houses protected by a moat and stone stockade around the perimeter. The most impressive building is Tottenhot Hall, a two-story structure in which the chieftain of the Tottenhots, Lukongolo, holds court. By his side is his advisor, the witch Nonyameko. It is she that uses fear to keep the local clans in line with her collection of shrunken heads hung from the rafters of the Tottenhot Hall. The truly horrific part about Nonyameko's collection is that the victims remain alive. For a time, their mummified heads and eyes stare down in horror, rage, and sadness at the people below them. Since Glinda came to power, Nonyameko has added only a few heads to her collection. These heads were all Quadlings who broke Tottenhot law and were legally punished for their crimes by having their heads severed and shrunken. Nonyameko keeps the shrunken head of her father on the staff that she is often seen conferring with before giving her opinion on a subject. Since he has no heart, his advice to Nonyameko is entirely reasonable, at least to a horribly cruel Quadling, totally lacking in sympathy or morality, presuming the head is still alive. It's quite possible the witch is simply insane.

Winkieland

Winkieland, the most varied and beautiful landscape of any Realm in Oz, overflows with fertile prairies filled with corn, deserts stretch for hundreds of miles, sweltering jungles abound, and ice cold waters flow in the rivers. But like much beauty in this world, it is only skin deep. The people toil under the terrifying rule of Muab, the Witch of the West; as they have for more than 1,400 years.

Four primary settlements are located in Winkieland, each essentially its own city-state, but all answerable to Muab. Herku (Muab's capital), Xetuacán, Batún, and Thi comprise the four regions. A fifth region, Textotumal – now abandoned and cursed – lies deep within the Treacherous Sands.

Boasting a population of one and a half million, Herku stands in stark contrast to the rest of Winkieland in that it is a, relatively, bright and happy place in which the inhabitants lead largely pleasant, long lives. Blindingly bright in the noonday sun, Herku's endless rows of burnished red and gold roofs expand outward from the centrally located Ulta Complex, surrounded by a moat 100 feet across and 15 feet deep. The market district, ceremonial district, and residential district encircle the Complex. Beyond these districts rise the city walls, ascending 50 feet into the air and 20 feet across. Outside the wall's protection live the bulk of the population in vast shanty towns.

Xetuacán, the second largest city in Winkieland, boasts a population of around 150,000. Xetuacán still follows the old ways before Muab. Paying suitable lip-service to her cult, ample tribute flows into Muab's treasury each year. However, Xetuacán continues to exist due to the bastardized practice of cannibalism carried out there. In the old religion of the Uxla-Jun-Kui, the bodies of the dead were consumed by their family in a funereal feast. In eating the cooked flesh of the deceased, they believed the wisdom of the elder generation passed on to the younger. The magical rites of preparation the bodies would undergo before consumption have been lost to time but, perhaps, not to Muab's personal library. Now, the inhabitants consume any flesh they can get their hands on in the name of tradition. The ritual sees the victim tortured to death on the basalt pyramid of sacrifice before an enthusiastic crowd. The body is impaled and roasted over a fire before being served to the people in a twisted kind of communion.

The Inhabitants of Xetuacán prefer to eat suspicious foreigners (which is any foreigner to a Winkie), although they will accept volunteers from the populace. The large deposits of silver mined near the city ensure their ability to pay a hefty price to slavers who operate out of nearby Quadling Country for fresh supplies. It also serves to lure potential victims with the promise of economic prosperity, for the inhabitants do not make their proclivities widely known. Instead, they set forth the illusion of a prosperous town conducting a healthy trade with the Quadlings. They only eat foreigners that won't be missed or aren't important enough to look for....

Batún is located at the junction of the Winkie River and River of Sorrow. It is also the nearest major city to Zell'kabol, Muab's castle. With a moderate population of 100,000, Batún is not as remarkable as Herku, nor as depraved as Xetuacá. Batún's position affords it the opportunity to form a shipping hub between Gillikinland, Oogaboo, Herku, and Zell'kabol (not that there's much trading from *there*). The governor of Batún is a ten-year-old boy named Pacal-Imix the Wise. His mother, Wac-Oh, currently acting as the boy's regent, is responsible



for most of the city's prosperity, but Pacal-Imix himself shows all the signs of being an excellent ruler. The most notable feature of the city is a golden shrine dedicated to Muab. Reminiscent of a huge temple to Lurline, the shrine is a way for the city to advertise its prosperity, without demands of tribute from Muab, since the shrine itself is a form of tribute.

This, once a vibrant city, was heavily populated by Reptiles until the population was decimated fifty years ago, after the 2nd Great War, in a rebellion against Muab's authority. Half of the city has crumbled to dust and the other half perseveres with a sparse population. The original population of 300,000 has been reduced to about 40,000. The most prominent of the city's residents, the Uwfa, have eluded capture by Muab's forces through a series of sewers and canals that link the decimated districts of the city with the nearby swamps. Muab desires the creatures to experiment on since they are the organizers behind it, and to break the back of the rebellion once and for all. Their talent for totemic magic has allowed the Uwfa to resist capture. The Wizard made overtures of alliance to them, but was rebuffed. They do not view the Wizard as an improvement in any way over Muab, especially considering his attitude toward magicians. To the locals, the Uwfa are heroes who constantly humiliate Muab's witchfinders, the holcan'taj.

Notable Locations

Canyon of Wailing Spirits

Deep within the deserts of Winkieland, beyond the Mesas of Tlaxipoliclan, lies the Canyon of Wailing Spirits, so named for the constant winds blowing through the Canyon that sound like the moaning and wailing of mourners at a funeral. The Canyon is the longest deepest canyon in Oz stretching for more than 120 miles in length and, in places, a mile deep.

Before Lurline discovered Oz, a civilization of Humans flourished in fantastic cities built into the cliff shelves created by the howling wind and sand. According to Winkie religious doctrine, the Anawinki were a rival group of the Krumbic Wizards who were opposed to the progress of magic or technology in any form. Instead, they believed people should live in harmony with Nature and thus the Anian Feen, which were seen as the very embodiment of bits of Nature Herself. The entire Anawinki population disappeared overnight not long after the Flight of the Krumbic Wizards, if you believe in that sort of thing. As a note, the Anawinki left so little inscriptions of any kind behind, the name "Anawinki" was ascribed to them when their cliff-cities were rediscovered by Winkie explorers. "Anawinki" simply means "ancient Winkies."

The Canyon holds more than archaeological ruins to tempt explorers. The ground around the Canyon is brimming with pockets of Kehan, the lighter-than-air gas used to keep airships aloft. There is more Kehan in the area around the Canyon than all the rest of Oz combined. Enterprising teams of gas-miners trek across the deserts to mine the Kehan, returning to the Emerald

City in special airships to reap huge profits. Of course, Muab struggles to thwart these teams, but the area is far too vast and inhospitable to life to be guarded in any systematic or thorough manner.

An interesting point Outsiders might notice is that no fossil remains in any of the geologic ages have been detected in the strata, as revealed in the Canyon, old enough for the creation of petroleum. One can only surmise that Oz never had an age of dinosaurs or their like, or that remains were never placed there when Oz was "created" when first discovered.

The Great Orchard

At first the Great Orchard gives the impression of heaven, with every variety of fruit bearing tree in abundance, and stretching for miles and miles in all directions. The curse of the Orchard however, portends that anyone who picks the fruit from the trees without first asking the Zulon gardeners for permission will lose their senses of taste and smell. If the thief actually eats the fruit, it appears bloody and grotesque to onlookers. After one bite of fruit, the victim becomes ravenously hungry and cannot stop eating until his stomach is about to burst. At that moment, the victim transforms into a tree, doomed to bear fruit for years to come, while remaining conscious. Then the nightmare truly begins, for the orchard belongs to Muab, and the fruit is to feed her flying monkeys who patrol the skies and visit daily. Of course, they have perpetual permission to eat the fruit and so are immune to the curse. The monkeys gorge themselves on the fruit, ripping pieces from the trees that seem to be ripe with blood; the trees shivering in the wind, unable to cry out from the agony they feel. The Zulon gardeners give permission only to those who are starving.

The Rolling Prairie

Small farming communities that dot this area tend endless fields of corn. The area has low hills and flat valleys that move up and down, very slowly, over the course of a couple of years. Since rain is plentiful, every portion of the land has the chance to be fertilized again and again when the proper crops are planted. It is thought that varying pressures deep beneath the land cause this phenomenon. But why they have not settled, no one seems to know. Because canals cannot function properly in the area, all transportation must be carried out overland. Wagons, strung out for dozens of miles, one after another, can be seen, for weeks twice a year, at harvest time.

The Truth Pond

A small silver pond hidden within the Noscoan Plateaux appears utterly un-remarkable. But the pool provides cool, fresh water in the Plateaux where water is impossible to find. The temptation to drink or bathe in the cool refreshing water of the Pond is often too much for those unlucky – or lucky? – enough to find it. After a dip in the Truth Pond or a drink of its water, the hapless victim will forever say aloud what they are thinking.



Technically they will speak the truth, but they will also say much more.

Zell'kabol

Little is known about this imposing black basalt ziggurat, as no Human permitted inside ever returns. The only exception to this is Muab's Handmaidens. Otherwise, the castle is populated by her creatures, with a thousand b'ah-pakal, guardian lo-chi, manning the battlements at all times and a full battalion of flying monkeys kept in an aviary. The castle is built in a small mountain range, with the Deadly Desert protecting it to the west, and mountains adequately defend it to the north and south. An attacker coming from the east must deal with a narrow winding mountain road that makes it impossible to go more than two abreast and must deal with 17 switchbacks before reaching the Witch's door.

Muab's laboratories within the castle are where the flying monkeys and kalidachs were first bred. The castle also houses the largest library in Winkieland, containing every book of magical lore Muab has gotten her hands on. Deep beneath the castle in catacombs dug by her lo-chi, a vast complex of tunnels, storehouses, and Muab's personal quarters are found. These tunnels stretch at least a mile beneath the surface and were built to withstand the power of an Osho Cannon.

On top of the castle sits a gigantic four-faced obsidian head, its eyes incessantly glowing an unnatural green. Its purpose is widely known, the better to instill fear in her subjects. Using a special crystal ball the size of a Human head, carved from a single piece of clear quartz, Muab can see through any barrier, magical or mundane, to *any place* in Winkieland!

The Emerald City

The Emerald City is a metropolis of 20 million people, an immense city by modern standards on Earth, unparalleled in Oz. Before the Arrival, the Emerald City was known as Central City, as it was literally in the

center of Oz. Ozma made Central City her seat of power in order to show no Realm favoritism by living within its borders. Obviously, being the capital of Oz has been good to the city. However, the Emerald City has endured thousands of years of wars, plagues, depressions, riots, and everything else a large city is likely to experience.

Originally a planned city, its population quickly outgrew the plan. Each sector has its own unique flavor and feel. Parks, museums, libraries, universities, along with slums, ghettos, industrial zones, and waste dumps can all be found here, usually in great abundance.

It is said that you can find anything you could ever want in the Emerald City, you just have to know where to look. While this may be true for the rich, the vast majority of its citizens barely eke out a living. Six distinct classes live in the Emerald City: Upper, Middle, Lower, Foreigners, Animals, and Everyone Else. Though they don't actually exist by law (the Wizard outlawed the class system over a century ago) tradition is slow to change. All citizens of the Emerald City are keenly aware to what class they belong, even if it is only on a subconscious level. While possible, it is very difficult to move between the classes. Usually, such movement requires an act that results in great fame, or infamy.

The upper class rules and owns the Emerald City. They often think they own everyone else too. Dinner parties, operas, plays, and outings make up most of the upper class day. All the luxuries the Emerald City has to offer are laid out on a banquet table for the upper class. Steamcars, personal aerostats, automaton servants, and, of course, the latest in personal defense are all easily available to those with enough money. Some of the more adventurous upper class, or those wanting to be thought of as adventurous, have taken to wearing unique leather clothing, particularly coats, vests, and footwear. This prized leather is actually the skins of Uprights after their transformation into near-Human form. Most pride themselves on bagging the creature themselves, but a few are not above simply paying someone else to do the dirty work.





Professionals and tradesmen comprise the middle class. Most visible among this class are the technologists who have created nearly all the wondrous gadgets that so many now find indispensable. An apartment in one of the cloudscrapers is usually all the middle class can hope for, though a few have managed to do very well for themselves thanks to some groundbreaking discovery or invention. Mass transportation is the primary means of getting from one place to another when needed, with some rather eccentric fellows riding bicycles. Imagine going from one place to another under your own steam, when you have more than enough money to have someone or something else move you. How foolish!

The lower class forms the bulk of the population, providing the hands necessary to make the wonders dreamed up by the middle class, and financed by the upper class. It is quite normal for sons to pick up the same trade as their father. Formal education is far too expensive for middle-class children to become skilled at something that might actually interest them. The occasional ride on public transportation, animal (or even Animal) pulled carriages, or good old foot power offer the only means of affordable travel.

Often foreigners, sometimes called by the ancient derogatory term “metics,” and Animals are lumped together as both classes are seen as little better than the scum found on the bottom of one’s patent leather shoe. Usually touted as the reason for all the ills that plague the city, foreigners and Animals make every effort to stay out of everyone’s way. Most try to finish their business as quickly as possible in order to hurriedly leave the city. For many Animals, however, this is the only place they’ve ever known.

No matter where you go in the Emerald City, banners wave bearing the Wizard’s iron visage on a white circle, with an emerald green background, to remind you that the Wizard sees all. Occasionally, visitors to the Emerald City are startled, as they stroll through a busy market or street, to see plain-suited men, seeming to appear from nowhere, snatch an individual who is then “escorted” away. Only after the incident do most notice the men always have some part of their body replaced with mechanical parts. Even more disturbing, everyone pointedly looks the other way when these incidents occur, making sure they busy themselves with whatever they were doing. Every Ozmite knows who the Tin Men are, but pray they never meet one.

A thick pall of smog overshadows all of the Emerald City. When the weather is right, the smog can be thick enough at ground level that seeing farther than a few feet is impossible. The smog created mainly from Gaulau burnt in the city from hundreds of thousands of stoves, heaters, and boilers has given the city its current name. When it rains the dark green color within the Gaulau stains the masonry, leaving all stone and brick edifices a deep emerald green. Of course, normal pollution covers the masonry in dirty black soot, so the

soot must be cleaned off to preserve the pleasing green cast gifted by the Gaulau. This leaves most buildings in the New City and Old City a deep emerald green, while the further you move away from them, and away from money, the drearier the masonry becomes, until in the ghettos everything is a filthy sooty black.

Notable Locations

New City

The New City comprises dozens of towering cloudscrapers, the smallest of which is 500 feet tall. The tallest building in the Emerald City is the Emerald Tower, standing in the center of the New City at a staggering 2,500 feet tall, and owned by the Emerald City Bank & Trust. The cloudscrapers are engineering marvels of glass, steel, and masonry. Each of the cloudscrapers is connected to the others by a series of enclosed walkways and are lit by a complex system of gas lighting. Offices, living spaces, commercial areas, and recreational preserves exist within them all. It is entirely possible for the Emerald City’s wealthiest to never set foot on the ground thanks to the many skylines and elevated railways.

Old City

The Old City, as it is now called since shortly after the arrival of the Wizard, has more gardens and palaces than anywhere in Oz. Most monuments to past glories are found in the Old City, as are Memorial Park, the Ozma Gardens, and the Crystal Palace. The architecture of the Old City rivals, if not exceeds, the beauty found in any European city in the Outside World.

Only the most wealthy citizens of Oz can afford to have residences here. Ironically, despite the animosities



between the Emerald City and the neighboring Realms of Munchkinland and Winkieland, even they see it as a sign of status to have a residence with an Old City post code, even though they may never set foot in it.

The majority of museums and libraries are located in the Old City. The Museum of Oz houses the largest and most valuable collection of historical artifacts in all of Oz, while the Natural History Museum contains skeletons and stuffed versions of nearly every creature to ever walk, fly, swim, burrow, slither, or crawl in Oz.

Industrial Quarter

The Industrial Quarter is a smog choked area, zoned exclusively for factories. Ironworks, refineries, and manufacturers of all kinds can be found here, as long as you know where to look. Many of the factories are run 24 hours a day, with the furnaces giving the area an eerie perpetual glow, belching tons of caustic smoke and fumes into the sky. The Jubilee Canal and steam railways are the arteries and veins of the Quarter, supplying the raw material consumed by the factories, while removing the finished goods to be distributed all over civilized Oz.

Middle City

In the shadows of the cloudscrapers of the New City squat the lowly row houses of the Middle City, home to the workers of the Industrial Quarter. Compared to the wealthy who reside in the sky in the New City or the splendor of the Old City, the working class dwells here in squalor. Often basic necessities are in short supply and when available, tainted with pollutants. Most of the two or three-story row buildings are built entirely of brick. Many people's singular hope, while they continue a life of endless toil, is that one day their children will live better than they.

Munchkintown & the Quadling Ghettoes

When the Witches succeeded in their coup over Ozma, they left the Emerald City to survive on its own without the direct rule by any of the Witches. Many subjects from the other Realms of Oz saw this as an opportunity and immigrated to the City. Among these, the Munchkins and Quadlings were the most numerous. While both cultures wildly differ from that of the Emerald City, the Munchkins adapted to life in the City somewhat better than the Quadlings. Today, nearly all of the Munchkins who live in the Emerald City do so in Munchkintown, a district sandwiched between the Old City and the Middle City, where the dominant architectural style and language are Munchkin. Being the least civilized people in Oz, the Quadlings adapted to life in a city less successfully. Forced by presidential decree to live within small ghettos, crime is often a way of life among the Quadlings of the Emerald City.

The Crystal Palace

This remarkable structure is actually a small self-contained city smack dab in the middle of the Old City. Originally known as the Royal Palace, when it was the residence of Queen Ozma, it has now been renovated brilliantly, incorporating everything that was splendid from the old palace while increasing its magnificence tenfold. With the addition of enormous steel and glass designs, the Crystal Palace gives one the impression of being inside a giant greenhouse. But the main palace building is only one of hundreds to lie within the surrounding tall iron fences. The fountains and gardens on the Palace grounds are unparalleled in all of Oz, even in the lands beyond the Deadly Desert. It is entirely possible to live your entire life within the walls of the Crystal Palace, never setting foot outside. In fact, Ozma did just this during many of her incarnations.



The Poppy Fields

Poppies cover enormous fields east of the Emerald City. These controversial flowers sprang up in the vast no-man's land that appeared here at the end of the 1st Great War. Not to overlook a potential gold mine, enterprising individuals harvested the opium from the poppies for distribution and sale to the Emerald City's general population. One of the few Animals to thrive in the Emerald City are Field Mice. They gather the sap from the poppies for the opium dealers in exchange for protection from their many predators. Truly, it is an odd sight to see thousands of Mice returning from the fields to their warrens on the edge of the Middle City laden, at the end of a workday, with sacks filled with raw opium.

Utensia

In the hills to the northeast of the Ring of Iron, this unusual town looks at first glance to be a huge junkyard. On closer inspection, the piles of junk are seen for what they really are – towering buildings constructed entirely of scrapped machines. On occasion an Automaton will become dissatisfied with its existence as a servant or worker and flee its “captivity.” Since these Automatons are too much trouble to rehabilitate, they are left to their own devices. Some prosper. Most don't. Many of those who prosper make a “life” for themselves in Utensia, even those who are more than a little insane.

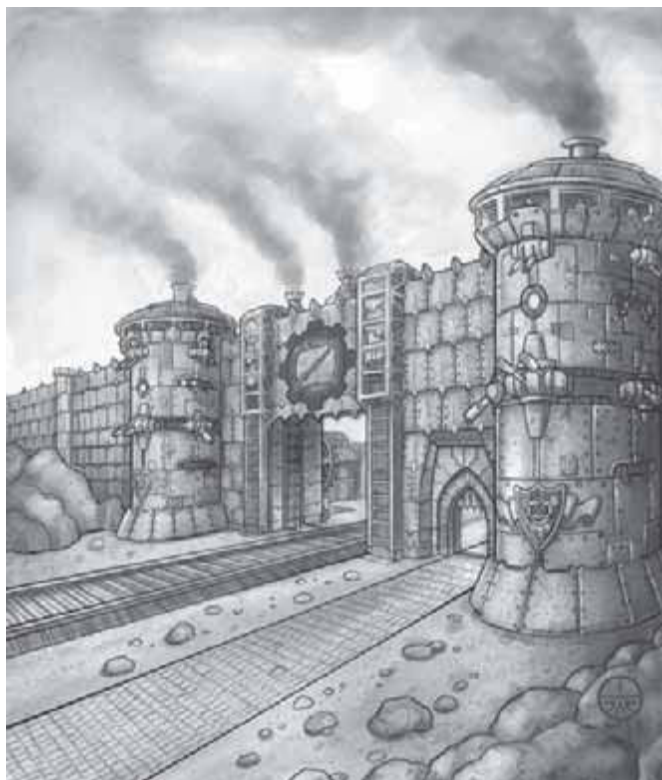
The Ring of Iron

To protect the citizens of the Emerald City from the Witches' invasions and to impede the advancement of creatures trying to enter the city, the Wizard decreed that a massive series of fieldworks be constructed to ring the Emerald City at a distance of 50 miles. The press in the Emerald City quickly dubbed the project the “Ring of Iron.”

From its outermost defenses to those nearest the City, the Ring of Iron consists of barbed wire, automatic rifle emplacements, forward observation posts with heliograph and Avian communications, fortified concrete gun and automatic rifle emplacements, a series of trenches, turreted gun emplacements with supporting installations. A second larger series of trenches include underground facilities. Gigantic earthworks topped with a 50-foot iron wall with towers range every quarter mile. The Ring has four huge iron gates, each with its own towers and special defenses, one facing each of the other four major Realms.

Jinxland

In the south of Oz, sandwiched between the Quadling Country and the Great Sandy Wastes, hides the small Realm of Jinxland. A line of massive mountains drop into a deep chasm that separates Jinxland from the Quadling Country. Its interior includes plains, light forests, and arid land toward the Great Sandy Wastes.



Jinxland is where the worst criminals are exiled safely behind its imposing natural barriers.

To say that Jinxland is ruled by King Krewl is to vastly over-aggrandize the claim. “King” Krewl is little more than the toughest criminal in the yard. He assassinated the previous king, his brother, in his sleep. Now Krewl surrounds himself with only those who remained loyal to him before his brother's death. All his brother's former toughs having been put to death, of course.

Krewl rules over a populace of a little more than 30,000, nearly all criminals banished to Jinxland, though some few were actually born there; the ratio of men to women in Jinxland is five to one. His stronghold is a wooden palisaded town known as Jinx City, with a rough castle made of wood to prevent the occasional raids from the bands living elsewhere in Jinxland.

When Ozma was Queen of Oz it was a simple matter to transport a criminal to Jinxland. But with the division of Oz between the Witches and the Wizard, it is no longer easy to send prisoners to Jinxland. These days only the worst offenders from Gillikinland and Quadlingland find their way to Jinxland. Very few are ever sent from the Emerald City, only when the Wizard wants someone to disappear, yet remain alive for some purpose. Otherwise a policy of rehabilitation sends the offender to Rigmartown and Flutterbudget Center for an indefinite period of imprisonment inside a very tiny cell. Winkieland no longer sends criminals to Jinxland. Muab has other uses for their flesh. Although Munchkinland has a treaty with Quadlingland that allows exiled criminals to be deported to Jinxland, Glinda suspects agents among the criminals are intent on releasing the prisoners in order to cause tremendous strife and conflict in Quadlingland. Thus far, in the last ten years, only a handful of criminals have been transported to Jinxland from Munchkinland.



Bounty hunter groups exist for the sole purpose of tracking down criminals and transporting them to Jinxland. They are relatively few in number, but all make a name for themselves. Often they use fear as their greatest weapon. The Troubleshooters are by far the best known, and costliest, group of bounty hunters. They are the only group to incorporate both magicians and technologists in their number, an incredible feat itself. Their chief, said to be an Outsider, though this seems extremely doubtful, is known simply as, "The Colonel."

Rarely do Outsiders find themselves in Jinxland when entering Oz. Those who do, have a very short life-expectancy.

Oogaboo

Oogaboo is a rugged, frozen Realm in the northwestern corner of Oz. Nearly all of Oogaboo is covered in mountains high inhospitable to most life. It is isolated and cutoff from the rest of Oz for most of the year, except for a period of three months during the summer when it stops snowing in the Soforth Pass. This Pass is the only route in and out of Oogaboo.

During the three-month summer period, Oogaboo stockpiles all its trade and supplies for the remainder of the year. Great trade caravans travel the Pass, importing and exporting all manner of goods. Each end of the Pass is fortified and monitored by the Oogaboo military, ensuring no invading army attempts to enter the Realm during the summer months. The last army that tried to enter Oogaboo could not catch Oogaboo's retreating forces or make it through the second keep in time to escape the winter months, and perished in the ensuing winter.

Oogaboo boasts some of the most amazing scenery to be found in the mostly flat Oz, including Oz's only glaciers. Oogaboo's massive glaciers expand and contract throughout the year. During the winter months, large expeditions mine the glaciers for the priceless Osho. While unable to produce enough Osho to satisfy the Wizard's demand for the precious commodity, it at least provides enough for continued experimentation.

The only settlement of any size in Oogaboo is the capital city Belyegorod, boasting a population slightly greater than 50,000. The sullen and gloomy subjects of the city keep to themselves, especially during the Festival of High Summer. Behind their off-putting exterior, a hardy honest person lives – a necessity for survival in the unforgiving wastes of Oogaboo.

As far as the rest of the inhabitants, some in Oz say the citizens of Oogaboo define their existence by their



suffering. Most Oogaboo citizens are too busy trying to stay alive in the cold months to do much more than that.

Some work in the extensive gem and precious metal mines throughout the frigid kingdom. Because of the hazards. All are welcome to find their fortune working the mines, though many die from the cold, cave-ins, and other disasters. It can be a very lucrative job, if you are willing to make the sacrifices. Of course, the crown takes its cut of whatever the miners dig from the ground; however, substantial money is still to be made.

Oogaboo remains one of the strongest bastions of orthodox Lurlinism in all of Oz. Icons to Lurline can be found in nearly every home in Oogaboo. Many religious observances, left behind by the more mainstream Lurlinists, are still practiced with faith in the hearts of the people.

Known as a good place to disappear, with its isolation, harsh weather, dangerous occupations, and wealth to be made, Oogaboo has proven the perfect place for many to start a new life. That is, if you survive long enough to collect what you've earned.

Yip Country

Located in the far southwestern corner of Winkieland, among the Noscoan Plateaux, the denizens of this small Realm live atop a mesa above the deserts of Winkieland in isolation from the rest of Oz; and this is just the way they like it. The Yips are giants to most people, averaging in height about seven-and-a-half feet tall. Their small

population of only a few hundred remains self-sustaining. Unlike the rest of Oz, the Yips treat men and women as equals.

The Yip Village resembles a monastery, with everyone there a warrior monk. However, they would never use their abilities to fight aggressively against anyone as it is against their nature. The Yips defend their village fiercely if attacked, which has only happened thrice in their entire history. Otherwise they isolate themselves from the rest of Oz. Their fighting skills are legendary throughout Oz as is their pacifism and wisdom. It has been written that one of these monks defended Yips from an advancing army *by himself*. He fought them to a standstill; and, when two more monks appeared at their brother's side, Muab's army retreated.

The monks' size and strength match their wisdom. Before Ozma implemented her plan to close off Oz to the Outside World, preventing anyone from entering Oz, she sent an emissary to the Yips seeking their advice. The monks advised Ozma to, "meditate in the time you will be given, free from all care, for the long journey that awaits you." Because the advice made no sense, Ozma saw no reason not to proceed with her plan. Apparently, one of the Cardinal Witches discovered Ozma's plan and took action, resulting in Ozma's failure and the Queen's disappearance from Oz.

According to one ancient traveler to the Yips, they gain their size, strength, and wisdom from a rare flower called "skosh," so rare it grows only in a single pond found on the mesa near the Yips' monastery.

To visit Yips, you must survive the deserts surrounding the Noscoan Plateaux and find the particular mesa on which the Yips live, all without falling from the cliffs at the edge of the region into the Deadly Desert. Should a visitor succeed, he will be surprised to find that he is welcomed as long as his intentions are peaceful, for only those truly in search of enlightenment will go to the lengths needed to find the Yips.

The Deadly Desert

Called the Impassable Desert in the north, the Shifting Sands in the east, the Great Sandy Wastes in the south, and the Deadly Desert in the west, no matter its name, the Deadly Desert lives up to its moniker. No better barrier ever existed, whether artificial or natural, with

the intent of protecting a land's inhabitants from invasion than the Deadly Desert. The Deadly Desert completely surrounds the Land of Oz. At its narrowest point, it is over 120 miles wide. Constant dust storms sweep the desert scouring and burying all non-living things. Living things, whether composed of flesh and bone, chitin, wood, stone, water, or even fire, that touch the grayish-tan dust and sand instantly turn into that same dust and sand, killing the trespasser. Poisonous fumes rise from the Deadly Desert, causing even birds to fly far above it to escape death. Invaders have tried to cross the Desert in hermetically sealed vehicles and magically encased constructs only to be overcome by the harsh conditions. Of course, the qualities that keep invaders from crossing the Deadly Desert into Oz also keep the people of Oz from escaping.


The Deadly Desert has existed since the discovery of Oz, but it has not maintained a constant border as Oz itself has not remained the same shape. Portions of the land have come and gone as if the Desert has a great tide, slowly inundating parts of the land only to reveal others. This process, if that is indeed what it is, is so slow entire cities have been engulfed. Their ruins can sometimes be seen after a dust storm far out into the Desert, only to be covered once again by the next storm.

The Languages of Oz

Each Realm of Oz has its own language. Nearly all have analogies from the Outside World. Munchkinese is very much like Chinese. Western Gillikinese is like German, while Eastern Gillikinese is similar to Italian. The Quadlings have four languages, each named after the tribe that uses it, Olu, Misitasu, Tottenhot, and Zumbatori, each with an approximate Outside World analogy, Swahili, Luo, Khoe-khoe, and Zulu, respectively. Winkiese does not have a direct analogy, instead it is a combination of both Aztec and Mayan, with a touch of Olmec. Oogabooan is very much like Russian. Ozmites speak Ozian, which is exactly like the English of a century ago. Thanks to the cultural and economic influence of the Emerald City, Ozian has become the *lingua franca* of Oz and is easily the most often learnt second language.

Some of the races in Oz have their own languages, which in most cases do not have an Outside World





analogy. The exception is the Edel Feen whose language seems very much like medieval French. Each species of Animal has its own language, which can become quite confusing. Most Animals, therefore, know at least one other language, usually Misitasu or Zumbatori, while those who deal with humanoids tend to learn Ozian. The Insectoids' language sounds like the buzzing and clicks of an insect. Aerasians, Geans, Nerians, Purkajians, and Zúlon, each have their own tongue, as well as a language common to all Anian Feen.

Several dead languages also exist, found mostly in ruins and crumbling manuscripts. The three most notable being: Ancient Ozian, almost identical to the Latin of the Romans; Krumbic utilized by the Krumbic Wizards uses the ancient Greek alphabet mathematically; and Atlantean, extremely rare, decipherable by a handful of Edel Feen, and only fully understood by the Immortals.

Most of the modern languages use the Latin alphabet thanks to the laws enacted by Queen Ozma during the Golden Age.

Transportation

The vast majority of people live, work, and die within five miles of their birthplace in Oz. This is due to the culture and partly because, well, it is dangerous to travel in Oz. Also, it tends to take a long time to get from one place to another since the methods of transportation for most Ozites remains relatively primitive.

Roads

Most people simply can't afford any type of transportation and must travel by foot. The ill-kept and poorly maintained road systems in Oz consist mostly of dirt roads or a pathway, with the exception of the Yellow Brick Roads.

In some major cities, such as Chang'an and Shiz, the roads are cobblestone. In the Old City in the Emerald City cobblestones abound, while in the New City concrete roadways are the norm. Most towns have the same dirt roads that turn to mud in times of rain as those connecting towns to one another.

For the well-to-do and the rich who ride animals, horses with carriages is typical. Nobles and the wealthy often ride with an armed escort for protection.

Very few Animals allow someone to ride them, not just because of pride, but because it is seen as a sign of submission, which, in many ways, it is.

The Yellow Brick Roads

Queen Ozma planned the first four Yellow Brick Roads to link the far flung regions of the other four major Realms to the Emerald City. They allow for easier transport of goods and people by providing a more direct route to the Emerald City than was currently available. Even though the plan was only partially completed and took hundreds of years, the First and Second Yellow Brick Roads into Munchkinland and Winkieland completed on time, but way over budget. The Third and Fourth Yellow Brick Roads into Gillikinland and Quadlingland run just

over the border with the Emerald City where towns have grown; however, they were never completed. At the time the König of Gillikinland opposed the Road because he feared it could be used to transport troops *into* his kingdom. Placing enough political pressure on the project, he managed to kill it. The Road into Quadlingland halted when an argument started over where to end the Road. As the Quadlings had no real permanent town at the time, the project was simply cancelled.

Built over seven hundred years later, the Fifth Yellow Brick Road was constructed at the behest of the Huang'hou of Munchkinland. She agreed to its construction only if she could determine its route. In the end, the Emerald City and Munchkinland each paid half the budget for the Fifth Road. However, due to corruption, a discrepancy in the accounting quickly ended the project with the Road remaining still incomplete.

Unlike most other roads in the more settled and civilized parts of Oz, the Yellow Brick Roads were built to be toll-free. Thus, travel on the Yellow Brick Roads is preferred to most other means of travel. König Helmut IV of Gillikinland once tried to officially tax the Roads when Ozma was in her nonage during one of her incarnations. This led to a rebellion that nearly saw the König deposed. No further efforts to tax travelers on the Yellow Brick Roads has been attempted.

Rivers & Canals

One reason more paved roads were never built are the rivers of Oz. Because of its shape, nearly all rivers flow from the edges of the Land of Oz into the Sea of Lurline's Tears near the center. And since rivers flow through most of the major cities, it provides the cheapest method of transporting large amounts of goods. Rarely is a stretch of river seen without a barge coasting lazily downstream or being pulled by animals upstream. Because of this, the roads tend to be relatively free of large caravans and wagons transporting goods.

The Munchkins and Ozmites took advantage of the river system by adding canals. The Jubilee Canal allows merchants to ship their goods directly by water to the Emerald City without changing methods of travel. Much older than the Jubilee Canal are the three canals in Munchkinland. The Grand Canal, the most magnificent of the canals, links Chang'an, which was not built near a river, to the river system, thus shortening water voyages from the north of Munchkinland to the south by a couple hundred miles.

Like the roads, rivers and canals are usually taxed at regular intervals in the Gillikin and Munchkin Countries. Tariffs are sometimes demanded in Winkieland, but it is difficult to tell a toll-man from a brigand.

The Railroads

For over 100 years the Wizard slowly expanded the railroad network that now spans from Ozcot and Shiz in Gillikinland to Cutenclip Village in Quadlingland. The railroads provide a relatively safe mode of speedy travel throughout the areas for those who can afford a ticket.

More importantly to the Grand Army is the railroads' ability to transport massive amounts of materiel and troops with very little notice to strategically important points or to areas closer to the front line in times of war.

Although Gaulau would best fuel the locomotives, its rarity makes it too expensive for daily use. Most voyages use coal, which requires refueling stations at regular intervals. A small garrison of troops guard each station to ensure against local aggression. When time is of the essence, and high speed necessary, Gaulau is used to achieve the high temperatures needed.

When a locomotive leaves the Emerald City traveling through the Ring of Iron, a signal is given to the engineer. On its return, the engineer uses the locomotive's whistle to signal ahead to the commander of the gates in the Ring of Iron. As long as the signal matches one of the locomotives currently outside the Ring, the gates open at the time it arrives, allowing the train to continue through the Ring without slowing down. If the signal does not match, the gates remain closed, guaranteeing a terrible wreck, if the locomotive doesn't stop. To date, this has never happened.

Due to the unreliability of technology the farther one travels away from the Emerald City, the steam driven locomotives do not travel to the end of the lines. Extensions to the rail system in Gillikinland stretch to Neustadt and just southeast of Axinville and in Quadlingland to Diggsville. Travelers going beyond Ozcot and Shiz in Gillikinland and Cutenclip Village in Quadlingland change from their train to rail carriages pulled by animals to continue their journey.

Air

For the unbelievably rich of the Emerald City, or important military personnel, travel by aerostat is definitely the best method of travel, unless, of course, a storm pops up. Airships provide the fastest method of travel outside direct point-to-point travel through magic or technology. It is by far the most comfortable. Private aerostats are mansions in the sky with all luxuries at hand.

Religion

Like many modern countries in the Outside World, Oz has more than one religion. And, like the Outside World, this has been a cause of strife and conflict. But these occasional disputes have not been as deadly as one may think. In fact, most of the disagreements were on a personal scale, usually between family members or townships.

Queen Ozma was always adamant about letting the people of Oz choose their own religious beliefs. Her liberal attitude was challenged on more than one occasion, particularly by the Optimates. Nonetheless, the people came to regard their freedom as a right, squashing any such opinions beneath the cries of "the tyranny of the minority." It is amusing that those of differing beliefs could only agree in their unity for religious freedom.

With the Witches' Coup, the religious tolerance enjoyed under Ozma was quickly lost. All four Witches tried to eliminate one or more of the various religions within their Realm with varying degrees of success.



With Ozma out of the way, they finally accomplished what they sought.

While many of the people of the other four Realms were persecuted for their beliefs, the citizens of the Emerald City continued to enjoy religious freedom, thanks to the city's abandonment by the Witches. Thousands of people from the other Realms emigrated to the Emerald City, swelling its already bursting slums, in search of the freedom most citizens of the Emerald City took for granted.

Although the Wizard largely ignores the beliefs of his people, he continues to guarantee religious freedom, either because he does not see it as important or, more likely, because he hasn't yet decided upon an appropriate course of action. Nevertheless, the Wizard's influence has had effects on religions not just in the Emerald City, but extending into Gillikinland and Quadlingland, as well. The Gillikins, as strict Lurlinists, have become more tolerant of other beliefs, allowing more religious freedom in the Realm than ever before. The Quadlings continue to worship as they always have under Blinkie, but now, with Glinda as Witch of the South, colonists bring large numbers of people with different beliefs to the southern Realm.

Lurlinism

Lurlinism, perhaps the oldest religion in Oz, has changed more than any other religion. Its origins and founding beliefs were lost to the imperfect memories of the Edel Feen, who nearly one and all hold Lurlinism as the absolute truth.

The legends of the fairy Queen Lurline, as written in the *Chronicles of Lurline*, impart the primary beliefs of Lurlinism. Interestingly, none of the Chronicles were written by Lurline herself. In fact, no known written record can reliably be traced to the hand of Lurline.

Lurline, formerly the Queen of Atlantis, is credited with saving the only surviving Feen by convincing them to leave the doomed civilization. Led by their queen, these refugees found Oz inhabited by Humans and animals. According to the *Chronicles*, Lurline blessed the land bringing magic to Oz and giving sentience to the animals. Lurline left Ozma as ruler of those who chose to stay behind and the Humans, for whom the Edel Feen were to act as shepherds and mentors. Lurline and the majority of the Feen journeyed into the south, disappearing, never to be heard from again.

Humans quickly converted to the newfound church of Lurline in large numbers. They gave thanks for the bounty magic brought to Oz. All the while they quietly ignored the plagues and curses magic also brought, not to mention the evidence that shows magic truly existed in Oz before Lurline. Today among Humans, Lurlinism is seen as a quaint pastoral religion, confined to farmers and the uneducated. Except, of course, in Gillikinland where Lurlinism is the primary religion, and in Oogaboo where a very strict orthodox form of Lurlinism continues.

The communal ceremonies of Lurlinism consist of various sacrifices of the five elements: semi-precious or precious gems, rare plants and flowers, incense, colorful

flames, and the consumption of alcoholic drinks, primarily wine and mead. These sacrifices are interspersed by readings from the *Chronicles of Lurline* and songs to lift the spirits of the congregation.

Most holidays, even those celebrated by believers of other religions, are attributable to Lurlinism. The solstices and equinoxes each have special observances as do Lurlinemass, the day Lurline blessed Oz, and the Night of Weinen, variously translated as the Night of Wine or Weeping, celebrated on the 2nd of Soorlull. The traditional observance combines the two with the consuming of wine and the remembrance of relatives and other relations who have passed on before.

Unitarianism, Church of the One God

The Church of the One God, often called Unitarianism from its followers' belief that all divinities are merely aspects of the One God, makes Unitarians tolerant of other religions. They hope others will see they worship only a part of the One God and that, one day, they will open their eyes to the glory of the One God.

One of the central beliefs of Unitarianism is the connection of the physical body to the spiritual. A healthy physical body will be reflected in your spirit. Each part of the body corresponds to a different aspect of the spirit. The two most important are the heart and the brain. The heart is the literal seat of your emotions. When you're "heart-broken" from love lost, your heart shows this in the scars left behind. The brain is in many ways the opposite of the heart, being the seat of your rational mind. The more well-developed your brain, the smarter you will be, while an insane man's brain will be stunted and deformed.

Absentia, a sect of Unitarianism, has the same basic beliefs as the majority of its followers, except they believe once the One God created the world and set it in motion, He left. Gone. Where exactly, no one knows. However, their main rationale, if such a thing can be applied to religious belief, is that this explains why there are no signs of the One God now, as opposed to the days when miracles occurred daily. For unknown reasons, a disproportionate number of technologists in the Emerald City are members of this sect.

Unitarians are not well liked because of the fanaticism of its believers. This, combined with their extreme level of tolerance, contributes to the religion's small number of followers. Fortunately for the Unitarians, the fanaticism ensures the survival of the religion.

Shamanism

The beliefs of the Animals are intimately tied to their use of magic through the Tradition of totemic magic. The Animals, not only conjure the spirits of their ancestors, they worship them, paying them homage by giving them appropriate sacrifices, whether of blood and flesh or flowers and herbs.

Along with their ancestor-worship, the Animals worship the Knoocks, the unseen spirit shepherds of animals and Animals. Embodiments of all it means to be

an animal (and Animal), the Knooks are akin to angels. They watch over and protect the beasts of nature. Which specific beasts they protect and why is known only to them, but Animals have faith that the Knooks know what is best for them. Actually seeing a Knook is an extremely rare and a life-changing event. Such lucky Animals are considered to be blessed, or cursed, depending on those you ask.

Animism

The Anian Feen have a unique belief system nearly universal among them, called Animism. The Anian Feen believe there are ever more powerful Anian Feen until you reach the Primes, the literal embodiment of each of the five elements, air, earth, fire, water, and wood. Each Prime is the source from which all the spirits possessed by Anian Feen of the same element emerge. But the Primes have no will of their own, nor do they have a specific body, as such. Instead, the Primes are the entirety of that element. Earth is all things made of earth; Water is all liquid, etc. To be an Anian Feen is to be a part of a Prime and, thus, part of a god, the conscious part. It is the Anian Feen themselves that give conscious thought and action to the Primes.

Some of the more intellectually inclined Anian Feen posit the theory that the Primes are part of an even greater being that encompasses all of creation. Unlike nearly every other theory that arises in religious beliefs, this is not a heresy, but rather a quaint notion that can be neither proven nor disproven. Because all Anian Feen have believed since time immemorial in the Primes and not a unified deity, this is seen as proof that such a deity simply doesn't exist.

Although all Anian Feen can be summoned by Edel Feen, the Primes cannot, or their direct underlings, if such "Secondaries" exist. This fact alone is all that most other beings need to entirely dismiss the beliefs of the Anian Feen entirely. The Anian Feen have tried, on occasion, to explain that simply summoning one of their number is, in fact, summoning a part of a Prime, but this usually falls on deaf ears.

The Uxla-Jun-Kui

Winkieland is the home of the only true polytheistic religion in Oz. The 13 gods of the Uxla-Jun-Kui have been worshipped since the days of the Anawinki. The legends surrounding the Uxla-Jun-Kui say the gods came from far across the ocean and found Oz a primitive land, inhabited by Humans. No mention is made of Animals, Edel Feen, or Anian Feen.

The gods settled in Oz and rapidly began procreating with the Humans to create the Edel Feen and Anian Feen. Soon these new races proved themselves the equals of Humans, but were treated preferentially by their divine parents. Humans rebelled against the gods. The gods, disappointed but not angry, decided it would be best if they departed. They left behind everything. With a parting word, telling the people they would one day return and to continue to be faithful, they vanished.

To this day the Winkies try to keep their promise to the gods, even though Maub outlawed the worship of the Uxla-Jun-Kui in Winkieland. She doesn't want any competition for the attention and devotion of her people. Because religion is not easy to banish, secret ceremonies continue in hidden tunnels beneath the cities and lonely places in the jungles and deserts all over Winkieland. In public all the former sacrifices and rituals held in honor of the old gods now focus on Muab.

The 13 gods of the Uxla-Jun-Kui and their spheres of influence include:

Guku-Matz, the feathered serpent god of creation and first among the gods;

Ah-Puch, god of death;

Atlaua, god of water;

Ayauh-Teotl, goddess of mist, fog, vanity, and fame;

Camaxtli, god of hunting, war, and fire;

Cit-Bolon-Tum, god of medicine and healing;

Cochi-Metl, god of commerce and merchants;

Heu-Heu-Coyotl, god of indulgence and pranks, the trickster god;

Itzama, god of culture;

Tez-Catli-Poca, god of rulers, sorcerers, witches, night, death, discord, conflict, temptation, and change;

Tla-Huiz-Cal-Pante-Cuhtli, god of light, lord of the dawn;

Xochi-Quetzal, goddess of love, beauty, female sexuality, prostitutes, flowers, pleasure, craft, and weaving;

Yum-Kaax, god of wild nature, the woods, and hunting.

It is perhaps a coincidence that the Uxla-Jun-Kui numbers 13, the same number as the rulers of the Immortals. This similarity becomes more than coincidence when you realize that the stories of the Immortals are eerily similar to those of the Uxla-Jun-Kui. But are they the same? The legends differ on several key points. But then most stories would after thousands of years of intentional and accidental distortion. Ozma, the only person likely to know the truth, is missing. Could anyone else in Oz know the truth?

Cult of the Wizard

The Arrival was seen by some as the coming of a messiah; someone who would literally save them from everyday evils and their own sins. Every action performed and word uttered by the Wizard was written down as gospel to be lived by. This small, but growing, group called itself the Church of the Arrival. Soon, the Wizard couldn't go anywhere without being mobbed by a throng of worshippers, eager to get even a glimpse of their god.

Though not endorsed by the Wizard, he tolerated them until they began to take actions in his name. Being worshipped was one thing; having a group of people do things they think you want was quite another. The final straw came when the Wizard made an off-hand comment about animals best served on a silver plate.



The overzealous members of the Church believed he meant “Animals.” The wholesale slaughter of thousands of Animals, all to be eaten at dinner tables across the Emerald City, quickly became a serious political crisis. The Wizard could not be seen to encourage the Church’s acts, nor even tolerate the Church’s existence. So, he did the only thing he could, he outlawed the Church and forbade the existence of any such organization in his name.

While some worshippers felt this was a betrayal of their trust and faith, most believed that this was their god’s test for them; testing the level of their devotion. The Church went underground, becoming a secret cult. The cult would have died out if not for the Wizard’s miraculous transformation into a machine, which allows him to live potentially forever. This was seen as proof of his divinity. The cult quickly gained new members, and now numbers several thousand. The cult waits for the day when the Wizard rescinds his edict against them, bringing them into the loving embrace of his cold mechanical arms.

Atheism

Not everyone in Oz believes in a Supreme Being (or Beings). Many, especially modern Ozmites, find nothing in their daily lives to give proof to such beliefs. Instead they do not believe in a God or gods at all. Atheists call attention to the fact that religious leaders always point to some miraculous event or events that happened in the distant past, whose only evidence is found in a written or oral record. For some reason, these miracles no longer occur. Either because God has left, turned His back on His people, or some other excuse. People must now simply “have faith” that such events, in fact, occurred. Atheists allude this is simply delusional thinking. Without empirical proof, they say, why believe?

The vast majority of technologists are atheists. Their research into the mysteries of the universe reinforces their belief, considering that no evidence has ever been found to even support the notion of a God, or gods. For example, they have little doubt that Queen Lurline existed. There simply is not enough evidence to support the idea that she was anything other than an Edel Feen of extraordinary ability and power. They point to the fact that all of the divine powers and acts attributed to Lurline were written down *after* she left Oz.

The growing influence of the culture and people of the Emerald City over the rest of Oz guarantees the spread of atheism and the dwindling of attendees to the temples of Oz’s faithful.

Outside Religions

Through the Ages there have been a number of priests, ministers, rabbis, and others who have found themselves in Oz. Some have tried to spread their faith to the people of Oz, either for their own self-interests or to help the immortal spirits of the people. Occasionally a small cult has arisen, but more often than not, the death of the Outsider brought about the swift downfall of the

cult itself. In the face of such strong religious beliefs, or the lack thereof, it is a wonder any Outside religion can find a toehold at all.

Currencies of Oz

All of the major Realms of Oz coin their own currency. However, because precious metals have always been scarce, coins have existed only two times in Oz’s history. The first was the Classical Period, during the Emerald Age, and the second in the last 130 years. The current supply is mostly due to the methods and machines used in mining since the Arrival by companies from the Emerald City.

Money with no intrinsic value, such as paper money, never caught on in Oz, though there have been several experiments with it. The most likely reason for this is because such money is the quickest and easiest way to wreck a national economy. The sole exception is Munchkinland where they have used representative currency for millennia, for the most part, successfully.

The exchange of one currency for another often requires an advanced degree in economics, but for simplicity’s sake, a base exchange rate is given on the table below for the basic monetary unit of each major Realm in Oz. Each type of coin issued and its denominations are listed on the same table, allowing Directors to use a different currency based on where his Actors are currently located.

It should be noted that all money used day-to-day in the Outside World is representative and has little to no actual value. Unless Actors have some decent jewelry on them when they find themselves in Oz, it’s likely they will find themselves destitute and at the ‘generous’ mercies of the natives.

The Emerald City

The monetary system used in the Emerald City will be familiar to those Outsiders from the United States of America. That’s because the Wizard simply supplanted the system left over from when Ozma ruled with one he was already familiar with. He did make two changes; one in the name of the highest denomination and two, in not using paper money, only valuable metals.

The abbreviations used for the currency are \$0.00 for dollars and cents, or when only cents are involved and no dollars, 00¢.

The coinage from the Emerald City is nearly universally accepted in Oz, even in Winkieland where it is forbidden, but still accepted on the black market.

Gillikinland

Gillikinese money is a reflection of its feudal political system. Each monetary unit is named after the title of one of the nobility found in Gillikinland, with the units equal to one another in the same proportions as the nobles exist in reality. This causes some unusual coin sizes. For example, 1 duca is worth 8 conti, 0.75 visconti, or 6 baroni. But since the conte is made of silver and the visconte copper, silver being more valuable and

therefore more ‘noble’ than copper, the conte is about $\frac{1}{2}$ ” in diameter, while the visconte is $\frac{3}{4}$ ” in diameter. The inconvenient size of the visconte finds the coin unpopular and little used. Although rather confusing to non-Gillikins, the value of Gillikinland’s currency has remained remarkably stable for hundreds of years, making it a favored currency of merchants and guilds not willing or able to work with the Emerald City.

The abbreviations used are 0K/0D/0B, or simply 0/0/0, with K = Könige, D = Duchi, and B = Baroni. For example: 4B or 2K/4D/7B or 0/3/2.

Munchkinland

For thousands of years Munchkinland has been the only Realm in Oz to have representative money. All the coins of Munchkinland are bronze, the size of the yuan double that of the jiao and quadruple that of the fen, with denominations all being the same size. The Huang’hou of Munchkinland set the value of 1 yuan at a bushel of rice that can feed a family of four Munchkins for 1 week. This system works superbly, assuming the supply and demand of rice remains the same. But, Nature being what She is, this isn’t the case. Droughts, bumper crops, migrations, plagues, all can alter the value of the yuan. Nam’yl tries to control the cost of rice as much as possible through state monopolization to stabilize the value of her coinage, but the value still fluctuates from day to day.

The amount listed as the exchange rate on the Currency table is the intrinsic value of the bronze used in the coins. The actual value fluctuates, sometimes wildly. Typically, 1 yuan is worth anywhere from 10¢ to \$2.00, in Emerald City currency. In the past, the least the yuan has ever been worth is 0.0000007¢, while the most is \$153.00, but these are the absolute extremes.

The abbreviation used is ¥0·000, with the number before the dot being yuan and the number after fen.

Quadlingland

The Quadlings did not have a currency of their own until Glinda became governor. The concept of money was not understood until very recently and even then it simply wasn’t needed. Each of the four Quadling tribes is allowed to mint one type of coin, in whatever denominations they want from copper or bronze. However, the Tottenhots are allowed two coin types, thanks to their special economic status. The Tottenhots mint the pula and thebe, the Olu the ekwele (pl. bipkwele), the Misitasu the birr, and the Zumbatori the luhlanga (pl. lilangeni). Problem is, all of the tribes know how to debase the metal used in the coins in an effort to literally make money. Unfortunately, this causes horrible inflation. Because the Tottenhots are beginning to understand how bad inflation can be for their people, the pula and thebe are less prone to being debased.

On the Currency table the exchange rate for pula is approximate because of its tendency to increase slowly over time as less and less silver is mixed with base

Currency		
Exchange Rate		
1 Dollar = 2 Duchi = 50 Yuan \approx 10 Pula = 1 Cit		
Emerald City		
1 Emerald = 10 Dollars = 100 Dimes = 1,000 Pennies		
Unit	Denominations	Material
Emerald	0.25, 0.5, 1, 2	Gold
Dollar (\$)	0.25, 0.5, 1	Silver
Dime	0.5, 1	Silver
Cent/Penny (¢)	0.5, 1	Copper
Gillikinland		
1 König = 16 Duchi = 128 Conti = 12 Visconti = 96 Baroni		
Unit	Denominations	Material
König (K)	1, 5, 10	Gold
Duca (D)	1, 2, 4, 8	Silver
Conte	1, 2, 4, 8, 16, 32, 64	Silver
Visconte	1, 2, 3, 4, 6	Copper
Barone (B)	1, 2, 3, 4, 6, 8, 12, 32, 48	Copper
Munchkinland		
1 Yuan = 56 Jiao = 112 Fen		
Unit	Denominations	Material
Yuan (¥)	1, 2, 5, 10, 20, 50, 100	Bronze
Jiao	1, 2, 4, 8, 16, 28	Bronze
Fen	1, 2, 4, 8, 16, 28, 56	Bronze
Quadlingland		
1 Pula = 100 Thebe \approx 6 Bipkwele \approx 60 Birr \approx 240 Lilangeni		
Unit	Denominations	Material
Pula (P)	1, 5	Silver
Thebe	1, 2, 5, 10, 20	Copper
Ekwele	1, 3, 6, 12	Bronze
Birr	1, 4, 8	Copper
Luhlanga	1	Copper
Winkieland		
1 Guku = 2 Yum = 5 Atla = 10 Itza = 20 Cit = 40 Xochi = 60 Ayauh = 80 Cam = 100 Ah = 120 Cochi = 140 Tla = 180 Heu = 360 Tez		
Unit	Denominations	Material
Guku	1, 5, 20	Gold
Yum	1, 5, 20	Electrum
Atla	1, 5, 20	Electrum
Itza	1, 5, 20	Electrum
Cit	1, 5, 20	Silver
Xochi	1, 5, 20	Silver
Ayauh	1, 5, 20	Silver
Cam	1, 5, 20	Iron
Ah	1, 5, 20	Iron
Cochi	1, 5, 20	Bronze
Tla	1, 5, 20	Copper
Heu	1, 5, 20	Tin
Tez	1, 5, 20	Obsidian

metals, until the silver content of the coins is corrected, resetting the value.

The abbreviation used is 0.00P with the number of pula before the period and the number of thebe after. No abbreviations are allowed for the tribes' currencies.

Winkieland

The Winkies use a complex system of currency based on the Uxla-Jun-Kui. This doesn't sit well with Muab as she would like to remove all references to the old gods. Nonetheless, every attempt to replace the currency has ended in disaster. The first part of each god's name is used as the name for each type of coin. (Originally the entire name was used, but this was quickly shortened after having to say Tla-Huiz-Cal-Pante-Cuhtli more than once in a conversation.) Originally, the rank of the coins must have made sense, though this has been forgotten over the millennia.

The bewildering array of materials used for the currency, as well as the sheer number of types, allows it to be minted in precise mathematical formulae based on the Winkie calendar and numbering system, which is based on the number 20, not 10. Although this sounds really neat, it isn't very practical. Most personal commercial transactions use coins of the lowest units as precious metals are especially rare in Winkieland, though gold is abnormally abundant. Many of the coin types are not even recognized as valuable enough to be used as currency in other Realms and are not accepted by most non-Winkies. Other types use valuable metals, but not in the form typically accepted, such as electrum which is an alloy of gold and silver.

The Winkies do not use a typical abbreviation for their currency. Instead, they use the glyph that represented the god's name before the language switched to the current alphabet. That means the entire price for an object must be listed. For example, 2 Atla 1 Itza 5 Xochi 9 Heu, with the name of each god being a glyph.

Character Creation Summary

Step One: Concept

The first thing you need to do when creating your character is to think of a concept. Brainstorm with the other Actors and your Director to create a background for your character. You will find a series of questions to help you in formulating your character's concept on pg. 61.

Step Two: Race

Choose a Race from those listed on pgs. 62-76.

Step Three: Aspects

Select Aspects. Each of your Aspects begins with 1d automatically. You have 16d to apportion among your Aspects on a one-for-one basis, except INT costs double (it takes 2d to increase INT by 1d), and raising an Aspect to 5d (or higher) costs double. Dice spent now are in addition to the 1d. You cannot raise an Aspect higher than 5d, unless allowed by your Race.

You must finish allocating dice before proceeding to Step Four. Unallocated dice are lost!

See pg. 76 for a description of Aspects.

Step Four: Talents & Skills

Select Talents and Skills. You have 22 points to apportion among your Talents. Each point increases a Talent by +1 on a one-for-one basis. Each point can be exchanged for three pips. Each pip increases a Skill by +1 on a one-for-one basis. Increasing a Talent or Skill to +5 costs two points for a Talent or two pips for a Skill. You do not need to have any points in a Talent in order to put pips in a Skill, nor do you need to have any pips in a Skill in order to put points into a Talent. You can buy any Talent or Skill up to a maximum of +5.

You must finish allocating points and pips before proceeding to Step Five. Unspent points and pips are lost!

See pgs. 77-81 for a description of Talents and examples of Skills.

Step Five: Spend Starting XP

Your Director will give you an amount of XP to begin the Series. Subtract the XP cost of the Race you chose in Step 2 from this amount. Whatever is left can be spent on anything; e.g. increasing Aspects, adding or raising Talents and Skills, or adding or raising Traits allowed by your Race.

If you want to buy an Attribute up more than one level, you need to pay for all intervening levels. For example, if you go from 2d to 4d in APP, it will cost you 70 XP (30 XP to go from 2d

Starting XP	
Level	XP
Green	35
Average	75
Veteran	150
Heroic	300

to 3d, plus 40 XP to go from 3d to 4d).

You can take Hindrances that give you more XP to spend, up to the same amount as the starting XP

given to you by the Director, effectively doubling your starting XP. The Hindrances you are required to take because of your Race do not count towards this limit.

XP can be saved for later use.

Traits are listed on pgs. 81-101.

Experience Point Costs	
Attribute	XP Cost
INT Aspect	New level x 20
All other Aspects	New level x 10
Talent	New level x 3
Skill	New level x 1
Trait	New level x Varies

Step Six: Derivative Attributes

Calculate your Derivative Attributes. Fill in the appropriate stats on the Status Tracker.

Move	= AGI+CON+PCN, drop the "d"
Initiative	= AGI + INT
Weariness	= CON
Fortitude	= CON + PRS
Consciousness	= CON
Death	= CON + TOU
Confidence	= PRS
Willpower	= INT + PRS

Step Seven: Social Qualities

Based on your concept, you and your Director discuss what Social Qualities you might have. Your Director then gives you your Social Qualities.

See pgs. 101-106 for more details on Social Qualities.

Step Eight: Equipment

Choose your equipment based on your starting wealth. See Chapter VIII for a listing of equipment.

Step Nine: Finishing Touches

Name your character and devise a physical description, recording them and any other pertinent character information on your character sheet.

Record the number of your starting Destiny Points.

Step Ten: Director Approval

After completing everything, give your character sheet to your Director so he can look it over to ensure everything is accurate and satisfactory for the Series you are about to play.

Once your Director approves your character, you are ready to play!



Chapter III: Character Creation

"I am convinced that the only people worthy of consideration in this world are the unusual ones. For the common folks are like the leaves of a tree, and live and die unnoticed."

— The Scarecrow, *Land of Oz*,
L. Frank Baum

Before you start playing *Oz: Dark & Terrible* each Actor will need a character (PC), while the Director will need several non-player characters (NPCs). The creation of a character is one of the most important things that you must do in a RPG. It is through your character that you interact with the world around you. Follow the directions given below to create a PC or NPC. Many famous NPCs the Director can choose to use in his Series can be found in Chapter IX: The Good & The Wicked, with complete statistics.

Step One: Concept

The most important thing you will do when creating your character is think of who he is. A background will guide you in your character's reactions to difficult situations, bringing him to life. Without a good, fairly concrete, idea of your character, it will be nothing but a bunch of numbers on a piece of paper.

Pick at least five of the questions below to answer. You should write at least a small paragraph for each. When you're done, you and all the other Actors should share your backgrounds, presuming your characters know each other, and your Director.

It is strongly suggested that each character in the Series know at least two other characters, if not all of them. This need not be the case, but having the characters familiar with one another creates a bond fostering the kinship and care for one another needed to survive in Oz.

Background Questions

How old are you?

What was your childhood like?

What kind of personality do you have?

What are your goals?

Where were you born?

Where do you live?

What are your parents, children, siblings, or other relatives like?

Describe your lifestyle and home.

Do you have a spouse or girlfriend/boyfriend? Describe him or her.

What kind of education do you have, if any?

What do you do for a living? Do you like your work? What do you want to do?

Have you ever been accused or convicted of any crimes?

What are your beliefs? Do you belong to any particular religion?

Are you especially skilled or talented at something?

Are you from Oz or an Outsider? If you're from Oz, are you on the side of the Wizard or the Witches? Or are you trying to stay neutral?

Step Two: Race

In all probability, you have already chosen a Race based on your character concept from Step One. If you are playing a character from Earth, you cannot choose any Race other than Human (Outsider) or Animal.

Each Race has an XP cost listed in its description. You will need to subtract this cost from the starting XP given to you by your Director later in the character creation process. Your character's Race can be more than the starting XP (up to double), but you will need to take extra Hindrances to pay for the shortfall in XP. If the Race you choose is particularly expensive, and the starting XP you gain rather low, it is best if you choose a cheaper Race, otherwise your character may have so many Hindrances it isn't fun, or even possible, to play any length of time.

Each Race has a section detailing any changes to the minimum and maximum number of dice allowed in Aspects. If a new minimum or maximum isn't listed, the minimum is the standard 1d while the maximum is 5d.

Next, there will be a section listing the required, optional, and banned Traits for the Race. The required Traits listed for a Race are ones you must take with the XP cost already included in the cost of the Race. A required Trait can be raised to the listed maximum level by paying extra XP. If no maximum is listed, you can raise it to the maximum allowed by the Trait. Optional Traits are Racial Traits that also can be added by spending additional XP. Non-Racial Traits (which are not listed here) can always be added by spending XP. Some Traits are banned by a Race and can never be gained. See pgs. 81-101 for more information on Traits.

Rules regarding Social Qualities for the Race are described next. Some of the Social Qualities mentioned are gained based on where the character currently is or where he is from.

Some Races have other special rules specific to them. All such rules will be noted in the Special Rules section. If the Race has no special rules, this section is omitted.

Anidums

Creations of witches, Anidums are constructed beings, made of once living material, such as wood or cloth, or stone, roughly in the shape of a Human. The Anidum is animated by transferring the spirit of a Human from his own body. The mannequin becomes an Anidum while the person's old body is known as the "Husk." Depending on the exact nature of the spell used by witch, the Anidum may or may not be able to recover its memories. Usually, the memories remain with the Husk. In this way the witch can possess the body, gaining all the person's memories, thus, creating a perfect spy. The Anidum is left, either as

a prisoner or to wander, without knowing even their name.

If the Husk contains the victim's memories, the memories will be tied to it by an anchor. Anchors take the form of a small possession particularly meaningful to the person. If the person didn't have such an item with them when transformed into an Anidum, it is likely the Anidum will lose his memories forever. If an Anidum can retrieve its anchor from its Husk, the Anidum can take back its memories. This is usually done by simply holding or wearing the item for a time. The duration required can be sped up if friends or family speak to the Anidum while it has the anchor, in an effort to jog its memory. If the anchor is destroyed before the Anidum regains its memories, the memories will be lost to it forever.

There are stories of Animals who have become Anidums; however, no Edel Feen has successfully been turned into an Anidum. Something about their nature prevents the transfer of their spirit.

Sadly, the amount of energy required to create an Anidum prevents them from being created through a simple spell. At least that way the effect would be temporary. As a Ritual, the transference is permanent. There is no known Ritual to reverse the transference.

Society

Several thousand Anidums exist in the Land of Oz. But this is not enough to create a true society. Most Anidums have a few other "dumkins" they keep in contact with to exchange information.

Anidums are usually unable to regain their memories. Those that do often go insane with the knowledge they will never be with their loved ones again. Those that manage to cope with what they have become, memories or no, tend to live the life of a hermit, unwilling or unable to stand the company of others not of their kind for long. Others, instead, surround themselves with living friends at all times in an effort, consciously or unconsciously, to establish the normalcy they once had.

Appearance

No two Anidums are ever exactly alike, although there are some generalities all Anidums share. The mannequin that now houses the spirit of the witch's victim is usually the same size roughly as the victim. Anidums must be shaped similarly to the victim; if the victim was a Human, the Anidum will be humanoid in appearance with two legs, two arms, and a head. Anidums are always constructed from living materials, such as wood, or other plants, clothing, or leather. They can be made of stone, though this is very rare. Why stone can be used along with all the other materials is somewhat of a mystery. Beyond this simple description, a few designs are often used for Anidums, such as scarecrows, dolls, and statues.



Names

It is typical for Anidums to have two, even three names. The first is the name they had before their spirit was trapped in an Anidum. Often the second is given by the witch who created the Anidum as it wakes in its new body with no previous memories. Unless an Anidum regains these lost memories and retakes its original name, it is quite likely to choose a third name on its own.

You should choose an Anidum's first name as normal, dependent upon your character's origin. Usually, the second name is given to the Anidum by your Director playing the part of the witch. The second name tends to be simple and physically descriptive, such as Clayface, the Mannequin, Poppet, Silverskin, Twiggy, the Wicker Girl, or the Wooden Man.

Should the Anidum not regain its memories within a relatively short time, you may want to choose a third name, particularly if the second name is one you don't care for. Most third names describe some intangible quality the Anidum possesses that is definitive of itself, such as Alphonse Bloodspiller, Bruce Fearless, Harold Darkshadow, Sam Trueman, or Synthia Fairheart. You must remember, at all times, Anidums search for its "self" literally and figuratively at all times. Any potential way of defining itself is often taken to the extreme.

Creating an Anidum Character

Starting as an Anidum from the beginning of a Series is easy to do. You just choose one of the types of Anidum below and use it like a regular Race template. But it's much more fun and a better roleplaying experience if you become an Anidum during play.

When you become an Anidum you lose all Traits banned by the type of Anidum you now are, as well as any physical Racial Traits granted from your previous Race. You gain the XP value of these lost Traits, if any, and must immediately spend the XP on new physical Traits (only). Once you are made into an Anidum, you can no longer gain the Racial Traits from your former Race.

If your character was originally an Animal, add the Anidum template on top of the Animal template to determine the final XP cost. In this case you do not lose your physical Traits from being an Animal, unless the Trait were impossible for the material the Anidum is constructed from (e.g. a stone eagle), but you can no longer spend any XP on increasing them.

If you are an Anidum without a memory, add Amnesia 2 to the required Traits and subtract -60 from the XP cost of the Race.

Anidums are considered to have a heart as it is necessary for their Husk to have the organ to successfully perform the ritual that created them.

Lastly, compare the minimums and maximums allowed by the Anidum's construction in AGI, APP, CON, PCN, STR, & TOU and convert any dice in Aspects not allowed into XP. Spend the XP immediately on the same Aspects listed previously, but following the minimums and maximums of the type of Anidum you now are. If you have any unspent XP, you can also spend them on your physical Aspects at the same time.

Social Qualities

All types of Anidums share the same rules on Social Qualities. Anidums who have not recovered their memories will not have Estate, Familiarities, or Wealthy. New Anidums will likely have Non-entity and Poor 5 and will not have any Licenses.

Anidums in Munchkinland, Quadlingland, and Winkieland have Property 1, unless they have a License declaring their freedom, as well as Status 0. They are also banned from having any Rank in the government or military of the same three Realms. Runaway Anidums gain Wanted 1 in Munchkinland, Wanted 2 in Quadlingland, and Wanted 3 in Winkieland.

The XP cost, Aspect minimums and maximums, and Traits of an Anidum depend on the material it is constructed from. Race templates for several common types of materials used in constructing an Anidum are presented below.

Anidums can be constructed of more than one material, e.g. a wood skeleton with straw padding. When this is the case, use the primary building material. In this example it would likely be wood.

Cloth

XP Cost: 163

Aspects

Cloth Anidums have a maximum AGI of 7d, CON of 6d, and STR of 4d.

Traits

Required: Agile Arms 1 (max. 25) (3 XP), Doesn't Breathe (35 XP), Doesn't Eat or Drink (20 XP), Frightens Animals 3 (max. 5) (-12 XP), Natural Armor (Low-Velocity) 1 (max. 5) (2 XP), Resistance (Cold) 2 (max. 3) (15 XP), Resistance (Electricity) 2 (max. 2) (15 XP), Unaging (15 XP), Non-Biological Construction (40 XP), Untiring (60 XP), Weakness (Fire) 3 (max. 5) (-30 XP)

Optional: Brachiator, Dark Vision, Distinctive, Fear (max. 5), Homogenous, Natural Weapon (Constrictor Arm) (max. 5), Resistance (Heat) (max. 1)

Banned: Addiction, Chronic Pain, Dependency, Face in the Crowd, Magic Tradition, Technology Academy (Vitalism)

Social Qualities

See above.

Leather

XP Cost: 189

Aspects

Leather Anidums have a maximum AGI of 6d and CON of 6d.

Traits

Required: Doesn't Breathe (35 XP), Doesn't Eat or Drink (20 XP), Frightens Animals 3 (max. 5) (-12 XP), Natural Armor (Low-Velocity) 2 (max. 10) (6 XP), Resistance (Cold) 2 (max. 3) (15 XP), Resistance (Electricity) 2 (max. 2) (15 XP), Unaging (15 XP), Non-Biological Construction (40 XP), Untiring (60 XP), Weakness (Fire) 1 (max. 2) (-5 XP)

Optional: Agile Arms (max. 25), Brachiator, Dark Vision, Fear (max. 5), Homogenous, Natural Weapon (Constrictor Arm) (max. 5), Resistance (Heat) (max. 1)

Banned: Addiction, Chronic Pain, Dependency, Distinctive, Face in the Crowd, Magic Tradition, Technology Academy (Vitalism)

Social Qualities

See above.

Stone

XP Cost: 588

Aspects

Stone Anidums have a minimum TOU of 2d as well as a maximum AGI of 4d, CON of 8d, STR of 7d, and TOU of 10d.

Traits

Required: Doesn't Breathe (35 XP), Doesn't Eat or Drink (20 XP), Frightens Animals 3 (max. 5) (-12 XP), Immunity (Cold) (80 XP), Immunity (Fire) (80 XP), Natural Armor (Low-Velocity & High-Velocity) 10 (max. 25) (220 XP), Resistance (Acid) 1 (max. 2) (5 XP), Resistance (Electricity) 2 (max. 3) (15 XP), Resistance (Heat) 3 (max. 5) (30 XP), Unaging (15 XP), Non-Biological Construction (40 XP), Untiring (60 XP)

Optional: Dark Vision, Fear (max. 5), Homogenous, Natural Weapon (Stone Fist) (max. 10)

Banned: Addiction, Bad Back, Chronic Pain, Dependency, Distinctive, Face in the Crowd, Magic Tradition, Technology Academy (Vitalism)

Social Qualities

See above.

Straw

XP Cost: 110

Aspects

Straw Anidums have a maximum AGI of 6d, CON of 7d, STR of 4d, and TOU of 4d.

Traits

Required: Doesn't Breathe (35 XP), Doesn't Eat or Drink (20 XP), Frightens Animals 3 (max. 5) (-12 XP), Natural Armor (Low-Velocity) 1 (max. 3) (2 XP), Resistance (Cold) 2 (max. 3) (15 XP), Resistance (Electricity) 1 (max. 1) (5 XP), Resistance (Heat) 1 (max. 1) (5 XP), Unaging (15 XP), Non-Biological Construction (40 XP), Untiring (60 XP), Weakness (Fire) 5 (max. 5) (-75 XP)

Optional: Agile Arms (max. 5), Dark Vision, Fear (max. 5), Homogenous, Night Vision

Banned: Addiction, Chronic Pain, Dependency, Distinctive, Face in the Crowd, Magic Tradition, Technology Academy (Vitalism)

Social Qualities

See above.

Wood

XP Cost: 298

Aspects

Wood Anidums have a maximum CON of 6d, STR of 6d, and TOU of 6d.

Traits

Required: Doesn't Breathe (35 XP) Doesn't Eat or Drink (20 XP), Frightens Animals 3 (max. 5) (-12 XP), Immunity (Cold) (80 XP), Natural Armor (High-Velocity & Low-Velocity) 5 (max. 20) (60 XP), Resistance (Acid) 1 (max. 2) (5 XP), Resistance (Electricity) 1 (max. 1) (5 XP), Resistance (Heat) 1 (max. 3) (5 XP), Unaging (15 XP), Non-Biological Construction (40 XP), Untiring (60 XP), Weakness (Fire) 2 (max. 4) (-15 XP)

Optional: Dark Vision, Fear (max. 5), Homogenous, Natural Weapon (Wooden Fist or Wooden Stake) (max. 5)

Banned: Addiction, Chronic Pain, Dependency, Distinctive, Face in the Crowd, Magic Tradition, Technology Academy (Vitalism)

Social Qualities

See above.

Animals

In Oz, Animals have self-awareness and intelligence equal to that of Humans. About one in twenty animals is

an Animal. Animals can be born to normal animals, just as they can be born to Animals. Bloodlines can be made purer, producing more Animals, by careful interbreeding amongst Animals and not polluting them by introducing mere animals. Oddly, any animal from the Outside World becomes conscious and a true Animal once it steps foot in Oz.

Society

The structure of Animal society is completely dependent upon which Realm one is talking about. In the Emerald City there isn't much of a society of Animals, except those who work with the military and police. Even they are considered property and not sentient beings. Conditions are nearly the same in Winkieland, though at least they are not considered property. This is little comfort as Animal slavery is alive and well. The worst fate awaits those unlucky enough to find themselves the subject of Muab's experiments. Her prisoners, Animal and otherwise, often yearn to die.

In the Gillikin Country Animals are treated as lower class citizens, meant for nothing but manual labor. The exception is in the Forest of Gugu where the Animals rule. Gugu, the Sun Prince of the Animals, governs his forest as a semi-autonomous Realm, beholden only to the König of Gillikinland.

In the Quadling Country Animals outside of the Great Quadling Jungle are considered identical to ordinary animals. The Jungle itself is split into east and west kingdoms, each ruled by a different Animal tribe and ruler.

Only in Munchkinland are Animals seen as equal to the Humans who inhabit the Realm. It is not unusual to find an Animal farmer tending his own pasture, or a Tiger performing his duties as a clerk. Even a few of the pu'tong-hua in Nam'yl's own court are Animals.

One of the primary philosophical divisions among Animals is one some carnivores practice - eating the hearts of Humans. In so doing the Animal becomes known as an "Upright," capable of transforming into a Human. The more hearts eaten, the closer an Upright can be to a true Human and the longer the transformation lasts. Most Animals, predominantly herbivores and omnivores, decry this practice as dangerous. Dangerous because it infuriates the Human populations and worse, they feel it may change the Animal's spirit, turning it into something not entirely Animal. Thus, when the Knooks come for them after death they won't recognize the Upright's spirits, dooming them to an unknown fate.

On the other side of the argument, comprised almost entirely of carnivores, it is claimed that the practice *enhances* their abilities, giving them the strengths of their victims. Not only that, they claim the Knooks, the spirit-protectors of all Animals (and animals), look Human. In transforming themselves they honor the Knooks by trying to look more like them. The fact that Humans must be killed to eat their heart doesn't seem to bother most of the Animals, no matter which side of the argument their sentiments lay. That *any* carnivore Animal can gain the advantages of devouring Human hearts is a great temptation many cannot fight.



This is not the only philosophical or religious belief of Animals that differs from the norm. Another, somewhat amusing, example is the belief among many of the apes in the eastern kingdom of the Great Quadling Jungle that there is no god of any kind. Instead, everything was created through a process called “evolution.” This theory is supported by the evidence that Apes evolved from Humans. Humans are seen as less evolved as they fight against and destroy nature, rather than live in harmony with it as the Apes do.

Appearance

Animals appear the same as their non-sentient siblings. You cannot distinguish a wolf from a Wolf by appearance alone.

Names

Animals tend to have descriptive names. The descriptor is linked with a noun that is the type of Animal, or a part or aspect of the Animal’s nature. Male names tend to be more violent compared to female names. Many names can be used for both males and females, some of which are listed below. Each Animal species has its own language, consisting of growls, clicks, and other noises Humans are largely unable to replicate. The names given below are, therefore, translated into modern Ozian.

Male – Bellicose Bear, Charging Buffalo, Faded Plume, Ferocious Goat, Handsome Eagle, Implacable Boar, Pack’s Claws, Sharp Fang, Sitting Bull, Strong Weasel, Superfluous Tail, Virtuous Dog.

Female – Dancing Horse, Elegant Panda, Gentle Snake, Graceful Unicorn, Inscrutable Egret, Jade Panther, Pretty Hoof, Pride’s Faith, Soft Fur, Sparkling Leopard, White Dove.

Male or Female – Blue Rat, Careless Badger, Fastidious Chipmunk, Flock’s Wing, Foolish Wolf, Flying Turtle, Magnificent Monkey, Red Gazelle, Sagacious Gorilla, Sleeping Squirrel, Swift Rabbit.

When choosing your own name for an Animal character, descriptors opposite the stereotype (e.g. Brave Mouse) or typically attributed to the Animal’s species (e.g. Loyal Dog), should be avoided. Alliteration (e.g. Heartless Hawk, Silent Swan, etc.) should not be used by a Director when choosing a name for NPCs, except when he wants a particular Animal’s name to stick in his Actors minds.

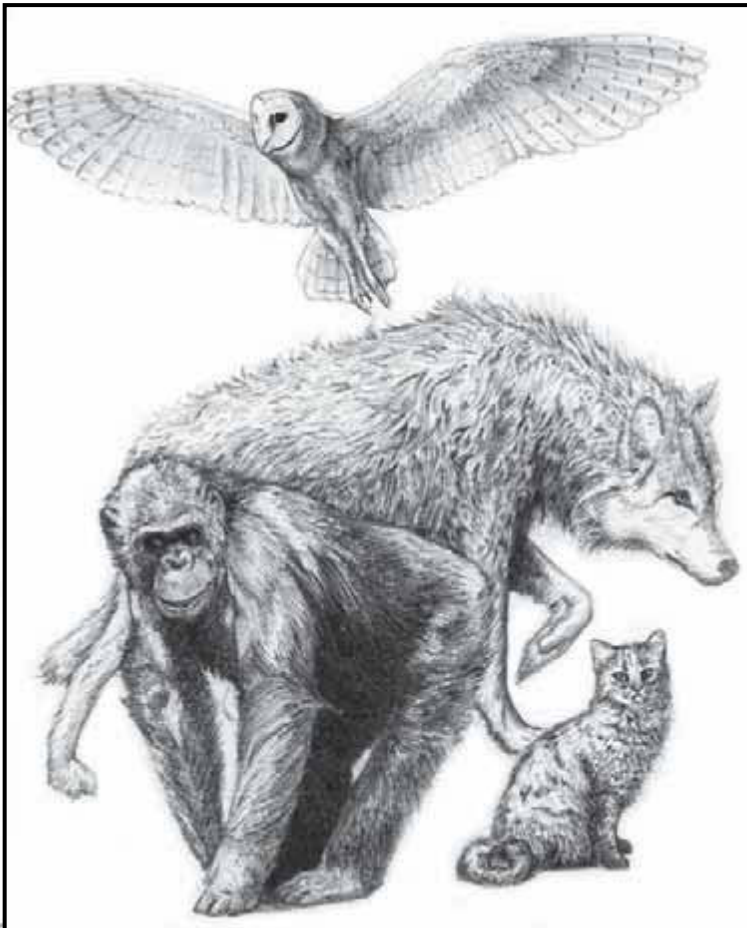
Creating an Animal Character

Potentially any animal from Chapter X: Lions and Tigers and Bears can be chosen to make an Animal character. Some are more suited to being made PCs, as opposed to NPCs, than others. In general, if the animal is roughly Human-sized and able to get around easily, it will likely be a good choice as a PC; e.g. chimpanzee, large dog, gorilla, lion, and wolf. The next best animals to choose are those smaller than a Human; e.g. cat, owl, rabbit, raven, and venomous snake. The least suited for PCs are animals larger than Humans; for example bear, elephant, horse, and tiger. These can only be chosen with your Director’s express permission.

The animals in Chapter X are set up a little differently than the Race templates in this chapter, but they give the same information. The Aspects listed give the range, from minimum to maximum, that the animal can have. However, all Animals, including those from the Outside World, have a range of 1d to 5d for CUL, INT, and KNO, instead of the listed range. If an Aspect has a minimum of 0d you do *not* gain the usual free 1d in that Aspect, except CUL, KNO, and INT! If you want the Aspect higher, you will have to buy it up from 0d with XP.

All Traits listed for the animals are required, the XP cost of which is included in the XP cost listed for the animal. Any Capabilities can be raised to their maximum level, except Natural Armor and Natural Weapon which can only be raised one level, to the maximum allowed by the Capability itself, unless otherwise noted. Animals tend to live much longer lives than normal animals. Reduce the level of any Short Lifespan Hindrance by one level (to a minimum of no levels) listed for an animal. This reduction in level is already accounted for in the XP cost of the animals in Chapter X. Animals have no optional Traits, nor are any of the generic Traits banned.

Also, animals have a list of Talents and Skills based on their innate abilities. All Talents and Skills listed for an animal in Chapter X



must be taken, either with points during Step Four of character creation, or with XP during Step Five.

Social Qualities

Nearly all Animals are Illiterate. Only rulers and their advisors are likely to read. Animals in Gillikinland gain Minority 1 outside the Forest of Gugu, while those in the Emerald City and Winkieland have Minority 2. In Quadlingland, Animals have Minority 2 outside the Great Quadling Jungle. Animals in the Emerald City also have Property.

Any Animal travelling into the Emerald City will need a companion to name them as their owner; a document of ownership is required, of course. Otherwise the Animal will be considered a wild beast and likely killed by the authorities.

Automatons

Automatons have existed in Oz for millennia, even though they were not invented there. The science of horology came over the Deadly Desert from the Land of Ev. Horology has advanced little in all those years, except in the application of clockwork mechanism for various tasks.

There are two distinct types of Automatons. The first are “Tasked” automatons. Taskers don’t have a consciousness and are not self-aware. They have limited applications, such as being a maid, fieldworker, or factory worker. They cannot understand any orders not directly pertaining to the task they were built for, and cannot be played as a character. The second type is “Free-willed” Automatons. Freewillers often look like Taskers, but they have something the Taskers don’t—consciousness. They can think for themselves, making decisions based on sensory input the same as other sentient beings. Only Freewillers can be characters.

Free-Willed Automatons are made by hand by a horologist. This means even if the horologist is using designs from another horologist to make his Automaton, or if he is making the 99th Automaton based on the same plans as all the others, each one will be slightly different; each unique. They cannot be made by machines in a factory, with a bit of blood spilt on them at the end. It just doesn’t work. After the body is finished, the horologist must spill some of his own blood onto the Automaton’s mainspring. This act brings the Automaton to consciousness, which can be rather disconcerting for it will likely need to be assembled, with the mainspring functioning at the heart of the machine.

The act of spilling the blood on the mainspring may bring the machine to consciousness, but it doesn’t give it life. Automatons have no élan vital. How they gain self-awareness is not fully understood, even by horologists or vitalists who have studied the phenomenon. Never having a spirit, or even a conscience, often leads an Automaton to perform the most horrible of acts, only to reply that such an action was entirely logical and rational.

Society

Automatons do not form societies, as such. They have no way to procreate and are entirely dependent on living beings to wind them. Other than the occasional get-togethers and at their workplaces, Automatons rarely interact with one another. Instead they stay in the company of living beings, trying to understand how such a ball of illogical emotions could ever continue to function.

There is one notable exception. The town of Utensia, just outside the Ring of Iron in Emerald City territory, is populated entirely by Automatons. It is believed that these Automatons have largely gone mad thanks to having no one to maintain, or even wind them. But somehow, undeniably, they continue to function. Perhaps they have created a steam engine to wind them. Such technology is banned for fear Automatons might rise up and demand equal rights, something they have always been denied. The higher-ups in the Emerald City have been ordered to leave it alone. One of the Wizard’s Edel Feen advisors believes the Automatons of Utensia can be used in the next war against the Witches. It’s not likely they will find any sympathy with them.

Appearance

Automatons are as varied in appearance as the functions they were designed to perform. Each Automaton is hand-made making each unique, even if built from the same design. For simple utility, and the fact that Humans interact with Automatons that look familiar, most look more or less humanoid in size and shape. Many Automatons have specialized limbs, particularly military models.

All Automatons are made of metal, primarily brass and copper. Iron, or in very rare cases steel, is sometimes used as outer plating for Automatons expected to see battle. This metallic construction makes Automatons very heavy. A Human-sized Automaton made primarily of brass and copper can easily weigh 1,000+ lbs. Automaton voices are recognizable by their obviously artificial sound. Crystal lenses, often of varying colors, are used for eyes.

Names

Usually Automatons are given a name by either their owner or maker. Typically, this is a single word denoting their purpose or function, though there is an equal chance of it being physically descriptive. Since Automatons are powered by clockwork, many of their names come from clocks and other time pieces.

Examples – Brass Maid, Brasso, Bronze Butler, Burnished Man, Chef, Clanker, Click-Clack, Clicker, Defender, Escapement, Gizmo, Helper, Mainspring, Rewind, Silver Steward, Widget.

Military Automatons, made as part of a series, have designations rather than an actual name, unless they are owned by an individual or have been around long enough to develop a distinct personality. Usually the number in the model series is left off of shortened names.

Examples – Defensive Autonomous Combat Unit #35 (D.A.C.), Intelligent Brass Machine #10 (I.B.M.), Steel Assault Machine #106 (S.A.M.).





Creating an Automaton Character

There are as many types of Automatons as ideas in the horologists' minds who create them. If there's a need, and the design doesn't exist, the horologists will build it. But there are some qualities shared by many automatons, allowing for relatively easy classification. Nearly all automatons have either four, or more commonly, two legs. Although typically human sized, automatons the size of a large dog are common. It is recommended that PCs be of the humanoid configuration, but more experienced Actors may be allowed to try an animal configuration. Overly large or small automatons, or unusual configurations, such as eight arms, can cause problems in a Series.

The Racial template for humanoid Automatons is given below. To create an animal Automaton requires a bit more work. First, choose one of the animals in Chapter X: Lions and Tigers and Bears, preferably one Human-sized, or nearly so. Now apply the required Traits from the humanoid Automaton template. If any Traits conflict, the Trait from the animal template is discarded. Animal Automatons are not allowed to take any of the optional Traits on the humanoid Automaton template. For Aspects, use the highest minimum and maximum for each Aspect on either template. In other words, you get the best of both templates Aspect limitations. They gain all the Social Qualities of an Automaton.

Humanoid Automatons

XP Cost: 441

Aspects

Automatons have a minimum CON of 2d, STR of 2d, and TOU of 3d as well as a maximum AGI of 6d, APP of 4d, CON of 8d, STR of 7d, and TOU of 10d.

Traits

Required: Anosmia (-25 XP), Clockwork 1 (-3 XP), Distinctive 5 (-15 XP), Disturbing Voice 1 (-3 XP), Immunity (Fire) (80 XP), Natural Armor (Low-Velocity & High-Velocity) 10 (max. 25) (220 XP), Noisy 1 (-1 XP), Not Alive (-5 XP), Numb (-15 XP), Resistance (Acid) 3 (max. 4) (30 XP), Resistance (Cold) 2 (max. 4) (15 XP), Resistance (Electricity) 3 (max. 4) (30 XP), Resistance (Heat) 2 (max. 4) (15 XP), Time Sense (3 XP), Unaging (15 XP), Non-Biological Construction (40 XP), Untiring (60 XP)

Optional: Agile Arms (max. 10), Brachiator, Burrowing, Dark Vision, Dependency, Extra Arms, Fear (max. 5), Flight (30 XP version only), Frightens Animals (max. 5), Hyperspectral Vision, Infravision, Keen Sense (Eyesight) (max. 10), Leap, Natural Weapon, Quick Reflexes, Quadruped, Semi-Upright,

Speedy, Strong Arms, Strong Legs, Ultravision

Banned: Addiction, Animal Empathy, Chronic Pain, Danger Sense, Empathic, Heartless, Magic Tradition, Night Blind, Overweight, Technology Academy (Horology, Vitalism)

Social Qualities

Minority 1 in all Realms except the Emerald City.

Humans

Humans outnumber all the other races in Oz combined, with the exception of the Anian Feen, as no one knows how many of them actually exist. It is they who fight for the Wizard with technology and the Witches with magic. They are found in every part of Oz and, not counting the rare Outsider Animal, constitute the entire Outsider population.

There are several groups of Humans in Oz each with their own unique culture and society. Although there are several minor but fascinating Human cultures in Oz, space prevents their being included here.

Creating Human Characters

There are no special rules regarding the creation of Human characters. But it should be mentioned that not

all Races of Humans like one another, or will even tolerate each others' company. Actors should make sure they work with their Director and the other Actors to ensure the concept they have in mind and the Human Race they've chosen doesn't necessarily conflict with anyone else's.

Outsiders

Actors who are playing *Oz: Dark & Terrible* for the first time should have characters that are all from Earth; that is, Outsiders. By doing this they can experience Oz as a person actually would. They can see the full richness of the setting, one horrific moment at a time.

Outsiders can be from anywhere here on Earth. Anyone and everyone has a chance to end up in Oz. But why? Why are people from Earth thrown into Oz? There are as many theories as to why as there are grains of sand in the Deadly Desert. The one theory that intrigues most, is that Oz itself needs the Outsiders. There is something about the people, their abilities, their knowledge, maybe the choices they make, that the spirit of the land feels it needs. Most believe only Ozma knows the answer. When asked, she said she didn't know anything about it. What, then, is the real reason?

For an even more immersive experience, Actors can create *themselves* as characters. They no longer have to worry about their characters' background because it's their own! This allows the Actors to concentrate on the adventure and less on what their character would do. They just do what they would actually do in such a situation. While it may be difficult to predict what an Actor would actually do if confronted by a pack of winged monkeys, it tends to make for interesting roleplaying. A side effect is that often combat is avoided rather than actively sought. If *you* were at risk of dying in a conflict, you would be very careful to avoid such situations unless you happen to be an ex-marine or other real life soldier. This idea tends to work best if the Actors in the group are mature roleplayers.

Outsiders

XP Cost: 0

Aspects

No changes.

Traits

Required: None

Optional: None

Banned: None, though they cannot start the Series with Heartless.

Social Qualities

Outsiders new to Oz have Non-entity, Regard (Respected, All of Oz) 1, Wanted (All of Oz) 1, and will likely have several levels of Poor, depending on how much jewelry and equipment they have on them. They will not have Criminal Record, Duty, Estate, any Familiarities, any Ozian Languages, any Licenses, Rank, Renown, Status, or likely Wealthy. The few remaining Social Qualities are still possibilities.

Getting to Oz

There are many ways for an Outsider to find his way into Oz. But all of them have something in common: they are violent. Natural disasters are the typical way most Outsiders arrive; storms while in an aircraft, washed overboard in a storm while at sea, even swallowed up by an earthquake are all ways in which Outsiders have found themselves in Oz. Manmade incidents have also brought people to Oz, including explosions from chemical accidents, bombs, car crashes, and shipwrecks. The Outsider will either be alone, or with a small group at most, when he is brought into Oz. I say "brought" as the Land of Oz itself seems to have some kind of sentience when bringing an Outsider into itself. It is almost as if the Land wanted to give those who were certain to die a second chance at life.

If you choose to play an Outsider, one of the most important things you must consider is the manner in which your character ends up in Oz. Talk with the other players in your group to determine if there are any others who want to play an Outsider. If so, a strong bond is created between Outsiders who arrive in Oz at the same time and in the same way. You should also talk with your Director to ensure your choice of getting your character to Oz fits in with his plans for the chronicle. He may even have you start the Series on Earth and play through your arrival in Oz, which is by far the best option!

Gillikins

The people of the Gillikin Country are a hardy lot with an open and friendly disposition, at least to the people who appear educated or wealthy. After a long period of oppression at the hands of Mombi, whose atrocities have become legendary, the people of Gillikinland have learned that trust is best not placed in those of authority or, especially, in strangers. If they want something done, they will have to do it themselves. Slowly, Locasta and the nobility are gaining the people's trust, but it will take generations to undo the lingering damage Mombi wrought and restore the people's trust in their könig, his government, and their Cardinal Witch.

Society

Gillikinland has been united for hundreds of years, first under their kings, then under Mombi, and now under the reinstated crown. This political unity belies the true nature of their feudal society. Each of the original 16 city-states have its own customs and traditions. The competitiveness between the city-states is countered only when the Gillikin Country is threatened externally.

When the Gillikins go to war, each duca is responsible for raising a specified number of troops from his territory. This includes cavalry, pikemen, riflemen armed with flintlocks, along with other more specialized troops. Much like the trade-guilds, the Traditions and Academies are organized into guilds in the Gillikin Country, the



largest such organizations of magicians and technologists in any Realm of Oz. They too are beholden to the king to supply sorcerers, witches, alchemists, ingénieurs, and horologists when the kingdom goes to war.

Besides the Emerald City, Gillikinland is the only Realm where the Edel Feen are still welcome to hold and rule land. They are outside the normal feudal structure, swearing fealty directly to the könig. Their estates are noticeably smaller than those of the duchi, but their many lifetimes give them far more experience to draw from when governing their people. Their lands are disproportionately fertile and rich when compared to those ruled by the Gillikins themselves. This is partly due to the Edel Feen's power over the Anian Feen through Consensio. It's much easier to grow a field of wheat, quickly producing record harvests, when you can convince nature fairies to cultivate the crops for you.

The typical Gillikin's diet is largely bread, hardy root vegetables, which can take freezing temperatures in the winter, and a variety of dairy products, in particular a large number of aged cheeses. Meat is not common among ordinary people, but it is consumed in large quantities by the nobility. Imported cacao from Winkieland is quite popular in the winter when mixed with local supplies of milk and sugar from Munchkinland. The staple drink across Gillikinland is beer, which is frequently drunk at every meal except breakfast.

Appearance

Their diet has led the Gillikins to develop a larger size than the inhabitants of the other realms of Oz. Gillikins are thick and tall, weigh an average of 180-220 lbs., and stand approximately 6 ft. tall. Women typically stand 5 ft. 7 in. and weigh between 110-140 lbs. Their skin tones range from pale white to slightly olive-skinned in the southern region of Gillikinland where sun occasionally shines. Their eyes are typically blue or green, with the nobility favoring gray shades. Black and brown are the predominant hair colors.

Most Gillikins favor garb befitting their station, such as a simple shepherd in a tunic and trousers with leather boots, while a merchant would favor a wool suit, and a noblemen something ostentatious and frequently the color purple, the national color.



Names

The Gillikins are given a first name at birth. This is often a noteworthy ancestor of either the paternal family, for girls, or the maternal, for boys. Thus, many Gillikin names sound very old-fashioned.

Gillikins also take as their last name the town of their birth, preceded by the word "fon" if from the east of the Gillikin Country, "de" (or "d") if the town's name starts with a vowel) if from the west, both of which in Gillikinese denote "of." Married women replace the "fon" or "de" with the word "né," which stands for "formerly."

Male – Albert, Alexandre, Ambrogio, Antonio, Baltasar, Édouard, Eloi, Émile, Gabriel, Georges, Giuseppe, Guillaume, Henri, Jacques, Lotario, Louis, Maurice, Philippe, René, Savario, Thibault, Umberto, Vincent.

Female – Ada, Aimée, Anna, Charlotte, Danielle, Daria, Elisabetta, Esmeralda, Flora, Florette, Gigi, Gisella, Isabella, Jalia, Jolie, Josette, Leonor, Lucille, Lucrezia, Rocelle, Rosette, Serena, Silvana, Yvette, Zoé.

Full Names – **Male** – Baltasar de Manognok, Giuseppe fon Ozcot, Henri d'Axinville. **Female** – Anna né Lahunforte, Esmeralda d'Oznygorod, Jolie fon Mazobourg.

Gillikins

XP Cost: 0

Aspects

No changes.

Traits

Required: None

Optional: It is rare for

Gillikins to have Technology Academy.

Banned: None

Social Qualities

About one-fifth of all Gillikins, usually those living in rural areas, are Illiterate.

Witches have a Regard (Feared) 1.

Munchkins

Munchkins are a quiet, introspective people. Their attitude can be perceived as docile, even submissive. This is likely due to Nam'yl ruling Munchkinland for thousands of years. After so long a time, her people know instinctively how the Huang'hau prefers them to act. This passivity to each other and their ruler can quickly turn to a focused aggressive purpose if someone from another

Realm should attempt to manipulate or harm one of their own. Although Munchkinland does more trading and commerce than any other Realm except the Emerald City, its people are not open to revealing themselves to others.

Society

Munchkin society is largely agrarian, with a stratified class structure. At the top of the social ladder are the pu'tong-hua and other bureaucrats who manage most of Munchkinland along with philosophers; second are the artisans; third are the soldiers, followed by the remainder of the populace. The one class beneath the average farmer is the mutant. Barely considered people at all, these Munchkins are used for the most distasteful tasks, and are often killed outright if caught in the wrong place. For that reason many parents try to hide any mutations their child may have.

The majority of Munchkins are farmers who live in modest homes. They make just enough to keep their families fed with a little left over to sell at the local market. The life of the average farmer is filled with hard work, but it's better than most in Oz, because under Nam'yl's protection they are left to find what food they can. The farms themselves are organized into farming communes where the farmers work the fields together. No one other than the Huang'hau is allowed to own land as private property since all Munchkinland is owned by her.

The bureaucrats and philosophers congregate mostly in the cities of Munchkinland, with the overwhelming majority in the capital city of Chang'an. They live in luxury and for the most part are supported by the efforts of the lower classes. Unlike some of the other societies in Oz, Munchkinland is a meritocracy in that it is possible for even a farmer to ascend into the ranks of the pu'tong-hua through extensive civil service exams designed to find how talented a person truly is. Munchkins who pass this battery of exams have been known to rise to the highest positions of power and are thus treated with reverence. The exams are very difficult to pass and all who succeed are immediately taken from their homes to complete their education at the prestigious Chang'an University. Armed with this education, they will further serve Munchkinland and the Huang'hau.

Appearance

Munchkins tend to be more lithe and graceful than other Ozites. A typical Munchkin man is 5'4" in height, with women standing about 5'. It is rare to see a native Munchkin without black hair and brown eyes. Skin tones range from a sallow yellow to brown, in the southernmost portion of Munchkinland. The occasional odd hair or eye color, such as red hair or green eyes, manifests when a native Munchkin weds a foreigner, truly a rare event!

Munchkins suffer from an abnormally high number of mutations. Some mutations have become inheritable, most notably the

thousands of Munchkins with a stature far smaller than normal Humans. There are so many of these diminutive Munchkins, "Munchkin" has even become synonymous with all very short people, whether they actually are from Munchkinland or not.

Names

Munchkins have two-part given names, each separated by a single quote, with the family name preceding the given name. While Munchkin names have significance, the true mode of choosing names has been lost. Now most choose names based on their sound or other familial reasons rather than their true meaning. When translated, Munchkin names are nonsensical. The family name is used only in very formal situations.

Other cultures in Oz tend to find Munchkin names difficult to remember, not to mention, pronounce. Friends often add an epithet to a Munchkin's name to help them differentiate between Munchkins as well as aid in memory. These epithets are often satirical, but they always describe the Munchkin in some way.

Male – Fu'di, Hwa'ben, Hwo'syi, Ke'szih, Man'tu, Dze'lyang, Hi'toki, Ie'neori, Nobu'su, Oki'uzo, Oto'yo, Rwo'shu, Suke'maro, Swei'yin, Tai'ren, Tane'ari, To'zane, Yori'hira.

Female – Ai'naga, Atsu'ko, Bing'fei, Da'tui, Gwei'ling, Jr'na, Kei'nao, Lin'chu, Mori'yo, Nan'yu, Sada'ko, Tane'tari, Texi'ping, Uchi'toyo, Yang'dou, Yuri'ko, Zhye'hwei.



Epithets – the Bald, the Beautiful, the Clumsy, the Fat, the Lucky, the Mutilator, the Ruthless.

Munchkins

XP Cost: 0

Aspects

No changes.

Traits

Required: None

Optional: One in ten Munchkins has some sort of mutation. This can be relatively minor, like an extra or missing finger, or as major as an extra arm. This is reflected by taking levels in Distinctive and, for serious mutations, Agile Arms, Amphibious, Blind, Extra Arms (no more than 1), Lamé, One Eye, or One Hand/Arm.

It is extremely rare for a Munchkin to have any Technology Academy, except alchemists and ingénieurs which are uncommon.

Banned: None

Social Qualities

Sorcerers have Regard (Respected) 1 and witches have Regard (Respected) 2.

Quadlings

Outside the Quadling Country the native people are usually considered one nation. In fact, this is not true. Hundreds of individual clans comprise the Quadlings, some wander as nomads across the vast savannahs of the Realm, while others remain in the same place only so long as the current chieftain lives. Each clan has its own beliefs and customs, but all of these clans are tied to one of the four tribes by marriage, conquest, or other more esoteric links. The four tribes are the Misitasu, Olu, Tottenhot, and Zumbatori. Only a couple clans within the tribes live in conditions beyond that of a wood and mud hut. Quadlings hunt with spears tipped with scrap metal or shortbows made of wood and sinew.

Society

As with everything, the societies of the four tribes vary considerably, with infinitely slight differences among the clans of each tribe.

The Misitasu are a greedy tribe ruled by a council of 13 elders, each the chieftain of a clan, who rarely come to a unanimous decision. Next to the Tottenhot, the Misitasu are some of the most well-behaved Quadlings, conducting frequent business with the merchants of Emerald City, Munchkinland, and Winkieland.

The ruodh of the Olu is an old man named Owiti, whose rule has been a peaceful one punctuated by irregular purges of attempted coup plotters. The Olu control the ruins in the southern part of the Perilous Mountains where an entrance into the legendary lands is rumored to lay beneath Oz. Legendary or not, when they need money, the Olu trade strange and rare items found nowhere else in all of Oz. Frequently they clash with the Misitasu for territory.

Lukongolo and his witch Nonyameko, from the tribe's primary village in northwestern Quadlingland, rule the Tottenhot. Currently the favored tribe by Glinda, the Tottenhot have become very wealthy and frequently sport gold and silver jewelry, rings and earrings.

The Zumbatori are not a peaceful people, responding to the slightest provocation with deadly force, and only associating with other tribes when necessary. They do not acknowledge Glinda as ruler of Quadling Country, and continue to thwart her efforts to pacify and "civilize" them.

Appearance

The Quadlings are a dark-skinned race of Humans whose skin tones range from brown to nearly black. All have very curly black hair and brown eyes, though the occasional Quadling will be born with green or gray eyes. If you know what to look for you can identify a Quadling's tribe by his style of dress.

The Misitasu, also known as the shadow people, are a secretive yet numerous tribe who wander the southern savannahs of Quadlingland, wearing distinctive full-length white robes. Their belief requires them to be covered from head to toe without pause, except when bathing, which can only be done communally, or during battle when the men must have their heads and arms bare. Telling the difference between the women and the men of the Misitasu can be difficult, except for the numerous metal trinkets and plates the women wear. Once these ornaments were made of gold, but the past few generations have fallen on hard times.

The Olu is recognizable by the ritual scarification they carve on their faces and backs. Men bear lines of scars denoting their manhood, marriage, number of children, and great deeds performed. Women have far less scarring, proclaiming her first menstruation and how many children she has borne. Proudly bearing their scars, the Olu wear very little clothing, with children often going naked until they marry and, even then, most men and women wear little more than loincloths.

The Tottenhots are the single most numerous tribe in Quadlingland. The distinctive white chalk paste they use to decorate their torsos and the red paint they use on their faces makes them unmistakable. After a battle, Tottenhot warriors will paint themselves in intricate patterns, boasting of their bravery and deeds on the battlefield. However, at that time they substitute the white chalk and red paint for the blood and crushed bones of their slain foes.

The Zumbatori of both sexes wear skirts, the men the skins of animals (or even Animals) they have slain in combat, the women of the long grasses of the plains around their villages. Men and women wear leggings made of skins and necklaces of bone and semiprecious stones; the men favoring the former, the women the latter and in more numbers. Married men wear a resin circlet worked into their hair so that it cannot be removed.

Names

The tribal culture of the Quadlings is reflected even in their choice of names for their children. Quadlings have a single name, given to them by their parents at birth. Each



Quadlings

XP Cost: 0

Aspects

No changes.

Traits

Required: None

Optional: Most Quadlings have Resistance (Heat) 1. Quadlings with Technology Academy are extremely rare, even alchemists and ingénieurs. Many Quadlings have low levels of Intolerance against the Ozmite colonists, and by extension, technology in general.

Banned: None

Social Qualities

It is the rare Quadling who doesn't have Illiterate. Most Quadlings have one or more levels of Poor. Sorcerers and shamans have Regard (Respected) 2, while witches have Regard (Feared) 3. Nearly all magicians have Status 4 or 5.

Winkies

The woeful population of Muab's Realm is one step up from slavery. Constantly under the domination of her creatures, the Humans of Winkieland are a shadow of their former selves. While Winkies are almost universally poor, as what wealth there is in Winkieland flows into the coffers of Muab and then the priesthood, the Winkies have learned to survive with little and to expect even less.

tribe has its own pool of names and a very strict tradition of never using a name from another tribe upon risk of cursing their child to a painful and dishonorable death. Some Quadlings take, or are given, a common and easy to pronounce, first name by the citizens of the Emerald City who have made the Quadling Country their new home. These "civilized" Quadlings are largely despised by other native Quadlings.

Misitasu – **Male** – Chaga, Daktari, Jengo, Kiume, Mambo, Mtaalamu, Mzee, Tiifu, Uledi. **Female** – Bahati, Farashuu, Ibtisam, Kipenzi, Monima, Mvita, Paka, Uzima.

Olu – **Male** – Jaramagi, Obuya, Ochieng, Ohun, Okello, Opiyo, Ososo, Ouma, Wanyanga. **Female** – Abuya, Akello, Akinyi, Alouch, Amondi, Angweng, Arogo, Awour, Awiti.

Tottenhots – **Male** – Chisulo, Citiwala, Kuthahwakulu, Mthuthuzeli, Nolizwe, Sipliwo, Thenga, Uuka. **Female** – Asale, Buseje, Hjemile, Kantayeni, Mandisa, Nkosazana, Nombeko, Thandiwe.

Zumbatori – **Male** – Ayize, Catewayo, Dingane, Dingiswayo, Mbulazi, Mpumelele, Nkosi, Siphos, Vusimuzi. **Female** – Nande, Nomalanga, Sibongile, Siboniso, Thandi, Thula.

Society

The Winkies live in a caste system that dates back to the time when the Uxla-Jun-Kui were revealed to them. Until Muab came to the Realm over 800 years ago, the highest caste was the aj'kin-ajaw, or priest-kings. They have been replaced by witches answerable directly to the Witch of the West. Just below the witches are the administrators and magistrates, the highest of whom are the governors who do the actual work for the witches. Even this entails simple ceremonial functions, as with Pacal-Imix, the child-governor of Batún.

The artisans, professionals, and other magicians of Winkieland comprise the next caste, followed by the caste of the farmers. The farmers rely upon a system of canals and large amounts of manpower since no beasts of burden are used in the fields. Fully 75% of the Human population throughout the Realm is engaged in food production of some sort. However, as the climate of Winkieland does not allow farming in the winter months, for that period of time the farmers turn to other professions, such as tool makers, hunters, soldiers, weavers, and construction labor.

Soldiers make up the next caste, which is somewhat surprising to foreigners as the military is usually seen as an honorable profession in other Realms. But not in Winkieland; here it is an onerous imposed duty.

The lowest class is that of tradesmen and merchants. The handling of money is seen as a form of parasitism. The wealthiest Winkies are often those most despised by their neighbors. Still slaves are even below the merchants. Not truly a caste, they still form a good percentage of the Winkie population. To the Winkies it is fitting that the lowest class should own and have the most contact with slaves.

As a consequence of the limited arable land, food production is limited to a diet of corn, squash, beans, onions, chili peppers and other fruits and vegetables. Occasionally fish from the Winkie River, or venison is consumed, but this is rare.

Appearance

The average Winkie is in excellent physical shape, and tends to live a long life if he isn't murdered, which is an all too common occurrence in Winkieland. Due to the lack of protein, and an almost total lack of dairy products, their skeletal structure does not grow as large as the inhabitants of some of the other lands of Oz. Men average 5'5" in height and weigh between 120 and 160 lbs. Women average 4'11" and weigh between 90 and 130 lbs. Nearly all Winkies have dark brown or jet-black hair and brown eyes.

Men typically dress in a loincloth and sandals, with their headdress denoting status. Winkies of particularly high status often wear a cape, as well. Women wear white, beige, or tan dresses of a modest cut, extending to just above their knees with sleeves extending to the elbows. They are often adorned with headdresses that grow increasingly ostentatious with increased status. Wealthy men and women favor jewelry made from gold, jade, malachite, obsidian, and silver. Women frequently file their teeth down to points, and the wealthy place gold or silver caps on them.

Names

Winkies have multi-part names; usually two or three parts, each separated by a dash. A few Winkies have a single name, but this is rare. Like Munchkin names, Winkie names can be translated, though their meaning is nonsensical with names like Knot-Eye-Jaguar and Moon-Zero-Bird. Names given at birth do not differ between male and female sexes. When necessary, a suffix is added to a name to identify a person's sex; "Ah" for men and "Ix" for women. Most Winkies are known to friends by the first part of their name, if they have multiple parts.

Winkies have a tendency to be known by people from other cultures by the first part of their name coupled with their profession, e.g. Pacal the Baker, Ik the Cook, and Cimi the Weaver.

Examples – Ahau-Moch, Ain-Way, Bil-Eb-Bacha-Ta, Chiccan-Hunab, Cimi-

Uo-Chanil, Cit-Kin, Coh-Na, Ek-Manik, Hok-Tahal, Hubil-Muan, Ik-Tun, Katun-Uayeb, Kinchiltun, Lahun-Ac, Mac-Ceh, Mam-Pax, Nohol-Yol, Nucuch, Pacal-Cun, Sastun, Suhuy-Xoc-Imix, Tzei-Oxlahun, Wac-Mul, Xaman-Le-Ta, Zutz.

Typical Professions – Baker, Brewster, Carpenter, Cook, Cooper, Farmer, Herder, Mason, Shepherd, Smith, Tanner, Weaver.

Winkies

XP Cost: 0

Aspects

No changes.

Traits

Required: None

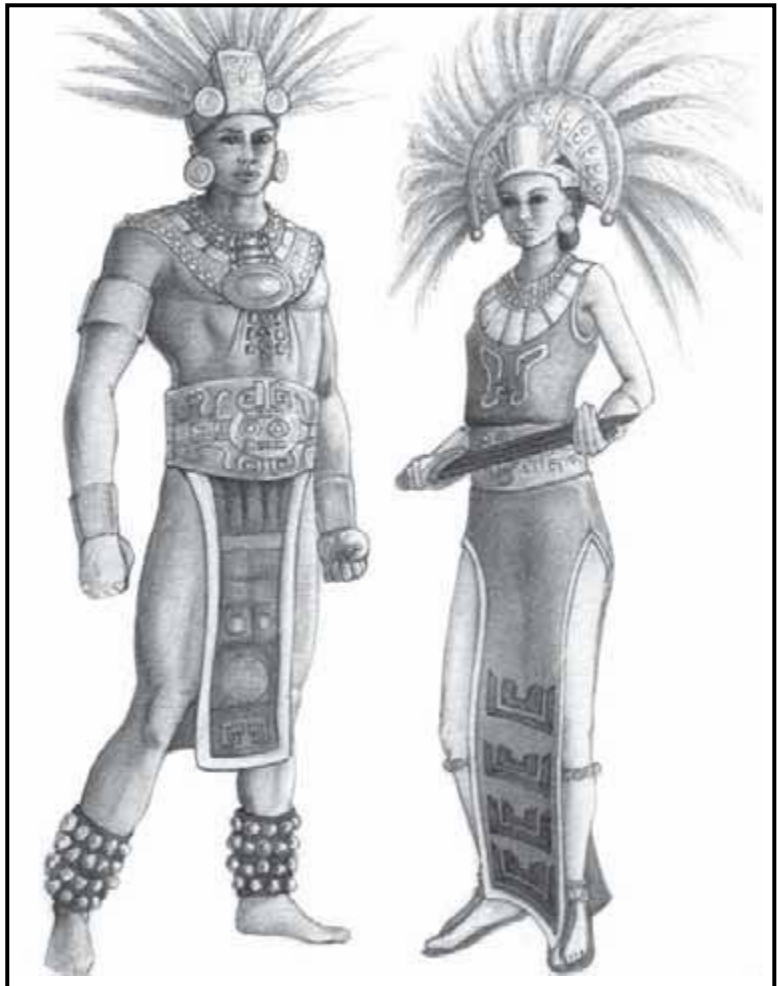
Optional: Winkies with Technology Academy are virtually unknown, except alchemists and the rarer ingénieurs.

Banned: None

Social Qualities

Magicians have either License (Known to Muab) or Wanted 1, if not known to Muab. If a magician refuses to present himself to Muab, and escapes the authorities, he has Wanted 3. Sorcerers have Regard (Feared) 3, while witches have Regard (Feared) 5.

All Technologists, except alchemists and ingénieurs, have Wanted 2.



Literacy depends entirely on the Winkie's caste.
Very few Winkies have Wealthy above 1.

Ozmites

The citizens of the Emerald City, or "Ozmites" as they call themselves, are a diverse lot. You can find just about any other race in the Emerald City, if you know where to look. Ozmites themselves tend to be a hard-working, somewhat arrogant, bunch of people. Yet their arrogance is understandable. In less than 200 years they completely changed their society from one in the throes of anarchy, where justice was dispensed by cold steel, to the most technologically advanced metropolis ever known in Oz. In addition, the anarchy the Emerald City once suffered has been replaced with a system of government where every citizen 18 years and older has a vote in the regular election for those who govern in their name.

Society

The society of the Emerald City would be the most familiar to Outsiders. There is a lower class, the most numerous of the classes, who dress as they can afford, which usually means company issued simple tan or gray trousers and shirts. Sometimes the "wealthy" among the worker class can save enough to buy a bowler hat. The lower class has little spare time, though some manage to have hobbies or interests outside their work.

The middle class is comprised of professionals, civil servants, and other educated individuals. The most important group in the middle class is the Technologists, without whom the prosperity brought to the people by the Wizard would soon halt its progress and break down. The middle class has a fair amount of spare time to devote to interests, especially travel. Many professionals have small gardens, if they are lucky enough to live in a home with a patch of ground, or a workshop where they can tinker on their own inventions.

The upper class is composed of wealthy Ozmite industrialists, capitalists, and the highest levels of government offices. With as much free time as they want, the upper class fashion careers from eccentric flights of fancy. Travelling is a primary interests, especially of the younger upper-class members.

Many Ozmites live in the towering glass and steel structures that now crowd the New City. The class structure is reflected literally in the vertical homes within the cloudscrapers of the New City. The lower class dwells in the lowest levels, usually just above the storefronts. The middle class resides in the middle levels, while the upper class inhabits the topmost levels of the cloudscrapers, looking down upon all those beneath them. The majority of the wealthy live in the Old City, while the lower class dwells in both the Industrial Quarter and the ghettos.

Despite the horrible living conditions of the urban poor in the Emerald City, most Ozmites enjoy a standard of living higher than others in Oz. This can be attributed to the technological advancements that have eased people's lives. Whenever drought or famine hits one of the four major Realms, or the persecutions of one Witch or another

become intolerable, the Emerald City greets all with open arms.

Appearance

The majority of Ozmites have white skin. Those with tanned skin are likely lower class and work outside. If their skin is pale, they tend to be middle or upper class and work inside. Hair colors vary from black to platinum blonde, and eye colors range anywhere from blue and green to grey and brown. Height and life-expectancy depends on nutrition and environmental conditions during childhood. In general, the lower the class of an Ozmite, the shorter in stature and lifespan, due to food shortages and exposure to toxic working conditions and pollution. The reverse is also true - the higher the class, the taller and longer the lifespan, thanks to plentiful food and safer working conditions.

Ozmites, especially of the middle and upper classes, wear rather formal clothing: long-coated suits and all encompassing dresses. Men wear dark colors almost exclusively, particularly black, brown, and dark green. Women dress more colorfully, yet darker tones still predominate. The men and working women of the lower class wear tough pants, shirts, and a coat (for men), if they can afford one. Universally, men wear hats, caps, bowlers, or top hats, as appropriate for their class.

Names

Ozmites are rather limited in the names they can choose for their children. The Wizard decreed many years ago that only names on an approved list could be used by parents. Some upper class Ozmites like to show their breeding by asking of a person's "Approval," meaning their given name and that of their parents and grandparents as they appear on the Approved List of Names. If this cannot be given, the individual is looked down upon as inferior.

Children inherit their father's last name. If the father had no last name, his first name becomes the child's last name. This creates some odd sounding names as many Ozmites are emigrants, though it can instantly identify someone's cultural and ethnic heritage.

Before the Arrival, children were given only a first name at birth. When 16 years old, men chose their occupation, which also became their last name. Usually, women did not take a profession and, therefore, did not have a last name until marriage when they took their husband's. Occasionally, the poor give humorous, two-word joke names to their children, such as Dyna Mite and Hugh Betcha. These profession and joke last names passed from father to child soon after the Arrival.

Male – Arthur Merchant, Edward Mite, Gregory Cooper, John fon Ozcot, Nicholas Constable, Nigel Ek-Manik, Oliver Betcha, Robert Cobbler, Theodore Bookbinder, Thomas Judge, William Rwan.

Female – Amber Mbulazi, Eleanor Innkeeper, Elizabeth Mam-Pax, Kimberly Brewer, Margaret Guard, Mary Smith, Michelle Nutter, Nancy Tithesis, Pamela Sergeant, Penelope Barber, Rachel Nagai.





Ozmites

XP Cost: 0

Aspects

No changes.

Traits

Required: None

Optional: A good percentage of the lower class has Addiction (Opium). It is extremely rare for Ozmites to have Magic Tradition.

Banned: None

Social Qualities

Members of the lower class will have Poor 1 at least and a Status of 0 to 3. Members of the middle class will likely have Status 2 to 7. Members of the upper class will have Wealthy 1 at least, and a Status of 5 to 9. Nearly all members of the upper class have at least one additional Language at level 3.

All Technologists have Regard (Respected), except fulminates. The level depends on the designated Academy: ingénieurs have a 1; alchemists, 2; vitalists, 3; horologists, 4; and vaporists, 5. Krumbic wizards are unknown in the Emerald City, as with the rest of Oz.

Special Rules

All Ozmites must to carry identification papers with a photograph. When caught without identification papers, and when duplicate papers held by the state can be found, the Ozmite will be charged with a misdemeanor. If no papers can be located by the state, he will be indicted for a felony.

Step Three: Aspects

Aspects are the basic groups of abilities you possess. They encompass all that makes your character who he is. Usually Aspects are the abilities your character was born with, such as Agility and Strength, but some, like Culture, are learned. To perform any Action that requires a roll, you will roll two Aspects together. You will notice on the Aspect Tree (on your character sheet) that Aspects link to one another in specific ways. Only Aspects so linked can be rolled to perform an Action.

Each of your Aspects begins with 1d automatically. You have 16d to apportion among your Aspects on a one-for-one basis, except INT costs double (it takes 2d to increase INT by 1d), and raising an Aspect to 5d (or higher) costs double. Dice spent now are in addition to the 1d. You cannot raise an Aspect higher than 5d, unless allowed by your Race.

You must finish allocating dice before proceeding to Step Four. Unallocated dice are lost!

When allocating your dice, think back to your concept. Is your character very strong? Put dice into your character's Strength. Is your character very handsome or beautiful? Put some dice into Appearance. Is your character good at getting along with others and able to convince them to do what you want? Increase your character's Personality. Consider each of the Aspects in relation to your concept.

If you find you don't have enough dice to spread amongst all the Aspects based on your concept, you have three choices. First, you can lower your vision of what your character actually possesses in some Aspects to bring it down to a level where you have enough dice to fit your concept. Second, you can spend some remaining XP in Step Five to increase your Aspects. Or third, you can do both.

An Aspect's rating denotes the number of dice added to an Actor's dice pool. Aspects have a scale of 0d to 5d for Humans. They can go much higher for other species. The average for Humans is 2d. The absolute minimum of any Aspect, is 0d.

When raising Aspects with XP, they cost the level (or number of dice) you are raising it x10, except INT which is x20. Remember, if you want to buy an Aspect up more than one level, you need to pay for all intervening levels. E.g. If you go from 2d to 4d in APP, it will cost you 70 XP (30 XP to go from 2d to 3d, plus 40 XP to go from 3d to 4d).

Below are the definitions of each of the ten Aspects along with its abbreviation.

Agility (AGI) – The ability to move quickly; your character's nimbleness and measure of dexterity.

Appearance (APP) – Your character's outward physical form as perceived by others.

Constitution (CON) – A measure of your character's capacity for endurance and ability to resist illnesses and toxins.

Culture (CUL) – The customs, achievements, etc. of civilization in general known to your character.

Intellect (INT) – Your character's ability to reason and absorb new information; quick-thinking and/or insight.

Knowledge (KNO) – The sum of what your character knows, excluding those things covered by CUL.

Perception (PCN) – Faculty of perceiving through your character's senses.

Personality (PRS) – Your character's distinctive demeanor as perceived by others when interacting with them.

Strength (STR) – Your character's degree of physical might.

Toughness (TOU) – How difficult it is for your character to be harmed by cutting, crushing, or other direct immediate damage.

Step Four: Talents & Skills

Talents are groups of like abilities that often share a common purpose or training. Talents encompass a much smaller range of abilities than Aspects, and a much larger one than Skills. Skills are narrow sets of abilities focusing on a single specialized bit of knowledge or expertise. When applied, a Talent and Skill adds a bonus to your dice rolls when performing an Action or resisting the Actions of others. You can only apply one Talent and one Skill to a dice roll.

Talents and Skills are linked to one another as Skills are more focused areas of ability and knowledge than Talents, but are always within their related Talent's sphere of expertise and ability. However, you do not need any levels in a Talent in order to have levels in its related Skills, or vice-versa.

You have 22 points to apportion among your Talents. Each point increases a Talent by +1 on a one-for-one basis. Each point can be exchanged for three pips. Each pip increases a Skill by +1 on a one-for-one basis. Increasing a Talent or Skill to +5 costs two points for a Talent or two pips for a Skill. You do not need to have any points in a Talent in order to put pips in a Skill, nor do you need to have any pips in a Skill in order to put points into a Talent. You can buy any Talent or Skill up to a maximum of +5.

You must finish allocating points and pips before proceeding to Step Five. Unspent points and pips are lost!

When allocating your points to Talents, and pips to Skills, think back to your concept. Is your character a con artist? Then put some points into Guile and Intuition, with some pips in Con, Deception, Hagglng, and Detect Lies. Does your character have a military background? Putting some points into Military and Ranged Combat, with some pips in Pistols and Rifles might be appropriate. Is your character a physics professor at a college? Put a bunch of points into Science and pips into Physics and Teaching.

Don't put all of your points and pips into a few Talents and their associated Skills. Sure, you could start the Series with a Ranged Combat +5 and Rifles +5 and be a crack-shot with any rifle that falls into your character's hands. But that's about all you'd be able to do as it would cost you 8 of your 22 points to allocate among *all* the other Talents and Skills! What happens when you need to talk your way out of a sticky situation? Or fix a steamcar to escape an enemy? Having such a "one-hit-wonder" character means you will be very bored for most of the Series. Decide what else your character is good at besides the one quality they are actually noted for. Spread your points among the appropriate Talents and Skills so you always have something to potentially contribute in an Episode.

If you find you don't have enough points to spread amongst all the Talents and Skills based on your concept, you will need to allocate them the best you can without going over the 22 points. However, in Step Five, you will likely have some extra XP, depending on the XP cost of your Race, to spend on adding and raising your Talents and Skills.

Talents and Skills each have a maximum level of +5.

When purchasing or raising Talents with XP, they cost the level (or +) you are raising it x3, while Skills cost x1. Remember that if you want to buy a Talent or Skill up more than one level, you need to pay for all intervening levels. E.g. If you go from Academics +1 to +3, it will cost you 15 XP (6 XP to go from +1 to +2, plus 9 XP to go from +2 to +3).

What follows is a list of the various Talents found in the *Balance RPG System*, listed in alphabetical order. Each presents a brief description of what it encompasses. Every Talent lists examples of Skills related to it. These Skills are only examples. You can create other Skills as long as they follow the same rationale as the examples, do not include the area of expertise of an existing Skill, are linked to a single Talent that includes the expertise and abilities of the Skill, and are approved by your Director.

Untrained Rolls

Attempting an Action without training in the task can make it more difficult or even deadly. If you've played baseball for years, you will likely know how to throw small objects, making that Action easier than someone who doesn't know how to play baseball. If you never went to medical school, attempting surgery can be deadly to your patient.

If you attempt a roll and do not have at least a +1 in either the appropriate Talent or Skill, you will suffer a



Die Penalty. The severity of the DP depends on whether the Action involves a Mental, Physical, or Social Talent and Skill.

Example Actions

Each Talent has at least one example Action that includes the application of its use and one of its related Skills. Situational Modifiers certainly apply to these examples, but are far too numerous to list. The Director will need to assign reasonable SMs to each roll as necessary. For a full explanation of how the rolls are made, see Chapter IV: Basic Rules, pgs. 107-113.

Mental Talents

These Talents and Skills rely on your intellectual capabilities and are usually gained through long years of formal study. They are most often used with dice pools that include dice from CUL, KNO, and INT.

Untrained

Attempting a Mental Action untrained imposes a -3d DP.

Academics

Academics represents the disciplines of knowledge related to the study of civilization, beliefs, language, and social systems, usually gained through education, especially higher education. It does not include any medical knowledge.

Example Skills: Architecture, Economics, Geography, History, Law, Linguistics, Literature, Occultism, Philosophy, Politics, Theology.

Example Actions

Finish a Crossword Puzzle: Graded Cumulative CUL + KNO (Academics). The DiN depends on the difficulty of the puzzle. Each roll takes 15 minutes.

Identify a Building's Architectural Style: Simple CUL + INT (Academics). The DiN depends on how well the style is represented.

Art

Art covers the ability to create things through the various forms of fine art, such as painting, sculpting, drawing, and forgery. It does not include crafts, performance art, or the ability to express yourself through the written word.

Example Skills: Calligraphy, Drawing, Forgery, Painting, Sculpting.

Example Actions

Create Art: Graded Cumulative CUL + INT (Art) if the piece reflects an established artistic style or INT + PCN (Art) if the piece is of an original artistic style. The DiN depends on the complexity of the piece. Each roll represents one day.

Awareness

Awareness covers the ability to use the senses to perceive the environment in a general manner and specific trained applications, such as tracking prey or investigating

a crime scene. This includes not just the normal five physical senses of sight, hearing, smell, taste, and touch, but also the "sixth sense."

Example Skills: Eavesdropping, Hiding, Investigation, Observation, Research, Tracking.

Example Actions

Perception/Search: Graded Simple INT + PCN (Awareness). SMs: Environmental. The DiN depends on how easy it is to find or observe the object. A perception roll to notice something takes but a moment, while searching for something can take a few minutes to hours, or even longer.

Research: Graded Cumulative CUL + INT (Awareness) or INT + KNO (Awareness), depending on the type of information sought. The DiN depends on the obscurity of the subject. Each roll represents 30 minutes of work.

Crafts

This Talent encompasses the skills necessary to turn raw physical materials, like cloth, food, wood, leather, stone, and metal, into finished goods, no matter what the size of the finished product, or to repair such goods.

Example Skills: Armorsmithing, Brewing, Carpentry, Cooking, Jewelry Making, Photography, Sewing, Weaponsmithing, Woodworking.

Example Actions

Repair a Suit of Plate Armor: Cumulative INT + KNO (Crafts). The DiN depends on the complexity and size of the armor. Each roll represents 30 minutes of work.

Medicine

This Talent includes all medical training and knowledge of the mortal body, as well as the ability to treat injuries and afflictions for all living creatures.

Example Skills: Biology, Diseases, First Aid, Medical Care, Poisons, Surgery, Veterinary.

Example Actions

First Aid: Graded Cumulative INT + PCN (Medicine), with a DiN equal to half the number of Wounds your target has (round down). Each roll takes 5 minutes. See pg. 120 for more details.

Medical Care: Graded Cumulative INT + KNO (Medicine), with a DiN equal to half the number of Wounds your target has (round up). Each roll takes one day. See pg. 120 for more details.

Stabilize Someone who is Bleeding: Cumulative AGI + PCN (Medicine), with a DiN equal to half the number of Wounds your target has (round up). Each roll takes 1 Round (5 seconds). See pg. 120 for more details.

Military

This Talent covers the use of emplacement weapons, vehicle mounted weapons, explosives, as well as more exotic weapons such as rockets and torpedoes, and the know-how to use them without killing oneself. It also

includes the procedures and plans used by the military to execute strategic and tactical operations.

Example Skills: Artillery, Explosives, Strategy & Tactics.

Example Actions

Plant a Bomb: Simple INT + KNO (Military). The DiN depends on the type of bomb set and the difficulty of its placement.

Science

This Talent covers only those sciences related to the understanding of the natural world through the physical sciences. It does not include life sciences, for that, use Medicine.

Example Skills: Astronomy, Chemistry, Geology, Metallurgy, Paleontology, Physics.

Example Actions

Determine the Chemical Composition of a Substance: Cumulative INT + KNO (Science). The DiN depends on the complexity and obscurity of the substance. Each roll takes 15 minutes.

Survival

Survival covers the abilities necessary to survive in the wild by living off the land, possessed by explorers and wilderness guides.

Example Skills: Foraging, Identify Animals, Identify Plants, Locate Shelter.

Example Actions

Foraging: Graded Simple INT + PCN (Survival). The DiN depends on the barrenness of the terrain. Each roll takes one hour.

Technology

Technology covers the design, construction, and repair of technological devices, from simple machines like pulleys and levers to complex ones like clockwork automatons and computers.

Example Skills: Clockworks, Computers, Electronics, Engineering, Mechanics, Steam Engines.

Example Actions

Repair a Clock: Cumulative INT + KNO (Technology). The DiN depends on the complexity of the clock. Each roll takes 30 minutes of work.

Physical Talents

These Talents and Skills rely on the physical capabilities of might, endurance, dexterity, and hand-eye coordination. They are most often used with dice pools that include dice from AGI, CON, PCN, STR, and TOU.

Untrained

Attempting a Physical Action untrained imposes a -1d DP.

Athletics

This Talent covers all general feats of strength, speed, and dexterity combined with the fitness and training necessary to apply them in a precise manner. This includes all physical sports, whether played individually, such as rock climbing and kayaking, or as part of a team, like football and baseball.

Example Skills: Baseball, Climbing, Football, Jumping, Lifting, Running, Swimming, Tennis.

Example Actions

Climbing: Graded Cumulative AGI + STR (Athletics). The DiN depends on the difficulty of the surface climbed. Each roll takes 3 Rounds (15 seconds) to climb ¼ your Move.

Jumping: Graded Simple AGI + STR (Athletics), with a DiN of 10. Distance or height jumped depends on the type of jump attempted. See pg. 113 for more details.

Tossing an Object: Simple AGI + STR (Athletics), with a DiN of 10. See pg. 135 for more details.

Coordination

Coordination covers feats of physical dexterity and fine motor skills requiring delicate training and practice. Tasks covered by Coordination require a higher degree of agility than Athletics, which relies more on strength.

Example Skills: Acrobatics, Balance, Breakfall, Dancing, Dodge, Juggling, Stealth, Tumbling.

Example Actions

Catching an Object Thrown at/to You: Simple AGI + PCN (Coordination), with a DiN of 20. Apply a SB equal to the number of Grades the thrower gained. If the thrower failed his throw, you cannot attempt to catch the object.

Hand-to-Hand Combat

This Talent represents your character's ability to fight with his bare hands. This includes anything dealing with combat using only the body, such as punching, kicking, and grappling, as well as entire martial art styles, such as kung fu and karate. Note that you *cannot* take a Skill in a martial art style as they represent a group of abilities too diverse for a single Skill.

Example Skills: Counterattacking, Disarming, Grapple, Kicking, Punching.

Example Actions

Throw a Punch: Opposed AGI + STR (Hand-to-Hand Combat) vs. Active or Passive Defense.

Parry a Low-Velocity Missile with Your Hand (e.g. an arrow): Opposed AGI + PCN (Hand-to-Hand Combat) vs. AGI + PCN (Ranged Combat).

Larceny

Larceny covers thieving and a large variety of illicit, and usually illegal, abilities that rely on the precise use of physical abilities, particularly strength and dexterity. Using this Talent unsuccessfully can at best lead to your



character getting a bad reputation and at worst a criminal record.

Example Skills: Disabling Traps, Lockpicking, Pickpocketing, Safecracking, Sleight of Hand.

Example Actions

Lockpicking: Cumulative AGI + PCN (Larceny). The DiN depends on the complexity of the lock. Each roll takes 1 Round (5 seconds).

Melee Combat

This Talent covers the use of all hand-held weapons and fighting techniques used in melee combat, from swords and clubs to nets and shields, regardless of the technological sophistication involved in the creation of the weapon. It also includes entire martial art styles that use melee weapons, such as fencing and iaijutsu. Note that you *cannot* take a Skill in a martial art style as they represent a group of abilities too diverse for a single Skill.

Example Skills: Attacking with Axes, Attacking with Knives, Attacking with Swords, Block, Counterattack with Swords, Disarm with Knives, Parry with Polearms, Parry with Swords.

Example Actions

Attack with a Sword: Opposed AGI + STR (Melee Combat) vs. Active or Passive Defense.

Ranged Combat

This Talent covers the use of all types of ranged weaponry, including firearms, whether a simple revolver or a Maxim machine gun, and muscle-powered weaponry, such as throwing spears, bows, crossbows, and blowpipes. The propellant used is inconsequential and can be gunpowder, air, steam, muscle, or something more exotic. Flamethrowers and steamthrowers are likewise covered by this Talent.

Example Skills: Blackpowder Weapons, Bows, Crossbows, Flamethrowers, Pistols, Rifles, Thrown Weapons.

Example Actions

Attack with a Pistol: Opposed AGI + PCN (Ranged Combat) vs. Active or Passive Defense.

Vehicles

This Talent is strictly limited to the operation of all craft designed to move a person from one place to another. It covers the operation of relatively common vehicles like automobiles and bicycles, as well as more exotic ones such as helicopters and hot air balloons. The method of propulsion must be self-propelled or operator powered.

Example Skills: Airships, Automobiles, Bicycles, Helicopters, Hot Air Balloons, Powerboats, Sailboats, Small Engine Airplanes, Submarines.

Example Actions

Drive an Automobile: Simple AGI + PCN (Vehicles). The DiN depends on the Maneuver you are attempting.

Social Talents

These Talents and Skills rely on interpersonal communications, including the abilities to express oneself and understand the expressions of others. They are most often used with dice pools that include dice from APP and PRS.

Untrained

Attempting a Social Action untrained imposes a -2d DP.

Animals

This Talent encompasses all interactions between you and non-sentient animals. This doesn't include Animals. Usually, this Talent means you have a knack for training, riding, and managing animals.

Example Skills: Calm Animals, Chariots, Mounted Combat, Riding Horses, Sense Disposition, Training, Wagons.

Example Actions

Ride a Horse: Simple INT + PRS (Animals). The DiN depends on the Maneuver you are attempting.

Discipline

This Talent covers the mental focus and strength of mind and character to resist distractions when attempting to concentrate or prevent someone from swaying your thoughts or emotions.

Example Skills: Concentration, Resist Guile, Resist Intimidation, Resist Seduction, Resist Torture.

Example Actions

Resist a Seduction: Opposed INT + PRS (Discipline) vs. APP + PRS (Persuasion).

Expression

This Talent covers your ability to express yourself through a performance art or other artistic manner that involves you physically doing something; e.g. singing an aria, playing the violin, acting in a play, etc. It also includes the ability to express thoughts and feelings through the written word, such as writing a book or poetry.

Example Skills: Acting, Piano, Poetry, Singing, Teaching, Trumpet, Violin, Writing.

Example Actions

Play a Song on a Piano: Simple AGI + INT (Expression). The DiN depends on the complexity of the song.

Guile

Guile covers the ability to deceive, lie, confuse, or otherwise mislead others, and includes non-verbal cues and innuendo. Repeatedly using this Talent, particularly unsuccessfully, will likely give your character a bad reputation. The use of this Talent is most often resisted by the target's Discipline.

Example Skills: Appear Innocent, Bluff, Con, Deception, Disguise, Hagglng.

Example Actions

Create a Disguise: Opposed INT + PRS (Guile) vs. INT + PCN (Awareness).

Fast-Talk: Opposed INT + PRS (Guile) vs. INT + PRS (Discipline).

Play a Game of Poker: Opposed INT + PCN (Guile) vs. INT + PCN (Awareness).

Intuition

This is the ability to use and understand your instincts to gain useful information about people, places, and things. This includes specific information, such as detecting lies and interpreting body language, as well as general gut feelings about a situation.

Example Skills: Detect Lies, Estimate Sums, Gauge Opponent, Psychology.

Example Actions

Detect a Lie: Opposed INT + PRS (Intuition) vs. APP + PRS (Guile).

Persuasion

Persuasion includes interpersonal communication in all its various forms when used to manipulate others into getting what you want, whether individually as in a seduction, or collectively as when commanding on the battlefield. The use of this Talent is most often resisted by the target's Discipline.

Example Skills: Diplomacy, Interrogation, Intimidation, Leadership, Oratory, Seduction.

Example Actions

Interrogation: Opposed INT + PRS (Persuasion) vs. INT + PRS (Discipline).

Intimidation: Opposed APP + PRS (Persuasion), if using physical intimidation, or INT + PRS (Persuasion), if using psychological intimidation, vs. INT + PRS (Discipline).

Seduction: Opposed APP + PRS (Persuasion) vs. INT + PRS (Discipline).

Step Five: Spend Starting Experience Points

Your Director will now give you some experience points to start the Series. This allows him to gauge how powerful he wants the characters to be — the more starting XP, the more powerful the characters will be. The list below gives some benchmarks for how powerful characters will be with the listed starting XP. Note that Green level characters will not be able to afford the XP cost of many Races, but is a good fit for younger characters in their late teens and early 20s.

Now that you have your starting XP, subtract the cost of your Race from this. If you find you don't have enough starting XP to

Starting XP	
Level	XP
Green	35
Average	75
Veteran	150
Heroic	300

pay for your Race, you can try to take enough Hindrances to pay for the Race, but if you can't you can't play that Race! You can

spend whatever is left on anything — increasing Aspects, adding or raising Talents and Skills, or adding or raising Traits allowed by your Race.

Increasing Aspects, Talents, or Skills, or adding new Talents or Skills is simple. Find the level (i.e. number of dice "d" for Aspects and + for Talents and Skills) you are raising the Attribute. Multiply the level by the XP cost listed on the table below to find the final XP cost for that level. If you want to buy an Attribute up more than one level, you need to pay for all intervening levels. E.g. If you go from 2d to 4d in APP, it will cost you 70 XP (30 XP to go from 2d to 3d, plus 40 XP to go from 3d to 4d).

You can take Hindrances that give you more XP to spend, up to the same amount as the starting XP given to you by the Director. Add the XP gained from the Hindrances you take to your starting XP. E.g. If your Director gave you 125 XP to start the Series, you can take up to 125 XP worth of Hindrances. The Hindrances you automatically gain from your Race do not count towards this limit.

You can choose to save as much of your starting XP as you want for use later in the Series. But remember, you usually cannot spend XP except during a Montage, which means you're likely to wait for an entire Season to finish before you can spend XP again. Also, if you save too much XP you will be noticeably weaker than your companions. On the other hand, saving XP means you can spend more XP on something you may not be allowed to begin the game with. For instance, Outsiders from Earth can't start as a sorcerer. But once they get to Oz, they may be able to find someone to apprentice them. The saved XP means you could become more powerful as a sorcerer much more quickly than otherwise.

The primary Attribute Actors are likely to buy with their starting XP are Traits.

Traits

Traits give further depth to a character. Traits can give you advantages such as being courageous, the ability to burrow through the earth, or go with less sleep. Such advantageous Traits are called Capabilities. Traits can also give you disadvantages such as being cowardly, having impaired sight, or a phobia for spiders. Traits that give you disadvantages are called Hindrances. Many Traits do not have powerful or unusual rules. Instead they help you as an Actor define your character. They are an aid to help in roleplaying.

Most Traits can be taken by any character. Some, marked as Racial, can only be taken if listed in the Traits for the Race you have chosen for your character. A few

Experience Point Costs	
Attribute	XP Cost
INT Aspect	New level x 20
All other Aspects	New level x 10
Talent	New level x 3
Skill	New level x 1
Trait	New level x Varies



have prerequisites listed that must be satisfied before the Trait can be taken.

Magic and technology have the possibility of granting nearly any Trait, even ones limited to certain Races. An example would be metal arm replacements that give you some Natural Armor or have a weapon built into them giving you a Natural Weapon.

Once a Capability is taken, it is rare for it to be raised in level afterwards. They are usually purchased at a specific level at character creation or during a Montage. Capabilities can only be raised with your Director's permission. Capabilities can only be removed or reduced in level by your Director. If this happens, usually you will not get back the XP you paid. Only in very rare cases, where the loss of the Capability was part of the story and occurred through no fault of yours, should the XP be refunded.

Hindrances can only be increased in level after initially taken with your Director's permission. Hindrances *cannot* be bought off without the specific permission of your Director, and even then only during a Montage. Hindrances that are listed as a Trait for a Race can *never* be bought off, though their effect may be lessened if the Hindrance has levels.

Many Traits have a roleplaying aspect to them, such as Courageous and Cowardly. You must play your character appropriately if you take these Traits! If you do not, your Director will penalize you 1 XP at the end of the Episode. If you repeatedly refuse or forget to appropriately play a Trait, the Director can simply remove the Trait, if it is a Capability, without giving you a refund on your XP, or if a Hindrance, withhold its XP worth from future XP awards.

Some Hindrances have a heavy or even pure roleplaying function with little or no game mechanics. If you do not properly roleplay these noted Hindrances, at the end of the Episode your Director will penalize you 1 XP. You must roleplay *all* of the noted Hindrances appropriately to ensure you are not penalized. If you fail to roleplay noted Hindrances appropriately over several Episodes, your Director will remove them as normal.

You cannot have contradictory Traits. For instance, you cannot take the Capability Keen Sense (Eyesight) if you already have the Hindrance Blind or Impaired Sense (Eyesight)! If you try to get around this rule, as judged by your Director, or somehow you end up with contradictory Traits, your Director can immediately correct your character as he sees fit. It is likewise up to your Director whether you get any XP back or need to pay more for the correction. It is recommended that no XP be given back to an Actor for contradictory corrections.

Cost

Each Capability and Hindrance has a cost in XP listed in its entry. If the cost is positive, you must pay that amount of XP to take the Trait. If the amount is negative, you gain that number of XP for taking the Trait. All Capabilities have a positive cost while Hindrances have a negative cost. The XP cost of a Trait works the same as for Aspects, Talents, and Skills. Multiply the level of the Trait you take by the listed cost to calculate the final XP cost for

that level of the Trait. If the cost for the Trait is listed as a positive number, you must pay the final amount of XP. If it is listed as a negative number you *gain* the final amount of XP. If you take multiple levels of a Trait you must pay for all levels individually. E.g. If you take Courageous (Cost 2 XP) at level 3, and didn't have any levels already, you must also buy levels 1 and 2, for a total cost of 12 XP (2 XP for level 1, 4 XP for level 2, and 6 XP for level 3).

What follows is a list of the various Capabilities and Hindrances found in the *Balance RPG System*. More will be added in future supplements, but only those in *Oz: Dark & Terrible* books are allowed for Actors to use in an Oz Series.

You cannot take a Trait more than once unless otherwise noted in the Trait's description.

All Capabilities and Hindrances have a maximum number of levels listed after their name as well as a cost per level.

Capabilities

Agile Arms

(Racial) **Levels:** 25 **Cost:** 3

One or both of your arms are more agile compared to the rest of your body.

Effects: You gain a +1 SB per level to all AGI rolls you make that involve the use of your arm(s), including use of your hands.

Notes: None of your Derivative Attributes are altered by this Capability.

Ambidextrous

Levels: 1 **Cost:** 3

You can use either hand equally well to perform a task.

Effects: Normally when using an off-hand for a task you suffer a -3 SP. Ambidextrous eliminates this penalty. If you have more than two hands Ambidextrous applies to all of your off-hands.

Amphibious

(Racial) **Levels:** 1 **Cost:** 5

You are equally adept at moving in water and on land.

Effects: Your Move when swimming is not halved.

Animal Empathy

Levels: 10 **Cost:** 2

Prerequisites: Cannot be an Animal.

You have a natural empathy with animals (and Animals). Maybe you smell friendly or just give off the right signals. Whatever it is, animals (and Animals) are put at ease in your presence, even going against their training or instincts.

Effects: You gain a +1 SB per level to all Social rolls when interacting with an animal or Animal.

Capabilities List							
Capability	Racial	Levels	Cost	Capability	Racial	Levels	Cost
Agile Arms	X	25	3	Infravision	X	1	0 or 10
Ambidextrous		1	3	Keen Sense		10	2 or 1
Amphibious	X	1	5	Leap	X	10	7
Animal Empathy		10	2	Less Sleep		4	2
Brachiator	X	1	5	Long Lifespan	X	5	2
Breath-Holding	X	10	2	Lucky		3	15
Burrowing	X	1	25	Magic Tradition		1	5
Catfall	X	1	5	Natural Armor	X	30	2
Charismatic		10	3	Night Vision	X	15	1
Common Sense		1	10	Non-Biological Construction	X	1	40
Confident		10	2	Photographic Memory		5	2
Courageous		10	2	Pleasant Voice		5	3
Danger Sense		10	2	Quick Reflexes		10	4
Dark Vision	X	1	25	Ranged Attack	X	10	5
Detect	X	1	15	Reduced Consumption	X	4	3
Devour the Heart	X	1	30	Regeneration	X	5	20
Direction Sense		5	2	Regrowth	X	1	30
Doesn't Breathe	X	1	15	Resilience		10	2
Doesn't Eat or Drink	X	1	20	Resistance	X	5	5
Doesn't Sleep	X	1	40	Resourceful Pockets		1	10
Empathic		10	3	Serendipity		5	10
Extra Arms	X	1	10	Speak with Animals	X	1	5 or 15
Face in the Crowd		10	1	Speak with Plants	X	1	10
Fast Healing		1	15	Speedy		10	4
Fear	X	20	5	Stable		10	2
Flight	X	1	30 or 50	Strong Arms	X	25	3
Hard to Kill		10	2	Strong Legs	X	25	3
Hardy		10	5	Technology Academy		1	5
High Pain Tolerance		10	4	Time Sense	X	1	3
Homogenous	X	1	50	Ultravision	X	1	0 or 10
Hyperspectral Vision	X	1	25	Unaging	X	1	15
Immunity	X	1	80	Untiring	X	1	60
Indomitable		10	3				

Brachiator(Racial) **Levels:** 1 **Cost:** 5

You can move by swinging from one vine or branch to the next.

Effects: When brachiating, your Move is reduced to ½. No roll is required for you to brachiate, unless the distance between one hand-hold and the next is unusually far apart; even then, you gain a +2 SB.

Breath-Holding(Racial) **Levels:** 10 **Cost:** 2

You can hold your breath for long periods of time, beyond the Human norm.

Effects: For each level you take, double the length of time you can hold your breath.

Burrowing(Racial) **Levels:** 1 **Cost:** 25

You can bore through the earth like a mole.

Effects: You can move through the earth at ½ your Move. You cannot burrow through stone or other solid objects.

For an additional 5 XP you permeate the earth like a Human swimming through water, instead of tunneling. Things you carry or wear move with you.

Notes: You cannot breathe dirt, so you must have an open tunnel to the air, must hold your breath while burrowing, or have the Capability Doesn't Breathe.

Catfall(Racial) **Levels:** 1 **Cost:** 5

Like a cat, you can fall from great heights unharmed, always seeming to land on your feet.

Effects: If you fall from a height of 3 yards or less, you do not suffer any damage and automatically land on your feet if you choose to do so; no roll is required. If you fall from a height greater than 3 yards, you make your TOU roll as normal, but you take half the remaining points as Wounds (rounding down), and you do land on your feet.

Charismatic

Levels: 10 **Cost:** 3

You have an innate ability to get others to follow your lead. This is not something that can be learned or gained through application of intelligence, manners, or anything else. You are simply born with it.

Effects: You gain a +1 SB per level to all of your rolls when using PRS to persuade others to follow your lead or to get others to do what you ask. Charismatic is limited in that you must be able to speak in a language the listeners will understand to gain the SB.

Common Sense

Levels: 1 **Cost:** 10

You have the ability to cut through to the basic understanding of a problem, and to know when an idea or action is foolish.

Effects: Whenever you are about to do something *really stupid* and your Director can possibly foresee the consequences, he will make a Simple roll of your INT + PRS with a DiN of 10. If the roll is successful, he will tell you that you are about to do something incredibly dumb. He will not stop you from attempting the action, but beware, you have been warned.

Confident

Levels: 10 **Cost:** 2

It is unusually difficult to shake your confidence or to frighten you.

Effects: You gain a +1 SB per level to all of your Confidence Checks.

Notes: You cannot have Confident with Heartless.

Courageous

Levels: 10 **Cost:** 2

Whether facing a rampaging kalidah or a pissed-off witch, you are unusually brave in the face of danger.

Effects: You gain a +1 SB per level to all your Willpower Checks to resist the effects of fear or when you need to show courage.

Notes: The SB from Courageous is *not* cumulative with that gained from Indomitable. If both Capabilities can be applied to a roll, only the highest Capability's SB is applied.

You cannot have Courageous with Heartless.

Danger Sense

Levels: 10 **Cost:** 2

Prerequisites: Must not be an Automaton. Must be an Animal to take levels higher than 3.

You have a heightened sense of awareness warning you of an impending attack and nearby threats.

Effects: Whenever you make an INT + PCN (Awareness) roll to detect the presence of someone or something trying to remain undetected, you gain a +1 SB per level.

Dark Vision

(Racial) **Levels:** 1 **Cost:** 25

You can see in absolute darkness using a sense other than vision, such as sonar.

Effects: You suffer no SP for darkness and can see in the dark as well as in the light.

Notes: You cannot have Dark Vision with Night Vision.

Detect

(Racial) **Levels:** 1 **Cost:** 15

You can sense a particular substance nearby, even when not detectable by the five normal senses.

Effects: You must choose one particular substance you can detect. This can be nearly anything, but will usually already be specified for you by the Race you chose to play. Examples are: heat, precious metals, jewels, herbs, and water. To detect a substance, make a Simple Roll of your INT + PCN (Awareness) with a DiN of 10 and a -1d DP per 3 yards to the closest sample of the substance. If successful you have a rough idea of how far and in what direction the closest sample of the substance is from your current location. Your Director may want to make this roll for you so you have no idea where the substance may be should you fail.

Notes: You can take Detect once for each substance you can sense. You can take Keen Sense for each Detect you have.

Devour the Heart

(Racial) **Levels:** 1 **Cost:** 30

As a Carnivore you can eat the hearts of Humans to shapechange into a more Human-like form. The more hearts you eat, the more Human you can look.

Effects: For every Human heart you eat, you immediately gain 10 Shapechange Points that can be used to buy or buy off any of the listed Traits on the table below, as if they were XP. Each time you take or get rid of one of the listed Traits you become more Human looking.

You also gain 1 level of Distinctive for each heart you eat when you shapechange. The more you strive to look Human, the more the little things you forgot to change will stick out. You *can* use Shapechange Points to get rid of Distinctive. If you already have Face in the Crowd, you lose one level of it for each level of Distinctive you would gain until you have no levels of Face in the Crowd left. Only then do you begin to gain levels of Distinctive.

Shapechange Points allow you to buy off Capabilities, like Natural Weapon, that you may have in your natural form allowing you to become more Human looking. You can only use Shapechange Points to take or get rid of Traits that make you more Human-like; e.g. if you are a Lion, you cannot take Flight! Any Shapechange Points

you do not use can be saved for a future change, *as long as you do not revert to your natural form.*

Devour the Heart Trait List		
Trait	Levels	Shapechange Point Cost
Amphibious	1	5
Bad Smell	10	-1
Cold-Blooded	1	-10
Face in the Crowd	10	1
Flight	1	30 or 50
Natural Armor	30	2
Natural Weapon	20	2
Quadruped	1	-15
Semi-Upright	1	-7

Example: You are a Lion that, in a ritual last night, has eaten three Human hearts. In the morning you decide to shapechange. You have 30 Shapechange Points. You change, gaining 3 levels of Distinctive, but you buy off Quadruped for 15 Shapechange Points and the 3 levels of Distinctive for an additional 6 Shapechange Points. This leaves you with 9 Shapechange Points you decide to save for later. Your final form is bipedal, with Human-like arms, legs, skin, hair, and face. But you still have claws on your feet and hands, as well as fangs in your mouth. Even though you've bought off all the levels of Distinctive, your claws and teeth will still mark you for what you are if they are not hidden.

If you spend 1 Destiny Point you change back into your Animal form. You lose any saved Shapechange Points and must then start over devouring hearts to shapechange again. In other words, you'd better be sure you want to return to your Animal form!

The effect of eating hearts doesn't last forever. For every month (28 days) you go without eating a Human heart, you must take back or give up at least 10 points of the Traits listed above. You can use saved Shapechange Points to prevent this reversal.

It takes 3 minutes to change forms, so this isn't something you can do in combat.

If you are knocked unconscious or are killed, you do *not* revert to your Animal form. This is a serious danger as the Knooks, who shepherd your spirit to the afterlife, may not recognize you as an Animal! What happens if they pass you over isn't known. You'd have to ask a Knook, but their usual response to this question is to go into a berserk rage.

When you shift from one form to another any Fatigue, Wounds, and Psychotrauma you have, as well as any conditions, such as Bleeding, remain. You recover from conditions and damage as appropriate for the Attributes of your current form.

Notes: Consuming the hearts of any creature other than a Human does not have any effect.



Direction Sense

Levels: 5 **Cost:** 2

You rarely get lost and can usually find your location if you become lost.

Effects: You gain a +1 SB per level whenever you make an INT + PCN (Awareness) roll to determine which direction a landmark is that you have already visited or to work out how to get from point A to point B.

Doesn't Breathe

(Racial) **Levels:** 1 **Cost:** 35

You do not need to breathe air.

Effects: You do not need to breathe air to continue to live; going without air doesn't cause you Wounds. Additionally, you are immune to inhaled poisons and cannot be choked or strangled.

Doesn't Eat or Drink

(Racial) **Levels:** 1 **Cost:** 20

You do not require sustenance from either food or water.

Effects: You do not need food or water for sustenance; going without either doesn't cause you Wounds.

Doesn't Sleep

(Racial) **Levels:** 1 **Cost:** 40

You do not require sleep.

Effects: You do not need to sleep and don't gain Fatigue from going without sleep.



Empathic**Levels:** 10 **Cost:** 3

People naturally hide their true feelings, which can show through in times of great stress. It takes special training or a natural gift to be able to read the tiny unconscious signals people give off betraying what they're really thinking or feeling.

Effects: You gain a +1 SB per level to all your PRS rolls when trying to read a person's true intentions; this includes determining if a person is lying or not. Additionally, you gain the SB whenever someone is trying to get you to do something you don't want to do through a speech, fast-talking, or other verbal communication.

Extra Arms**(Racial) Levels:** 1 **Cost:** 10

You have an extra limb that allows you to manipulate objects. Arms can be like a tentacle, a trunk, or any other appendage used for manipulating things like a Human's arm and hand.

Effects: Extra arms are useful for holding additional items. If you had three arms, for example, you could wield a two-handed sword with two arms and hold a shield with the third, or use a one-handed sword and two shields. You also gain a +3 SB per extra arm used in a Grapple Maneuver.

Notes: You can take this Capability multiple times and is usually taken in multiples of two.

Each additional arm is considered "off-hand," imposing a -3 SP with any Action performed by that arm alone.

Extra arms do *not* translate into more attacks during combat as you still have only one mind. However, they can be used to carry more Readied weapons.

Face in the Crowd**Levels:** 10 **Cost:** 1

You lack any distinguishing characteristics and simply don't stand out in a crowd of people comprised primarily of the same race. It doesn't matter what you are wearing, it's more about confidence and bearing than appearance.

Effects: You gain a +1 SB per level when making an APP + INT (Guile) to hide amongst a crowd, as long as you aren't dressed in a manner that would stick out like a sore thumb, like a clown at a black-tie dinner, or do anything to directly attract attention to yourself.

Fast Healing**Levels:** 1 **Cost:** 15

You recover from injuries very quickly allowing you to get back on your feet in a few days after suffering even grievous wounds.

Effects: Double the number of Wounds you are healed from medical care and natural healing. This Capability doesn't change the number of Wounds healed from stabilizing and first aid as more time is needed for you to heal than just a few minutes.

Notes: You regain Fatigue at your normal rate.

Fear**(Racial) Levels:** 20 **Cost:** 5

Something about you, either your appearance or your presence alone, causes fear in others.

Effects: When you activate this Capability, by merely willing it to happen, choose a single individual as your target or everyone in sight. All targets must make a special Opposed Willpower Check vs. your APP + PRS (Expression *or* Persuasion) with a +1 SB per level. Failure results in the targets becoming Rattled, but they do not gain any Psychotrauma.

For half the normal XP cost this Capability cannot be turned off. You cannot target individuals; you frighten everyone who sees you!

Notes: Using this Capability in combat counts as a Miscellaneous Maneuver. The roll to resist Fear does not require an UDM in combat.

Flight**(Racial) Levels:** 1 **Cost:** 30 or 50

You can fly like a bird, or a winged monkey.

Effects: For 30 XP your arms are replaced by a pair of wings, allowing you to fly at a base speed equal to your Move x2. If you have a pair of arms in addition to the wings, you must purchase them with Extra Arms.

For 50 XP you are able to fly *without* wings at the same base Move.

When ascending, you can climb 1 yard for every 2 points of Move used as if you were walking through Rough terrain.

When descending, you can move 5 yards for every 1 point of Move used. You can choose to fall, which will likely be much faster, but you will have to make a Simple roll of your AGI + STR (Athletics) with a DiN based on your rate of descent to pull out of the uncontrolled fall.

Strong winds can affect your Move when flying, and in exceptionally strong winds, even your ability to fly.

Notes: When in combat you should place your miniature on a flight stand or overturned clear cup when he is flying. Use dice to denote your elevation.

Hard to Kill**Levels:** 10 **Cost:** 2

For whatever reason, thick skin, strong bones, a strong will, or just good luck, it is difficult to kill you.

Effects: You suffer a +1 SB per level to all your Death Checks.

Hardy**Levels:** 10 **Cost:** 5

It is unusually difficult for you to become fatigued either through strenuous activity, long hours awake, or any other cause.

Effects: You gain a +1 SB per level to all of your Weariness & Fortitude Checks. Additionally, you suffer half the penalty imposed on your dice pools by the amount of Fatigue you have. In other words, for every two Fatigue you have (rounding down), you only suffer a -1 SP to your dice pools.

High Pain Tolerance**Levels:** 10 **Cost:** 4

You rarely fall faint and are particularly difficult to knock unconscious. You can ignore nasty wounds to carry on when other people would pass out.

Effects: You gain a +1 SB per level to all of your Consciousness Checks. Additionally, you suffer half the penalty imposed on your dice pools by the number of Wounds you have. In other words, for every two Wounds you have (rounding down), you only suffer a -1 SP to your dice pools.

Homogenous**(Racial) Levels:** 1 **Cost:** 50

You are made of one single substance throughout your body. You don't have any internal organs or vitals spots to be hit in an attack.

Effects: When you are hit by an attack, ignore all Overage over 10. In other words, the attack may hit you solidly, but it cannot be devastating as you have no vitals spots to hit.

Hyperspectral Vision**(Racial) Levels:** 1 **Cost:** 25

Your vision extends far into the infrared and ultraviolet spectrums.

Effects: You can see in the infrared, visible, ultraviolet spectrums. You gain a +3 SB when making observation rolls to see something with a heat signature, as long as a visible light source is present, and to discern minute visual details, especially colors.

You cannot see colors in only infrared light.

You suffer no penalties when fighting in even complete darkness, as long as your target emits heat (this includes nearly all living creatures, but not Anidums or most Automaton), or as long as there is a source of ultraviolet light.

Notes: You cannot have Hyperspectral Vision with Infravision or Ultravision.

Immunity**(Racial) Levels:** 1 **Cost:** 80

You are immune to a specific type of damage, such as fire, electricity, poison, etc.

Effects: You are totally immune to one type of damage, no TOU roll is required. Choose either Acid, Cold, Disease, Electricity, Fire, Heat, Physical, Poison, or Radiation.

Notes: This Capability can be taken more than once, each time with a different type of damage chosen.

You cannot have Immunity with Resistance, Vulnerability, or Weakness to the same type of damage.

Indomitable**Levels:** 10 **Cost:** 3

You have an uncommonly high resolve and an iron will.

Effects: You gain a +1 SB per level to your Willpower.

Notes: The SB from Indomitable is *not* cumulative with that gained from Courageous. If both Capabilities can be applied to a roll, only the highest Capability's SB is applied.

Infravision**(Racial) Levels:** 1 **Cost:** 0 or 10

You can see into the infrared spectrum, allowing you to see heat signatures.

Effects: For 0 XP you can see only in the infrared spectrum.

For 10 XP you can see in both the infrared and visible light spectrums.

You gain a +3 SB when making observation rolls to see something with a heat signature as long as a visible light source is present.

You cannot see colors in only infrared light.

You suffer no penalties when fighting even in complete darkness, as long as your target emits heat. This includes nearly all living creatures, but not Anidums or most Automaton.

Notes: You cannot have Infravision with Hyperspectral Vision.

Keen Sense**Levels:** 10 **Cost:** 2 for Eyesight, 1 for all other Senses

Prerequisites: Must be an Animal of an appropriate species or an Automaton to take levels higher than 3.

One of your senses is exceptionally keen, granting you an edge when performing Actions related to the sense. You must choose one of: Eyesight, Hearing, Taste/Smell, or Touch.

Effects: You gain a +1 SB per level to all PCN rolls when utilizing the sense chosen.

Notes: You can take this Capability once for each sense and once for each Detect you have.

Leap**(Racial) Levels:** 10 **Cost:** 7

You can leap great distances.

Effects: If you succeed at a jump roll, double the distance you jump for each level of Leap you have.

Example: You have 3 levels of Leap and make a running broad jump across a ravine. You succeed at your roll with 4 Grades. Having moved 4" before the jump, you jump 6" x 2 x 2 x 2 for a total of 48"!

Less Sleep**Levels:** 4 **Cost:** 2

Prerequisites: Must not be an Anidum or Automaton. Must be an Animal of an appropriate species to take levels higher than 2.

You need less sleep than the normal 8 hours per day.

Effects: Each level increases the total amount of time per day you can remain awake by 1 hour before you begin to make rolls for lack of sleep.



Long Lifespan

(Racial) **Levels:** 5 **Cost:** 2

Your normal lifespan is longer than the average Human's.

Effects: Your lifespan is equal to 80 years, doubled for each level you take; e.g. 2 levels of Long Lifespan will change your natural lifespan to 320 years.

You still mature at the same age as a Human (18 years) but you will not show signs of further aging until you reach an age equal to that of a normal Human, doubled for each level you take. For example, if you have 3 levels of Long Lifespan you will look 60 years old when you are 480 years old.

Lucky

Levels: 3 **Cost:** 15

Lady Fortuna smiles on you when you need her the most.

Effects: For each level you possess, your Luck Die explodes on one lower number; e.g. on 9 and 10 at level 1 or 8, 9, and 10 at level 2. As with normal Luck Die explosions, you continue to reroll as long as you roll high enough, adding all the rerolls and the initial roll together.

Notes: You *can* have both Lucky with Unlucky.

Magic Tradition

Levels: 1 **Cost:** 5

Prerequisites: All Traditions have specific prerequisites. See pgs. 138-143 for a description of the Sorcery and Witchcraft Traditions.

You are a member of one of the Magic Traditions and can use magic.

Effects: You are able to use magic as described in the Magic Tradition you have chosen. See Chapter VI: Magic for more information on using magic.

Notes: You can belong to only one Magic Tradition. Changing Magic Traditions is limited based on your first choice of Tradition.

You cannot have Magic Tradition with Technology Academy.

Natural Armor

(Racial) **Levels:** 30 **Cost:** 2

You have a tough hide or are either partly or entirely made of material stronger than flesh. You must specify why you have this advantage; e.g. copper skin, rhinoceros hide, chitin, etc.

Effects: Your skin acts like armor, with a Rating equal to your level of Natural Armor. Your Natural Armor is effective against one of the following types of damage: Low-Velocity, High-Velocity, or Energy.

Your Natural Armor can protect against two types of damage by doubling the XP cost. Tripling the XP cost protects you against all three damage types.

Natural Weapon

(Racial) **Levels:** 20 **Cost:** 2

You have claws, hooves, tusks, sharp teeth, or other body parts that can be used in melee combat as a weapon.

Effects: You gain +1 to damage per level when you make an attack with your Natural Weapon. If your Natural Weapon is part of an arm, you cannot be holding anything in it when you attack with the Natural Weapon. Natural Weapons don't have an Initiative Modifier. Natural Weapons do Low-Velocity damage.

If allowed by your Race, you can add extra qualities to your Natural Weapon for an additional separate XP cost. The Natural & Ranged Weapon Qualities table below lists the XP cost and maximum levels for each quality you can add to a Natural Weapon.

Natural & Ranged Weapon Qualities		
Quality	Levels	Cost
Bleeding	5	5 each level
Destroying	1	15
Penetrating (One Type of Armor)	1	10
Piercing	1	10

Notes: You must specify what kind of natural weapon(s) you have; e.g. claws, horns, sharp teeth, etc. You must take Natural Weapon for each such weapon you have. Natural Weapons usually come in pairs. For example, if you have claws on your hands and feet you would need to buy Natural Weapon four times.

Night Vision

(Racial) **Levels:** 15 **Cost:** 1

Your eyes can adjust to low-light quickly.

Effects: You gain a +1 SB per level to help offset any SP from darkness.

Notes: You cannot have Night Vision with Dark Vision.

Non-Biological Construction

(Racial) **Levels:** 1 **Cost:** 40

Your body is not composed of living material, such as flesh and blood. Instead it is constructed from stone, metal, dead wood, or the like.

Effects: You are immune to all biological hazards such as disease, illness, and poisons, nor can you Bleed. Unfortunately, you also cannot heal naturally. Instead you must be repaired.

You are immune to the effects of radiation, but exposure to high radiation could cause you to become irradiated!

Notes: Without Doesn't Breathe, you still need air!

Photographic Memory

Levels: 5 **Cost:** 2

You have an exceptionally good memory and can recall minute details others wouldn't notice.

Effects: You spend a Round to commit a page of information to memory, or longer if the information is more than a page in length. The Director must repeat the information if you request it. You can then recall the information at any time without a roll.

Additionally, any time you make a CUL + INT (Discipline) or INT + KNO (Discipline) roll to remember information you did not commit to memory, you gain a +1 SB per level.

Pleasant Voice

Levels: 5 **Cost:** 3

Your voice is naturally clear, resonant, and pleasing to the ear.

Effects: You gain a +1 SB per level whenever you make a roll involving the use of your voice.

Notes: You cannot have Pleasant Voice with Speech Impediment.

Quick Reflexes

Levels: 10 **Cost:** 4

Prerequisites: Must be an Animal of an appropriate species or an Automaton to take levels higher than 3.

You have uncommonly fast reflexes and can react to danger quickly.

Effects: You gain a +1 bonus per level to your Initiative for every level of Quick Reflexes.

Ranged Attack

(Racial) **Levels:** 10 **Cost:** 5

You have a ranged attack, such as throwing fireballs or a built-in firearm.



Effects: You have a ranged attack that does 1d damage per level with a RoF of 1 and Range 10 (100). You must choose which type of damage the attack does: Low-Velocity, High-Velocity, or Energy.

If your Ranged Attack uses a cone template, add 3 XP for a short cone, 5 XP for a medium cone, or 7 XP for a long cone. This replaces your normal range.

If your Ranged Attack has an expanding area of effect, increase the XP cost of Ranged Attack by +3.

You can use a combination of normal ranged attack, cone, and/or expanding area of effect by increasing the XP cost of Ranged Attack by +2 for each additional attack form.

If you require some sort of ammunition, such as bullets, reduce the XP cost of Ranged Attack by -1. If you require ammunition, your Ranged Attack can hold 10 shots at a time with a Reload of 1 R.

If allowed by your Race, you can add extra qualities to your Ranged Attack for an additional separate XP cost. The table below lists the XP cost and maximum levels for each quality you can add to a Ranged Attack.

If your Ranged Attack replaces an arm, take One Hand/Arm once for each Ranged Weapon you have.

Example: You are an Ignian who has Ranged Attack 3 that has a normal attack, a medium cone attack, and an expanding area attack, each doing 3d energy damage, with no extra qualities. The Ignian's Ranged Weapon has an XP cost of 77 XP (12 + 24 + 36 + 5 = 77).

Notes: You can take Ranged Attack more than once.

Reduced Consumption

(Racial) **Levels:** 4 **Cost:** 3

You require less food and water, or whatever you require for fuel, to function normally.

Effects: Halve the amount of food and water, or whatever you require for fuel, you need to consume each day for each level of Reduced Consumption. Also, for each level double the amount of time you can go without rolling for starvation.

Regeneration

(Racial) **Levels:** 5 **Cost:** 20

Your wounds heal at an incredibly fast rate.

Effects: At level 1 you heal 1 Wound every 4 hours. Each additional level halves the time needed to heal a Wound, to a maximum rate of 1 Wound every 15 minutes. Regeneration will not regrow lost limbs.

Regrowth

(Racial) **Levels:** 1 **Cost:** 30

You can regrow lost limbs and internal organs.

Effects: You regrow a lost limb or organ at the rate you normally heal the Wounds that caused you to lose the limb or organ. Normally, this will require weeks of medical care for an arm or leg, but only a few days for a finger.



Resilience**Levels:** 10 **Cost:** 2

You can force your body to withstand remarkable physical stresses through sheer willpower.

Effects: You gain a +1 SB per level to your Fortitude.

Resistance**(Racial) Levels:** 5 **Cost:** 5

You have a resistance to a specific type of damage, such as fire, electricity, poison, etc.

Effects: You gain a +1d DB per level to your TOU rolls to resist one type of damage. Choose Acid, Cold, Disease, Electricity, Fire, Heat, Physical, Poison, or Radiation.

Notes: You can take this Capability more than once, each time choosing a different type of damage as long as your Race can have a Resistance to each.

If you have more than one Resistance that can be applied to a roll, only the highest level is applied, they are not cumulative.

You cannot have Resistance with Immunity or Weakness to the same type of damage.

Resourceful Pockets**Levels:** 1 **Cost:** 10

You have a knack for collecting useful things, little bits of string, rubber balls, paper-clips, an extra clip of ammunition, but nothing large or bulky. In times of great need, you may have something that can help you among the things you have collected. 'Resourceful Pockets' can mean 'purse,' 'sack,' whatever. You do not need to have actual pockets.

Effects: If you spend 1 Destiny Point, you find something useful in your pockets. You can choose what you find, but it must cost no more than \$20 (Emerald City dollars) and be roughly the size of a Human fist or smaller. It is up to your Director whether or not what you choose is acceptable. If not, you may choose something else. If you are deprived of the stuff in your pockets, or the thing you keep your stuff in, you cannot use Resourceful Pockets.

Serendipity**Levels:** 5 **Cost:** 10

Circumstances or destiny seems to guide you so you're in the right place at the right time more often than others.

Effects: Each level of Serendipity allows your Director to arrange events so they happen to benefit you in some small way once per Episode.

For example, you've spent all your money buying supplies for an expedition into the Winkie Desert only to discover an extra \$10 in your pants pocket. Or you've been jailed in Shiz for breaking and entering only to find your guard in the prison is a cousin who ensures you get slightly better treatment than other prisoners.

Whenever your Director rolls to randomly determine who among your group has something good happen to them, you count twice instead of once, but only if you

have one or more serendipitous events remaining open for the Episode.

You can suggest serendipitous events to your Director, but he has the final say on what happens and what doesn't.

Notes: You cannot have Serendipity with God's Plaything.

Speak with Animals**(Racial) Levels:** 1 **Cost:** 5 or 15

You can converse with one or more species of animals in their 'language.'

Effects: For 5 XP you can converse with animals of the same species as yourself.

For 15 XP you can converse with all animals.

Most animals are not that intelligent, so their ability to express themselves by speech will be very limited.

Notes: You do not need to know the 'language' of each species, you simply know the 'languages' innately.

Speak with Plants**(Racial) Levels:** 1 **Cost:** 10

You can communicate with plants.

Effects: You can communicate with any type of plant by verbally speaking to it in any language. If the plant chooses to respond, it will do so empathically. Plants have very limited intelligences and can communicate only simple concepts empathically, that is, wordlessly.

Speedy**Levels:** 10 **Cost:** 4

Prerequisites: Must be an Animal of an appropriate species or an Automaton to take levels higher than 3.

You are naturally faster than the average person with your abilities in one form of movement, whether running, swimming, flying, burrowing, climbing, or brachiating.

Effects: You gain a +1 to your Move for each level of Speedy when moving in one manner. You must choose walking, swimming, flying, climbing, burrowing, or brachiating.

Notes: In order to take Speedy for burrowing, brachiating, or flying, you must have the appropriate Capability.

You can take Speedy once for each mode of movement you can perform.

Stable**Levels:** 10 **Cost:** 2

You have a particularly sound mind that is not easy to unhinge.

Effects: You gain +1 SB per level when rolling to gather your wits when Rattled.

Strong Arms**(Racial) Levels:** 25 **Cost:** 3

One or both of your arms are stronger compared to the rest of your body.

Effects: You gain a +1 SB per level to all STR rolls you make that involve the use of your arm(s), including use of your hands.

Notes: None of your Derivative Attributes are altered by this Capability.

Strong Legs

(Racial) **Levels:** 25 **Cost:** 3

One or both of your legs are stronger compared to the rest of your body.

Effects: You gain a +1 SB per level to all STR rolls you make that involve the use of your leg(s).

Notes: Your Derivative Attributes *are* altered by this Capability.

Technology Academy

(Racial) **Levels:** 1 **Cost:** 5

Prerequisites: All Academies have specific prerequisites. See pgs. 157-158 for more on the Vitalism Academy.

You are a member of one of the Technology Academies and can use alternate technology.

Effects: You are able to use alternate technology as described in the Technology Academy you have chosen. See Chapter VII: Technology for more information on using alternate technology.

Notes: You can only belong to one Technology Academy at a time.

You cannot have Technology Academy with Magic Tradition.

Time Sense

(Racial) **Levels:** 1 **Cost:** 3

You do not need a clock to accurately keep track of the passage of time.

Effects: You always know what time it is and can keep precise count of the amount of time that passes. No roll is required.

Ultravision

(Racial) **Levels:** 1 **Cost:** 0 or 10

You can see into the ultraviolet spectrum, allowing for a refined sense of vision.

Effects: For 0 XP you can see only in the ultraviolet spectrum.

For 10 XP you can see in both the ultraviolet and visible light spectrums.

You gain a +3 SB when making observation rolls to discern minute visual details, especially colors.

You suffer no penalties when fighting even in complete darkness, as long as there is a source of ultraviolet light.

Notes: You cannot have Ultravision with Hyperspectral Vision.

Unaging

(Racial) **Levels:** 1 **Cost:** 15

You do not age; time simply has no effect on you.

Effects: You never age and cannot die from old age.

If you are a biological creature, you age to a certain point (your choice). Your appearance never shows your true age after that point.

Untiring

(Racial) **Levels:** 1 **Cost:** 60

You never get tired or fatigued.

Effects: You do not need to sleep and cannot gain Fatigue. You automatically succeed any Weariness and Fortitude Checks required.

Notes: You cannot have Untiring with Doesn't Sleep.

Hindrances

Addiction

Levels: 10 **Cost:** -5

You are addicted, mentally or physiologically, to a drug or behavior.

Effects: You must specify your addiction, while your Director will give you details on how that specific drug or behavior affects you. The specific drug or behavior does not matter for the purposes of how the addiction affects you in game terms, but it can have dramatic effects story-wise.

If you choose to try and *not* take the drug or produce the behavior you are addicted to for the day, when you first wake up, you must make a Fortitude Check with a DiN equal to $2d + 1d$ per level of Addiction. If you succeed, you have managed to break your habit for that day. If you fail, your margin of failure is the amount of Fatigue you immediately suffer.

If you are at all able to do so during the day, you must take the drug or perform the behavior you are addicted to. Whether you are able to take the drug or perform the behavior you are addicted to or not is immaterial. If you fail your Fortitude Check when you wake up you will either suffer from the debilitating effects of the drug, expend the time performing the behavior, or exhibit the symptoms of withdrawal.

During a Montage, your Addiction is handled in a different manner. At the beginning of each time interval of a Montage, make your Fortitude Check as normal. If you succeed you can proceed with your activities for the time interval without difficulty. If you fail, your margin of failure is the number of days that time interval you lose to your addiction. It is entirely possible to lose the entire interval in this manner.

Example: You have an Addiction to opium, a common drug, legal in the Emerald City, at level 3. This will give you 30 XP. Each morning when you wake up, you must make a Fortitude Check with a DiN of 5d. If you succeed, you manage to function normally for the day. If you fail, your margin of failure is the amount of Fatigue you immediately suffer and must smoke or inject opium at some point during the day if you are able to do so at all. This includes obtaining the drug if you do not have any to use.

During a Montage at the start of each time interval you make your Fortitude Check with a DiN of 5d as normal. If you succeed, you can act normally during the time interval. If you fail, your margin of failure is the number of days that interval you lose to obtaining and smoking or injecting opium.



Hindrances List							
Hindrance	Racial	Levels	Cost	Hindrance	Racial	Levels	Cost
Addiction		10	-5	Impulsive		1	-5
Amnesia		2	-20	Increased Consumption	X	4	-3
Anosmia		1	-25	Insecure		10	-2
Anxiety		20	-3	Intolerance		10	-2
Argumentative		10	-2	Lame		5	-5
Bad Back		3	-8	Low Pain Tolerance		10	-4
Bad Smell		10	-1	More Sleep		8	-2
Bad Temper		20	-2	Mute		1	-20
Blind		1	-50	Night Blind		1	-6
Brash		10	-1	Noisy	X	10	-1
Callous		10	-1	Not Alive	X	1	-5
Chronic Pain		10	-5	Numb		1	-15
Clockwork	X	4	-3	One Eye		1	-15
Cold-Blooded	X	1	-10	One Hand/Arm		1	-20
Combat Paralysis		1	-15	Overweight		10	-6
Cowardly		10	-2	Paranoia		10	-5
Deaf		1	-35	Paraplegic		1	-90
Dependency		10	-5	Phobia		20	-1
Depression		10	-3	Poor Reflexes		10	-4
Distinctive		10	-1	Quadruped	X	1	-15
Disturbing Voice		5	-3	Semi-Upright	X	1	-7
Dyslexia		20	-3	Short Attention Span		10	-2
Easily Winded		10	-5	Short Lifespan	X	10	-2
Easy to Kill		10	-2	Shy		10	-2
Flashbacks		5	-7	Slow		10	-4
Forgetful		5	-1	Slow Healing		1	-15
Fragile		10	-2	Special Diet	X	3	-10
Frightens Animals	X	10	-2	Speech Impediment		5	-2
God's Plaything		5	-10	Truthful		10	-1
Gullible		1	-7	Unlucky		3	-10
Heartless		1	-10	Unstable		10	-2
Hemophiliac		1	-8	Vulnerability	X	5	Special
Humorless		1	-7	Weak Willed		10	-3
Impaired Sense		10	-2 or -1	Wealness		5	-5

Notes: The only way to completely break an Addiction is to buy off the Hindrance during a Montage. However, you can only pay off an Addiction in a time interval when you have succeeded at your Fortitude Check.

Amnesia

Levels: 2 **Cost:** -20

Some, or even all, of your memories are gone.

Effects: At the first level of Amnesia, choose a date in the past. Everything from that time and earlier is lost; you cannot remember a thing. Since that time, you have likely learned your name and maybe a few facts about yourself. Your Director will create your past from the point in time you chose and earlier.

At the second level of Amnesia, you cannot remember *anything*, including your name, prior to the point where you begin in the Series.

For either level of Amnesia, you cannot recall specific information from the point in time chosen, or at all, as appropriate, though you may use your Attributes as normal otherwise, including making rolls with your KNO and CUL. You can still innately use any languages you have, but you may not know what they are called!

Notes: If you do not roleplay this Hindrance, and all other such noted Hindrances you possess, your Director will penalize you 1 XP at the end of the Episode.

Since your Director has to create at least part of your past when you take this Hindrance, it can only be taken with his permission.

Anosmia**Levels:** 1 **Cost:** -25

You do not have any sense of taste or smell, whether by accident or birth.

Effects: Whenever you make a roll for an Action that involves taste or smell in any way, your dice pool is reduced to a Pure Luck Die.

Anxiety**Levels:** 20 **Cost:** -3

Decisions are the bane of your existence. When you must make a choice, it is never easy for you. You dither and debate the issue until often the choice is made for you.

Effects: Whenever you must make a choice that involves a roll, you suffer a -1 SP per level to the roll. If you are confronted with a potentially deadly or life-threatening choice, such as voluntarily attacking a kalidah, you must make a Willpower Check with a DiN equal to $2d + 1d$ per level of Anxiety to simply make the choice, even if the choice is not to fight kalidahs! If you fail, you are paralyzed with indecision. In all other situations where you must make a decision, you must roleplay this Hindrance appropriately.

Notes: If you do not roleplay this Hindrance, and all other such noted Hindrances you possess, your Director will penalize you 1 XP at the end of the Episode.

You cannot have Anxiety with Heartless.

Argumentative**Levels:** 10 **Cost:** -2

You think you're right, even when you're really not. You will often provoke an argument, just to argue.

Effects: You suffer a -1 SP per level whenever you roll your PRS when interacting with others verbally. You should play the character as one who dislikes losing a debate and will argue a point to death. Don't overdo this, though, and make the game tedious.

Notes: Taking levels higher than 5 should be discouraged as it will make your character an insufferable ass, and can only be taken with your Director's permission.

If you do not roleplay this Hindrance, and all other such noted Hindrances you possess, your Director will penalize you 1 XP at the end of the Episode.

Bad Back**Levels:** 3 **Cost:** -8

From lifting heavy objects or an old wound, you have seriously injured your spine. You can no longer carry or lift as much weight as you once could.

Effects: For each level of Bad Back halve the amount of weight for your STR as listed on the Encumbrance Levels table on pg. 114, as well as the amount of weight you can lift.

Bad Smell**Levels:** 10 **Cost:** -1

You exude a horrible odor because of bad hygiene, or the rotting stench of death and decay. From habit or a

composition of your body chemistry, you cannot remove this odor.

Effects: You suffer a -1 SP per level to all APP rolls when interacting with other people when they can smell you.

Bad Temper**Levels:** 20 **Cost:** -2

You have a short fuse and will insult or even attack someone who crosses or gets the better of you.

Effects: When someone gets the better of you, or you are insulted, you must make a Willpower Check with a DiN based on the severity of your loss or the insult, as determined by the Director. If you fail, you must insult or otherwise verbally abuse the person who angered you. If you Critically Fail the Check, you attack the person!

Notes: If you do not roleplay this Hindrance, and all other such noted Hindrances you possess, your Director will penalize you 1 XP at the end of the Episode.

Blind**Levels:** 1 **Cost:** -50

You do not have any visual sense, whether by accident or birth.

Effects: Whenever you make a roll for an Action that involves sight in any way, your dice pool is reduced to Pure Luck Die.

Do not add your PCN when determining your Move.

Brash**Levels:** 10 **Cost:** -1

You rush headlong into a situation without thinking of the consequences. You literally leap before you look.

Effects: Although this is a purely roleplaying Hindrance, it can get you into tight situations, even killed.

Notes: You may want to take levels of Confident to confuse other people's perception of you. Are you truly as brash as you seem, or do you have a sure grasp on your own abilities?

If you do not roleplay this Hindrance, and all other such noted Hindrances you possess, your Director will penalize you 1 XP at the end of the Episode.

You cannot have Brash with Insecure.

Callous**Levels:** 10 **Cost:** -1

Compassion is beyond you and mercy holds no meaning. You simply don't care about the feelings or sufferings of others.

Effects: You suffer a -1 SP per level to all rolls that use the Expression and Intuition Talents.

This Hindrance must be roleplayed. Whenever someone asks you for help and there isn't anything in it for you, you should refuse!

Notes: A character with Callous is unlikely to be in a party of individuals who require trust and help from one another. It is not suited for PCs and can only be taken with your Director's permission.



If you do not roleplay this Hindrance, and all other such noted Hindrances you possess, your Director will penalize you 1 XP at the end of the Episode.

You cannot have Callous with Heartless.

Chronic Pain

Levels: 10 **Cost:** -5

You suffer from the constant pain of an old injury, illness, or disorder, such as arthritis or shrapnel embedded in your back. You must specify exactly what causes your chronic pain.

Effects: Each day when you wake up, you must make a Simple roll of your CON + TOU with a DiN equal to 2d + 1d per level of Chronic Pain. If you fail, you are in pain for the rest of the day and suffer a SP equal to the margin you lost the roll to all your Physical rolls and ½ the margin, rounding up, to all your Mental rolls. If you succeed, you suffer no penalties.

At the beginning of each time interval during a Montage, make the Simple roll as normal. If you succeed, you can proceed with your activities for the time interval without difficulty. If you fail, your margin of failure is the number of days that time interval you lose to your pain. It is entirely possible to lose the entire interval in this manner.

Notes: You can take Chronic Pain more than once, each time it is taken representing a different injury, illness, or disorder. All of the SP are cumulative.

Clockwork

(Racial) **Levels:** 4 **Cost:** -3

You are powered by internal clockwork mechanisms, requiring no food, water, or sleep to keep you going. You do not suffer the effects of fatigue. Unfortunately, you must be rewound periodically as the mechanism winds down.

Effects: At the first level of Clockwork, a full winding lasts 24 hours. Each level taken after that halves the time you can go between windings, to a minimum of 3 hours, as the mechanisms become ever more inefficient.

You do not need food or water for sustenance; going without either doesn't cause you Wounds. Neither do you need sleep.

You do not gain Fatigue at all and automatically succeed at all Weariness and Fortitude Checks you are required to make.

When you have wound down, you freeze in place, unable to move and fall unconscious. When you are wound back up, it is as if the time between when you wound down and were rewound never occurred to you.

It takes 6 minutes to completely wind you up and winding must be done in hour increments. That is, if you have Clockwork 3, you must be wound for at least 1 minute before you gain any additional operating time (with Clockwork 3, 1 minute of winding equals 1 hour of operating time).

Clockwork mechanisms aren't terribly reliable when you are in a situation that causes you to speak, think, or move a great deal. Occasionally, your winding will run down much quicker than you expected. Opponents can spend one of their Destiny Points to cause you to

immediately wind down; in combat this does *not* take a Miscellaneous Maneuver. Your opponent isn't really acting, it's simply a reflection of the kinds of situations that cause you to wind down unexpectedly. Once you are wound up, after winding down from an opponent spending a Destiny Point, an opponent cannot spend another Destiny Point to have you run down until your winding runs out normally.

Notes: If anyone with the Clockwork Hindrance winds you up, they are automatically wound down a proportionate amount of time.

Example: You have completely wound down. You have Clockwork 1 and an automaton with Clockwork 2, who has been operating for 6 hours, winds you up. The automaton would completely wind down and you would gain 12 hours of operating time.

You cannot have Clockwork with Doesn't Eat or Drink, Doesn't Breathe, or Special Diet.

Cold-Blooded

(Racial) **Levels:** 1 **Cost:** -10

Your body temperature is dependent upon your environment. In cold temperatures you "freeze up," finding it difficult to move.

Effects: When you spend 15 minutes or more in an environment with a temperature of 50° or lower you suffer a -1 SP to all of your AGI rolls. For every additional 10° below 50°, you suffer an additional -1 SP to all of your AGI rolls. For every -5 SP you suffer, you also suffer a -1 penalty to your Move. If you suffer a SP to your AGI rolls equal to your AGI dice x 5 your Move is reduced to 0!

Combat Paralysis

Levels: 1 **Cost:** -15

You have experienced a violent traumatic event that has left you in a state of shock so serious when you enter combat you often freeze up, unable to do anything. You are not a coward, your body simply won't respond to your commands.

Effects: Immediately after rolling for initiative on the first Round of a combat, make an Opposed Fortitude Check vs. your INT + PRS + 4d. If you fail you are frozen and can do nothing! If you are attacked, you are still allowed a Passive Defense.

If you are frozen during Phase 1) Upkeep you can make the same roll as before with a +1d DB per Round you have been frozen. If you succeed, you can act normally for the duration of the combat.

You can spend a Destiny Point to unfreeze but only during Phase 1) Upkeep.

Notes: Once you are able to react in a combat, you will not freeze again until you need to roll initiative for a new combat.

Cowardly

Levels: 10 **Cost:** -2

In the face of danger, some stand firm. You, on the other hand, tend to flee.

Effects: You suffer a -1 SP per level to all your Willpower Checks to resist the effects of fear or when you want to show courage.

Notes: If you do not roleplay this Hindrance, and all other such noted Hindrances you possess, your Director will penalize you 1 XP at the end of the Episode.

You cannot have Cowardly with Heartless.

Deaf

Levels: 1 **Cost:** -35

You do not have any auditory sense, whether by accident or birth.

Effects: Whenever you make a roll for an Action that involves hearing in any way, your dice pool is reduced to a Pure Luck Die.

Dependency

Levels: 10 **Cost:** -5

You must ingest or inject a substance daily, touch something daily, or remain at all times within close proximity of something.

Effects: You must specify what you are dependent upon and whether you must ingest or inject a substance daily, touch something daily, or remain within close proximity of an object. Close proximity means within 50 yards -5 yards per level of Dependency; 0 yards means you must carry the object with you at all times.

The moment you fail to fulfill your Dependency, for whatever reason, you must make a Fortitude Check with a DiN equal to 2d + 1d per level of Dependency. If you succeed, you have managed to survive without harm *for that day*. If you fail, your margin of failure is the number of Wounds you immediately suffer! These Wounds can be removed in the normal manner. Every additional day, at the end of the day or an especially dramatic moment during the day, as determined by your Director or the rules governing a specific Dependency (such as having a Familiar) that you do not fulfill your Dependency, you must make the Fortitude Check. It is quite easy for a character with a severe Dependency to die if he goes even longer than a single day without fulfilling his Dependency!

Example: Over the course of a Series, you become a witch. As a Familiar, you choose a raven. You have Dependency 5 on your Familiar, giving you 75 XP to use during the next Montage. Familiars must remain within close proximity to their master at all times. If at any time your raven Familiar is farther than 25 yards away from you, you must make a Fortitude Check with a DiN equal to 7d. If you succeed, you are safe for the remainder of the day. If you fail, your margin of failure is the number of Wounds you immediately suffer. Each day, at dawn, you must make an identical Fortitude Check if you are still not within 25 yards of your raven familiar.

Notes: The only way to completely break a Dependency is to buy it off during a Montage. However, some Dependencies, such as that gained from having a Familiar, *cannot* be bought off.

Depression

Levels: 10 **Cost:** -3

When you fail at some personal goal, not just a roll, such as saving your daughter from the clutches of a witch, you fall into a deep depression.

Effects: If you fail at some personal goal, you must make a Willpower Check with a DiN given by your Director based on the severity of the failure and the importance of the goal. Failure means you suffer a -1 SP per level to all of your Willpower Checks and half this SP, rounding up, to all Mental and Social rolls for a number of days equal to your margin of failure.

Notes: If you do not roleplay this Hindrance, and all other such noted Hindrances you possess, your Director will penalize you 1 XP at the end of the Episode.

You cannot have Depression and Heartless.

Distinctive

Levels: 10 **Cost:** -1

You have some distinguishing physical characteristic that causes you to stand out in a crowd of people of the same race, like oddly colored hair, being very tall or short, etc.

Effects: You suffer a -1 SP per level when making an APP + INT (Guile) to try to hide amongst a crowd.

Disturbing Voice

Levels: 5 **Cost:** -3

Your voice is unpleasant and grating to the ear of others or obviously artificial.

Effects: You suffer a -1 SP per level whenever you make a roll involving the use of your voice.

Notes: You cannot have Disturbing Voice with Speech Impediment.

Dyslexia

Levels: 20 **Cost:** -3

You have great difficulty reading anything, including text, maps, and mathematics.

Effects: To read in a written language you know (by having the appropriate level of the Language Social Quality) you must succeed at a Simple Roll of your CUL + INT (Discipline) with a DiN of 20. You suffer a -1 SP to this roll for every level of Dyslexia. Your Director may impose further SP based on the complexity of the composition.

You also suffer a -1 SP per level to all your attempts to decipher any written language you do not know! This makes learning a new written language very difficult.

Easily Winded

Levels: 10 **Cost:** -5

It is very easy for you to become fatigued either through strenuous activity, long hours awake, or any other cause.

Effects: You suffer a -1 SP per level to all of your Weariness & Fortitude Checks. Additionally, you suffer double the penalty imposed on your dice pools by the amount of Fatigue you have. In other words, for every one Fatigue you have, you suffer a -2 SP to your dice pools.



Easy to Kill

Levels: 10 **Cost:** -2

For whatever reason, thin skin, brittle bones, a weak will, or just sheer bad luck, it is easy to kill you.

Effects: You suffer a -1 SP per level to all your Death Checks.

Flashbacks

Levels: 5 **Cost:** -7

You suffer from vivid hallucinatory visions during times of high stress. You must specify exactly what your flashbacks show.

Effects: Whenever you are under great stress, such as entering combat, your Director can make you roll a Pure Luck Die. On a Fumble, or if you ever fail a Confidence Check, you suffer hallucinations for 1 minute per level of Flashbacks. During this time, you suffer a -1d DP to all your rolls per level of Flashbacks.

Forgetful

Levels: 5 **Cost:** -1

You have difficulty remembering things as your memory is not very reliable.

Effects: When you make a CUL + INT (Discipline) or INT + KNO (Discipline) roll to remember anything, you suffer a -1 SP per level.

Notes: If you do not roleplay this Hindrance, and all other such noted Hindrances you possess, your Director will penalize you 1 XP at the end of the Episode.

Fragile

Levels: 10 **Cost:** -2

You have difficulty forcing your body to withstand physical stress more so than others.

Effects: You suffer a -1 SP per level to your Fortitude.

Frightens Animals

(Racial) **Levels:** 10 **Cost:** -2

Something about you causes animals and Animals to react to you with fear and aggression.

Effects: When you first encounter an animal, the animal must make a Confidence Check with a DiN equal to the level of Frightens Animals you have + 20. Failure has the usual results, see pg. 117. However, if the animal has no Psychotrauma, and is no longer in your presence, it automatically recovers from being Shaken. If the animal has any Psychotrauma, it must recover as normal. Animals who have fled from your presence will not enter it again willingly.

Whenever you are in the presence of an Animal, it will show fear or aggression, as appropriate to its species, in proportion to the level of Frightens Animals you took. Also, whenever an Animal makes a roll involving its PRS when interacting with you, it suffers a -1 SP per level of Frightens Animals you have.

Notes: Although it seems this Hindrance would be of benefit, it in fact makes it very difficult to deal with animals and Animals.

God's Plaything

Levels: 5 **Cost:** -10

For whatever reason, the One God, or Lurline, or whoever, has taken an interest in making your life "interesting." Strange and seemingly unconnected occurrences happen to you regularly, often causing trouble, carnage, and even death in their wake.

Effects: Each level of God's Plaything allows your Director to arrange events so they happen to challenge you in some way once per Episode. These challenges should never be deadly to begin with, and may ultimately end being beneficial.

For example, you're fighting the soldiers of the Huang'hou of the Munchkinland with your pistol and need to change your clip for a fresh one only to discover an empty pocket, although you were sure you had a clip left. Or you're having tea in a shopping arcade in the Emerald City only to have two gentlemen with mechanical limbs take you away for "questioning," only later to find you are a case of mistaken identity.

Whenever your Director rolls to randomly determine who among your group has something bad happen to them, you count twice instead of once, but only if you have one or more incidents remaining open for the Episode.

Notes: You cannot have God's Plaything with Serendipity.

Gullible

Levels: 1 **Cost:** -7

You believe others tell you the truth...always.

Effects: Whenever someone tells you an obvious lie, you must succeed at a Simple Roll of your INT + PRS (Intuition) with a DiN equal to the blatancy of the lie, as determined by the Director, to see through it; the bigger the lie, the easier it is for you to spot. If the lie is not an obvious one, you believe it!

Notes: If you do not roleplay this Hindrance, and all other such noted Hindrances you possess, your Director will penalize you 1 XP at the end of the Episode.

Heartless

Levels: 1 **Cost:** -10

Prerequisites: Must have had your heart removed.

You have no emotions or feelings. Love, hate, pity, mercy, fear, joy, are all beyond you. Driven by reason and instinct, you are, therefore, a purely logical being.

Effects: You automatically succeed at all Confidence Checks and are immune to spells and mundane attempts, such as seduction, to alter your emotions or elicit an emotional reaction. Although this is obviously a beneficial effect, it is your ability to roleplay as an Actor that makes Heartless a Hindrance.

You cannot take any levels of the Intuition Talent, or levels of Skills related to Intuition. If you already have either of these, you can no longer use them on any roll and in this instance are cashed out for the XP they are worth during the next Montage.

Notes: This is a particularly difficult Hindrance to roleplay and should only be taken by experienced roleplayers. You can only take this Hindrance with your Director's approval.

If you do not roleplay this Hindrance, and all other such noted Hindrances you possess, your Director will penalize you 1 XP at the end of the Episode.

You cannot have Heartless with Anxiety, Callous, Confident, Courageous, Cowardly, Depression, Insecure, or Shy.

Hemophiliac

Levels: 1 **Cost:** -8

You have the illness hemophilia causing you to bleed easily and profusely.

Effects: When you suffer Bleeding from any source, the Bleeding is 1 higher than normal; e.g. if you are hit by a sword and suffer 4 Wounds, you would also suffer from Bleeding 2 rather than the normal Bleeding 1. Additionally, anytime you are hit but do not take any Wounds, or Wounds that cause Bleeding, from an attack or other source, you may still Bleed. For each such hit, roll a Pure Luck Die. On a 5 or less you suffer Bleeding 1.

Humorless

Levels: 1 **Cost:** -7

You have no sense of humor, never understanding jokes, nor making any yourself. You are earnestly serious at all times and believe others are as well.

Effects: You suffer a -1d DP whenever you make a Social roll involving the Expression, Guile, or Intuition Talent.

Notes: If you do not roleplay this Hindrance, and all other such noted Hindrances you possess, your Director will penalize you 1 XP at the end of the Episode.

Impaired Sense

Levels: 10 **Cost:** -2 for Eyesight, -1 for all other Senses

One of your senses is impaired, causing you difficulty when performing Actions related to that sense. You must choose one of: Eyesight, Hearing, Taste/Smell, or Touch. You can take this Hindrance for each sense.

Effects: You suffer a -1 SP per level to all PCN rolls when utilizing the sense chosen. Using eyeglasses, a hearing aid, or contacts specifically made for you eliminates the SP imposed by the corresponding Impaired Sense. Good luck finding new batteries for your hearing aid or contacts in Oz, though, as neither is made there.

Impulsive

Levels: 1 **Cost:** -5

You act before you think and hate talking and debate. This often gets you into trouble that your companions must help you out of.

Effects: This Hindrance is a purely roleplaying Trait. Your character must act appropriately.

Notes: If you do not roleplay this Hindrance, and all other such noted Hindrances you possess, your Director will penalize you 1 XP at the end of the Episode.

Increased Consumption

(Racial) **Levels:** 4 **Cost:** -3

You require more food and water, or whatever you require for fuel, to function normally.

Effects: Double the amount of food and water, or whatever you require for fuel, you need to consume each day for each level of Increased Consumption. Also, for each level, halve the amount of time you can go without rolling for starvation.

Insecure

Levels: 10 **Cost:** -2

It is very easy to shake your confidence or to frighten you.

Effects: You suffer a -1 SP per level to all of your Confidence Checks.

Notes: You cannot have Insecure with Heartless.

Intolerance

Levels: 10 **Cost:** -2

You have a prejudiced opinion of another race, culture, gender, religion, nationality, or other group than your own.

Effects: Although you may not express your exact feelings, unconscious signals hinder your interaction with those in the group chosen. The more levels of Intolerance you have for a particular group the stronger your feelings are. You suffer a -1 SP per level to all Social rolls when interacting with a member of the group you dislike.

Specifically expressing your feelings towards a member of the group you dislike grants you an additional permanent -1d DP to all Social rolls when interacting with that person.

Telling others of your beliefs has too many variable outcomes to define with statistics, but suffice it to say, it will likely change other people's opinion of you, for better or worse.

Notes: You can have more than one Intolerance, choosing a different target group each time.

If you do not roleplay this Hindrance, and all other such noted Hindrances you possess, your Director will penalize you 1 XP at the end of the Episode.

Lame

Levels: 5 **Cost:** -5

You have suffered from a bad wound or were born with a defect in one of your legs that impairs your mobility.

Effects: For every level of Lame you suffer a -1 to your Move, to a minimum of 0, and a -1 SP on all of your dice pools when attempting Actions that rely on the use of your legs in any way. You must specify which leg is impaired.

Notes: You cannot have more than one lame leg.

Low Pain Tolerance

Levels: 10 **Cost:** -4

You faint at the drop of a hat and are easy to knock unconscious. Small cuts and bruises can have you laid up, out of action, much faster than other people.

Effects: You suffer a -1 SP per level to all of your Consciousness Checks. Additionally, you suffer double the penalty imposed on your dice pools by the number of



Wounds you have. In other words, for every one Wound you have, you suffer a -2 SP to your dice pools.

More Sleep

Levels: 8 **Cost:** -2

Prerequisites: Must not be an Anidum or Automaton.

You need more sleep than the normal 8 hours per day.

Effects: Each level increases the total amount of sleep you need per day by 1 hour before you must begin to make rolls for lack of sleep.

Mute

Levels: 1 **Cost:** -20

You cannot speak, either because of your tongue being removed, severe damage to your throat, or by birth.

Effects: You automatically fail any roll that requires you to verbally speak. You can communicate only through sign language and writing.

Notes: Mute can provide for some excellent roleplaying, but it can only be taken with your Director's permission.

Night Blind

Levels: 1 **Cost:** -6

Prerequisites: Must not be an Anidum or Automaton.

You have poor night vision.

Effects: You suffer double the normal SP from darkness, up to a total SP of -15.

Noisy

(Racial) **Levels:** 10 **Cost:** -1

You constantly make noise, even standing still. Gears whir within you, metal joints creak, and clockwork escapements all contribute to the noise you create.

Effects: Others gain a +1 SB per level to hear you.

Not Alive

(Racial) **Levels:** 1 **Cost:** -5

Although you are conscious, by definition, you are not a living being.

Effects: You are not alive and have no élan vital.

Numb

Levels: 1 **Cost:** -15

You do not have any sense of touch. You suffer pain like anyone else, but as a generalized form of pain. If you're wounded, you'll have to look to see where you're injured!

Effects: Whenever you make a roll for an Action that involves touch in any way, your dice pool is reduced to a Pure Luck Die.

One Eye

Levels: 1 **Cost:** -15

You have only one eye, having lost the other to an injury or were born with only a single eye. You must

specify which eye you are missing, or that you were born with only one eye.

Effects: You suffer a -3 SP to all your ranged combat rolls and rolls to drive a vehicle. You suffer -1 SP to all other combat rolls and any other roll that requires hand-eye coordination.

One Hand/Arm

Levels: 1 **Cost:** -20

One of your hands or arms is crippled or missing. You must specify which hand/arm is missing.

Effects: Actions that require two arms or hands take twice as long. Objects that require two hands can be used, including weapons, but at a -2d DP. Actions that require two hands, such as playing a piano properly, fail automatically.

Overweight

Levels: 10 **Cost:** -6

Your excessive weight hampers your mobility.

Effects: Multiply the base weight you chose for your character by the level of this Hindrance +1 to find your actual weight. For each level of Overweight you suffer a -1 penalty to your Move, to a minimum of 0, and a -1 SP on all rolls involving APP. Weight gained from this Hindrance counts towards your Encumbrance.

Paranoia

Levels: 10 **Cost:** -5

Someone is out to get you. You're sure of it. You may or may not know exactly who this is. But it's only a matter of time until they complete their task of making your life a living hell, then they'll kill you.

Effects: You suffer a -1 SP per level to all your Social rolls as your deep suspicions interfere with your ability to interact with others.

You tend to be distrustful of everyone, though close friends and family are often exempt. If you have more than 5 levels you are wary and distrustful of even close friends you have known for years and family members.

At low levels (1-3) you may have some general idea who exactly is out to get you, but it remains a nebulous entity guiding your life by some extraordinary means. At mid levels (4-7) you know who is after you and will often construct elaborate conspiracy theories to link all your paranoid delusions. At high levels (8-10) you believe everyone you know is somehow linked to this entity or group that is out to get you.

Notes: Although you are suspicious of practically everyone, this gives you no special benefit against con artists and other people who really are out to get you. You're just as gullible as everyone else.

Levels 7 and higher are not suitable for most PCs and can only be taken with your Director's permission.

If you do not roleplay this Hindrance, and all other such noted Hindrances you possess, your Director will penalize you 1 XP at the end of the Episode.

Paraplegic**Levels:** 1 **Cost:** -90

You have suffered some horrible accident rendering your legs useless, or were born without the use of your legs.

Effects: Your Move is reduced to 0, though you can move about with both your arms at Move 1. Additionally, you automatically fail any Action requiring the use of your legs.

Notes: You may only take this Hindrance with your Director's permission.

You cannot have Paraplegic with Aerial.

Phobia**Levels:** 20 **Cost:** -1

You have an overwhelming and irrational fear of some thing, usually something mundane.

Effects: When you take Phobia, you must choose something that triggers your fear; e.g. heights, blood, open spaces, confined spaces, spiders, machinery, magic, etc. Your Director must approve whatever you choose.

When first confronted with the object of your fear, you must make a Confidence Check with a DiN equal to the level of Phobia you took + 10. Failure has the usual results, see pg. 117. However, if you have no Psychotrauma, and are no longer in the presence of the object of your fear, you automatically recover from being Shaken. If you have any Psychotrauma, you must recover as normal.

While in the presence of the object of your fear, even if you make your Confidence Check, you suffer a -1 SP per level to all of your rolls.

Notes: You can take Phobia more than once, each time choosing a different thing to fear.

If you do not roleplay this Hindrance, and all other such noted Hindrances you possess, your Director will penalize you 1 XP at the end of the Episode.

Poor Reflexes**Levels:** 10 **Cost:** -4

Your reaction time to stimuli is poor and you tend to recognize a dangerous situation slower than others.

Effects: Each level reduces your Initiative by -1. You can reduce your Initiative to 0 and even negative numbers.

Quadruped**(Racial) Levels:** 1 **Cost:** -15

Your posture is horizontal (like a horse) and you move on four legs, but have no arms or hands.

Effects: Your Move is doubled, but whenever you make a roll for an Action that involves manipulating something that usually requires arms or hands, your dice pool is reduced to a Pure Luck Die.

Notes: This Hindrance can be countered somewhat by taking the Capability Extra Arms.

Semi-Upright**(Racial) Levels:** 1 **Cost:** -7

You usually walk using your legs and arms, like an ape.

Effects: When you walk or run you use both your arms and legs. If you don't, decrease your Move by 1/3. You cannot hold objects larger than hand-sized, including all weapons with an IM of -2 or worse, when moving using both your arms and legs.

Short Attention Span**Levels:** 10 **Cost:** -2

It is difficult for you to concentrate on a single task for more than a few minutes.

Effects: Whenever you make a Cumulative Roll, you suffer a -1 SP per level the second time you roll. The third time you roll, double the SP, triple it for the fourth roll, etc. If a Cumulative Roll is reduced to a Pure Luck Die before you succeed at the Action, even on the first roll, you *automatically* fail the Action!

Short Lifespan**(Racial) Levels:** 10 **Cost:** -2

Your normal lifespan is shorter than the average Human's.

Effects: Your lifespan is equal to 80 years, halved for each level you take; e.g. 2 levels of Extended Lifespan will change your natural lifespan to 20 years.

You still mature and show the signs of aging reaching an age equal to that of a normal Human halved for each level you take. For example, if you have 3 levels of Short Lifespan you will mature at 2 years 3 months and look 60 years old when you are 7½ years old.

Shy**Levels:** 10 **Cost:** -2

You are uncomfortable around strangers and have difficulty interacting with them.

Effects: You suffer a -1 SP per level to all your rolls when interacting with others.

Notes: If you do not roleplay this Hindrance, and all other such noted Hindrances you possess, your Director will penalize you 1 XP at the end of the Episode.

You cannot have Shy with Heartless.

Slow**Levels:** 10 **Cost:** -4

You lag behind your companions, moving slower than the average person with your statistics for one type of movement, whether running, swimming, flying, burrowing, climbing, or brachiating.

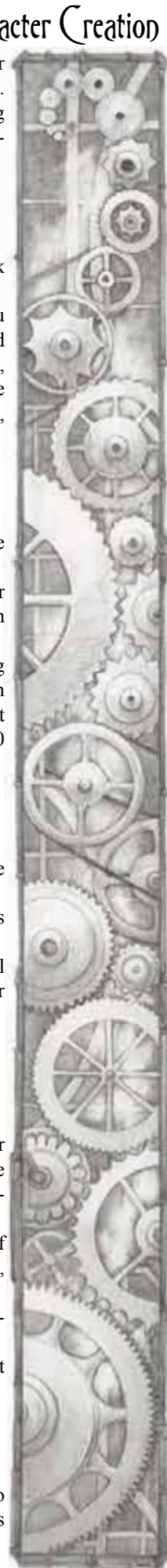
Effects: You suffer a -1 to your Move for each level of Slow when moving in one way. You must choose walking, swimming, flying, climbing, burrowing, or brachiating.

Notes: In order to take Slow for burrowing, brachiating, or flying, you must have the appropriate Capability.

You can take Slow once for each mode of movement you can perform.

Slow Healing**Levels:** 1 **Cost:** -15

You recover from injuries very slowly, causing you to convalesce for much longer than others. Serious injuries can lay you up for months.



Effects: Halve the number of Wounds you are healed from medical care and natural healing. This Hindrance doesn't change the number of Wounds healed from stabilizing and first aid.

Special Diet

(Racial) **Levels:** 3 **Cost:** -10

You do not eat normal food and/or water. Instead, you require a very special diet, such as rocks, blood, batteries, or sunlight.

Effects: You cannot eat normal food and/or water. You must specify exactly what you consume for fuel. The rarer the fuel, the more valuable this Hindrance is worth. Some examples for each level of Special Diet are presented below.

Level 1) Air, fresh blood, Human flesh, rocks, sunlight.

Level 2) Human babies, oak leaves, radioactive metals.

Level 3) Batteries, dragon's blood, petroleum.

Speech Impediment

Levels: 5 **Cost:** -2

You have difficulty speaking clearly, whether due to a stutter, lisp, or other debility.

Effects: You must roleplay this Hindrance whenever your character speaks. Whenever you make a roll that involves you speaking you suffer a -1 SP per level.

Notes: If you do not roleplay this Hindrance, and all other such noted Hindrances you possess, your Director will penalize you 1 XP at the end of the Episode.

You cannot have Speech Impediment with Disturbing Voice.

Truthful

Levels: 10 **Cost:** -1

You don't like to tell lies and are very bad at it when you do.

Effects: Whenever you tell a lie as part of a Social Roll, you suffer a -1 SP per level.

Whenever you are about to tell a lie and a roll is not required, you must make a Willpower Check with a DiN of 30 and a -1 SP per level to tell the lie. If you fail, you must tell the truth!

Notes: If you do not roleplay this Hindrance, and all other such noted Hindrances you possess, your Director will penalize you 1 XP at the end of the Episode.

Unlucky

Levels: 3 **Cost:** -10

Lady Fortuna can be a fickle bitch, but she has found reason to consistently make things go wrong in your life.

Effects: For each level you possess, your Luck Die Fumbles on one higher number; e.g. on a 1 and 2 at level 1 or 1, 2, and 3 at level 2. As with normal Fumbles, you do not add the Luck Die total to your roll, nor that of the highest roll of any one other die.

Notes: You *can* have both Unlucky and Lucky.

Unstable

Levels: 10 **Cost:** -2

You have a particularly fragile mind that is easy to unhinge.

Effects: You suffer a -1 SP per level to rolls to gather your wits when Rattled.

Vulnerability

(Racial) **Levels:** 5 **Cost:** Special

You suffer damage from contact with a typically benign substance. This can be as common as metal and air or as rare as Gaulau and Edel Feen Blood.

Effects: Choose a substance that causes damage to you when you are in contact with it; the more common the substance the *higher* its class. Your Director will determine what class your chosen substance is. Example substances are listed below.

Class 1) Edel Feen blood, High Elements, platinum.

Class 2) Bone, dogs, smoke.

Class 3) Air, metal, sunlight, water, wood.

Choose an amount of untyped damage, in 1d increments, you suffer from the substance, up to a maximum of 20d. You still get a TOU roll to resist the damage from exposure to your Vulnerability.

The level you choose for your Vulnerability gives you the frequency you suffer from the damage. At level 1 you suffer the damage once every 30 minutes. That means no matter how long or how many times you come into contact with the substance within 30 minutes, you only suffer the damage once. Each level decreases the frequency you will take the damage, up to level 5 where every time you contact the substance you suffer the damage, no matter how frequently! If you have a level 5 Vulnerability and are in constant contact with the substance, you take triple the damage every Round.

Frequency of Damage	
Level	Frequency
1	Every 30 minutes
2	Every 5 minutes
3	Every 1 minute
4	Every 1 Round (5 seconds)
5	Every time contacted

Multiply the class of the substance by the amount of damage chosen to give you the base XP value for the Vulnerability. The final XP value is calculated normally based on the level you take.

Example: You are a witch who now has a Vulnerability to water, taking 4d untyped damage every time you come into contact with the substance. Water is a class 3 substance, so 3×4 (the dice of damage) = 12. You took the Vulnerability at level 5 giving you 180 XP (12 for level 1 + 24 for level 2 + 36 for level 3 + 48 for level 4 + 60 for level 5 = 180)! Note that this example is of a witch who gained a Vulnerability through her choice of Tradition and, therefore, through magic.

Weak Willed

Levels: 10 **Cost:** -3

Your mind is easily swayed thanks to a weak will.

Effects: You suffer a -1 SP per level to your Willpower.

Weakness

Levels: 5 **Cost:** -5

Prerequisites: Cannot take above level 2 unless noted in your Race that you can have higher levels.

You are particularly susceptible from a specific type of damage, such as fire, electricity, poison, etc.

Effects: You suffer a -1d DP per level to your TOU rolls to resist one type of damage. Choose Acid, Cold, Disease, Electricity, Fire, Heat, Physical, Poison, or Radiation.

Notes: You can take this Hindrance more than once, each time choosing a different type of damage.

If you have more than one Weakness that can be applied to a roll, only the highest level is applied, they are not cumulative.

You cannot have Weakness with Immunity or Vulnerability to the same type of damage.

Step Six: Derivative Attributes

Calculate your Derivative Attributes by using your Aspects. Fill in the appropriate area on your character sheet for each Derivative Attribute.

Move

Move is the number of yards your character can move in a single Round by walking. Your character's Move is equal to the number of dice he has in AGI + CON + PCN. Simply drop the letter "d."

Initiative

Initiative represents how quickly your character can react to situations in combat; the higher his Initiative, the earlier in a combat Round he will likely act. Your character's Initiative is equal to his AGI + INT.

Weariness

Weariness represents your character's ability to withstand the effects of fatigue and is normally used to determine if he becomes Exhausted from taking Fatigue. Rolling Weariness is called making a Weariness Check and is a Status Check. Your character's Weariness is equal to his CON.

Fortitude

Fortitude represents your character's physical willpower; his ability to withstand certain physical stresses on his body. Rolling Fortitude is called making a Fortitude

Check and is a Status Check. Your character's Fortitude is equal to his CON + PRS.

Consciousness

Consciousness represents your character's ability to remain conscious and is normally used to determine if he falls unconscious from taking Fatigue or Wounds. Rolling Consciousness is called making a Consciousness Check and is a Status Check. Your character's Consciousness is equal to his CON.

Death

Death represents how much overall damage your character can take before expiring. It is normally used to determine if your character dies after suffering Wounds when unconscious. Rolling Death is called making a Death Check and is a Status Check. Your character's Death is equal to his CON + TOU.

Confidence

Confidence represents your character's faith in his own abilities and is normally used to determine if he becomes Shaken from taking Psychotrauma. Rolling Confidence is called making a Confidence Check and is a Status Check. Your character's Confidence is equal to his PRS.

Willpower

Willpower represents your character's mental willpower and is normally used to determine if he goes insane after suffering Psychotrauma when Shaken. Rolling Willpower is called making a Willpower Check and is a Status Check. Your character's Willpower is equal to his INT + PRS.

Step Seven: Social Qualities

Social Qualities are given by your Director based on the background information you created for your character when making your concept in Step One. A suggested number of Social Qualities is 4-8 positive or neutral levels and 2-4 negative levels. However, anyone playing an Outsider will lose all, or nearly all, of their Social Qualities when they arrive in Oz.

Social Qualities are facets of your character that deal with the interaction of your character with others.

They can be gained, changed, and/or lost relatively easily through play in a Series. Social Qualities cannot be purchased through XP. You *earn* Social Qualities, either positive or negative, through your actions in play, and are granted solely at the discretion of the Director. There are many ways, sometimes dozens of ways, to gain and lose each of these Social Qualities - far too many to list. It is up to the Director to use

Social Qualities List			
Social Quality	Levels	Social Quality	Levels
Criminal Record	5	Non-entity	1
Duty	4	Poor	5
Estate	5	Property	1
Familiarity	1	Rank	10
Illiterate	1	Regard	5
Language	3	Renown	10
License	1	Status	10
Minor	1	Wanted	3
Minority	1	Wealthy	No Max

his good judgment and common sense when to hand out or remove a Social Quality.

What follows is a list of the various Social Qualities found in the *Balance RPG System*. They are listed alphabetically. Social Qualities have a maximum number of levels listed next to their name. If instead of a number, "No Max" is listed, it means the Social Quality has levels, but it has no maximum level. If a Social Quality has only one level, it simply means you either have the Social Quality or you don't.

Criminal Record

Levels: 5

You have either committed or been accused of a crime and been found guilty. The severity of the crime is linked to the level of Criminal Record; i.e. Level 1 would be for minor crimes, while Level 5 would be for the most heinous of atrocities. For every level of Criminal Record you suffer a -1d DP to all dice rolls involving your Guile Talent when interacting with people *who know your record*.

Duty

Levels: 4

Your character's occupation or social situation places a constraint on his time. This is usually a job of some kind, but can be almost anything that requires a good portion of the day to complete. You must state your character's Duty.

At level 1 one-fourth of your character's day is taken up with his Duty. At level 2, half of your character's day is taken up by his Duty. At level 3, three-fourths of your

character's day is taken up by his Duty. At level 4, nearly your character's entire day is taken up by his Duty.

A level 3 and 4 Duty is not recommended for PCs as it places too large of a restriction on his free time. PCs with such a high Duty will likely be remiss in his Duty, thereby lowering its level.

You can only have 4 levels of Duty, though you can have more than one Duty. For instance, you could have a level 1 Duty to your job selling newspapers at a newsstand in the morning, and another level 1 Duty to your job in the evening as a bartender.

As long as you have no levels of Poor and have an appropriate Duty that generates money, such as a job, for each level of Duty you gain 1/10th your Wealth in cash at the start of each month. But, you must continue to fulfill your Duty. If your Duty increases or decreases the amount you gain, your Wealth is adjusted accordingly.

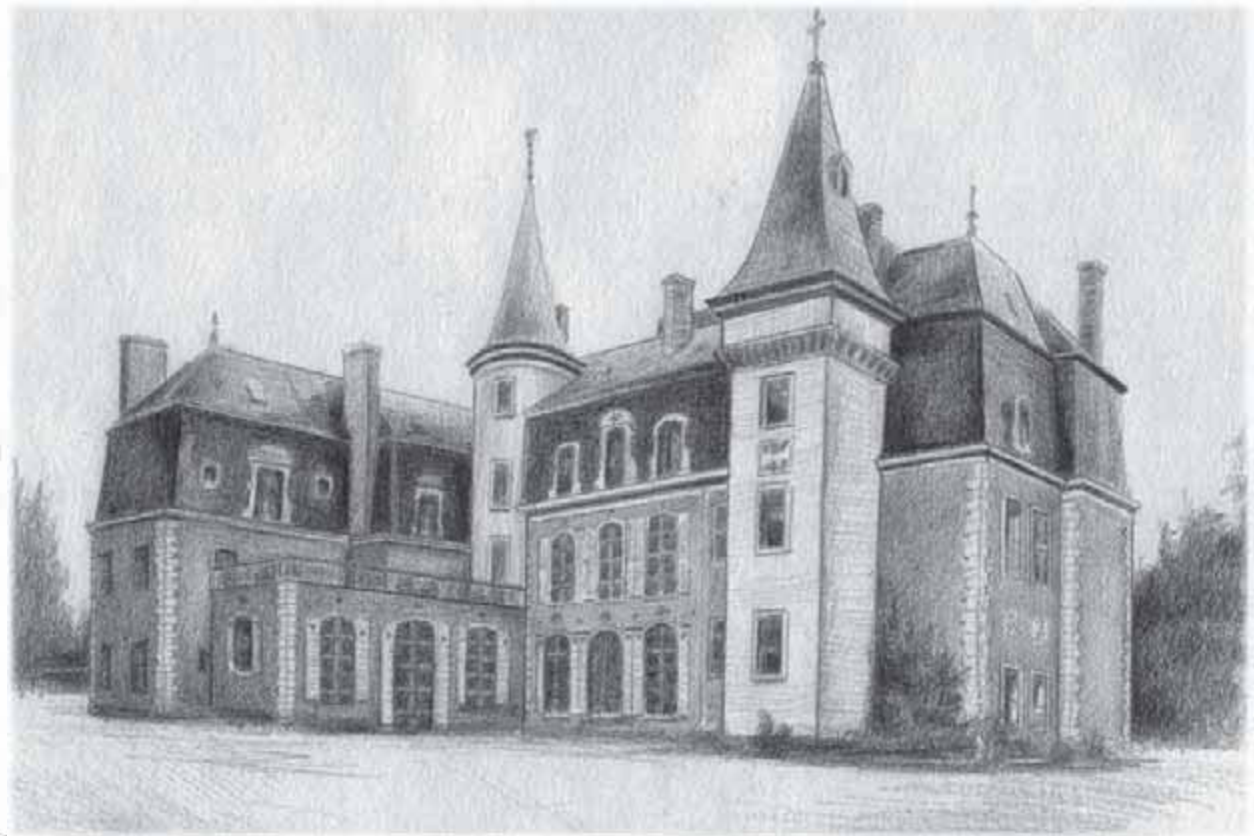
Estate

Levels: 5

Estate represents your character's home, secret laboratory, or other property he uses to house his things, get away from it all, or conduct business. An Estate can be as simple as a small cottage farm in Munchkinland or as elegant as a cloudscraper penthouse in the Emerald City.

The table below gives some examples of Estates.

Your character doesn't necessarily need to have Wealthy high enough to upkeep his Estate. He could have inherited it or simply moved into it while it was abandoned. Similarly, if your character has high levels of Wealthy, he may have come into the money only recently and not had time to purchase an Estate of a large size.



Example Estates		
Level	Examples	Value
5	A large chateau, an estate with large grounds, a cloudscraper penthouse	\$100,000,000
4	A large mansion, a large workshop or laboratory	\$10,000,000
3	A large home, a warehouse, a ruined temple, a small mansion	\$1,000,000
2	A small family home, a large apartment, a small workshop or laboratory	\$50,000
1	A small cottage farm, a two-room apartment	\$1,000

An Estate, owned by your character, can be sold, if he so chooses. The amount of money he can sell his Estate for is listed on the table in Emerald City dollars. It may take a while to sell his Estate. Once sold, he loses the Estate Social Quality, of course.

Familiarity

Levels: 1

Travelers to foreign lands encounter strange people, customs, and technology. Travelling to Oz is even more of a shock to the system when you add strange *species*. But eventually, after either living among the people or studying their history and society long enough, their strangeness will disappear as they become familiar to you. This Social Quality represents that familiarity with foreign cultures, different races and species, as well as higher or lower technology levels.

After living among or studying a society long enough, as determined by the Director, he will give you Familiarity with one or more of the Cultures, Races, Species, and/or Technologies. Actors should have their characters exposed to the culture, race, species, and/or technology for at least three months, gaining the Familiarity at the end of the time period.

Example: You are playing an Outsider from 21st Century America who has lived in the Emerald City for a Montage lasting six months. At the end of the Montage your Director gives you Familiarity (Culture – Emerald City) and Familiarity (Technology – Modern Emerald City). From then on when you make rolls for social interaction with people from the Emerald City, you will not suffer the Different Culture SP, nor will you suffer any of the Technology SP when using technology from the Emerald City.

You must have a different Familiarity for each Culture, Race, Species, and Technology you know beyond those native to you.

Illiterate

Levels: 1

Normally starting characters can speak, read, and write in their native language. You, however, cannot read or write in your native language.

Language

Levels: 3

You know another language. Your proficiency depends on the level of this Social Quality.

At level 1 you can speak the language with some hesitancy, but not read or write it.

At level 2 you can read and write the language, but not speak the language.

At level 3 you can speak, read, and write the language with complete fluency.

You must have this Social Quality once for each additional language you know.

Over time, it is possible for you to forget a language you no longer use, or use rarely. At your Director's option, if he feels you have not used a language sufficiently within the last year, he should remove the appropriate Language Social Quality.

License

Levels: 1

This Social Quality is a reminder that you have special permission from a government to do (or not do) something. The specific license and the government that grants it are listed in the table below for several common Licenses in Oz. This list should not be considered exhaustive. Directors are free to add additional Licenses as needed.

Licenses	
License	Realm
To cast spells only upon yourself.	Emerald City
To cast beneficial spells on others.	Emerald City
To use magic for beneficial purposes.	Gillikinland
To learn witchcraft.	Munchkinland

Remember, Licenses can be taken away just as easily as they can be given.

Minor

Levels: 1

You have not yet reached the age of majority, whatever that may be in your country. You have very limited rights under the law and are likely to be seen as the property of your parents or guardians.

Minority

Levels: 2

At level 1, you are part of a species, racial, ethnic, sexual, or other minority group within your nation and are considered socially inferior. At Level 2, you are also considered *legally* inferior, just above slaves or serfs. When making a roll to socially interact with anyone from your nation who is not of the same minority as yourself, you suffer a -1d DP per level. You must specify which minority you are.

Some Races automatically come with this Social Quality. It should be noted that Minority is very difficult to get rid of as you have to change the world in which you



live to be rid of it. Only choose Minority if you want to be challenged in your roleplaying abilities.

Non-entity

Levels: 1

You literally do not exist, at least not on paper. There are no records of your existence anywhere. They have all been expunged or destroyed, making it extremely hard to track you. It is very easy to lose Non-entity status. You must be wary and careful to keep such a valuable and useful characteristic.

Poor

Levels: 5

You have very little money. For each level of Poor divide the starting wealth listed on the Starting Wealth table, on pg. 105, by 10 (rounding up to the nearest coin denomination). At level 5, you are dead broke with no money or assets of any kind.

Unlike with Wealthy, having Poor doesn't give you any monthly income if you also have an appropriate Duty. You simply have too many expenses to have any spare cash.

Your character cannot have levels of both Poor and Wealthy.

Property

Levels: 1

You are considered valuable property, no different than a piece of jewelry or antique furniture. You have no rights and can be sold, or even destroyed, by your owner at his whim.

Your freedom of movement is severely limited. If you are found away from your owner and have no proof of who owns you, you will be arrested and the authorities will attempt to return you to your owner. Failing that, you will be sold to the highest bidder, or destroyed.

When making a roll to socially interact with someone from your country or culture, you suffer a -3d DP!

Rank

Levels: 10

This Social Quality represents your character's rank



in a military, position in a government, or membership in an exclusive (or even secret) organization; e.g. the Munchkinland military, Gillikinland noble, and the University of the Emerald City. Your character has some authority when dealing with members of his organization, and may be eligible to receive aid or resources from its members or the organization as a whole. In some organizations he may be able to give junior members orders, though this often comes at the price of obeying the orders of those above himself.

Rank grants a SM based on your character's Rank and that of the character you are interacting with socially, but only if you both have Rank in the same organization. If you are interacting with multiple people, such as giving a speech, use the general Rank of the group. The SM given is the difference between your Rank and that of the other character. If your Rank is higher, you gain a SB; if it is lower, you suffer a SP.

Rank in some organizations might give SMs in other situations with people who are not part of the same organization. For example, Rank 7 in Munchkinland military will likely give you a small SB to members of other militaries. Any such SMs from Rank are at the discretion of your Director.

You must state exactly your rank, and in what organization.

As an example, the table below lists the typical ranks of the Grand Army of the Emerald City. Notice how some Ranks list more than one military rank. In such cases the higher military rank still outranks the lesser military rank, even though they are part of the same Social Quality Rank.

Example Ranks	
Rank	Grand Army of the Emerald City
10	Marshal
9	General
8	Lt. General
7	Major General, Brigadier General
6	Colonel, Lt. Colonel
5	Major, Captain
4	1 st Lieutenant, 2 nd Lieutenant
3	Sergeant, Master Sergeant
2	Corporal
1	Private

Regard

Levels: 5

You belong to a race, class, age-group, or other type of group that is especially respected and/or feared by the general populace within your country. Regard is *not* a measure of the respect others have for you specifically, but for the group to which you belong. Each level of Regard gives you a +1 SB to all your rolls to socially interact with someone from a specific country. You must specify to which group you belong that gives you this Social Quality, as well as how you are regarded; e.g. respected, venerated, feared, etc.

Regard is a double-edged sword. Some groups are respected within one country and hated in another. While you gain the bonus in your own country, interaction with people from other countries may give you a *SP* equal to your normal SB, or no SM, depending on the perception of your group. A good example of this is a witch.

In Winkieland witches are greatly feared, giving a SB to their interaction with Winkies equal to +5. But the same witch travelling to the Emerald City will find that Winkie witches have a terrible reputation and are openly reviled, imposing a -5 SP on all interactions with the citizens of the Emerald City.

In all cases whether or not you receive a SM from Regard depends on whether or not those who interact with you know you are a member of the group. Traditional clothing, such as with sorcerers and witches, is an excellent example of practice essentially announcing you belong to one of these groups. Other groups are likely not as obvious. Until someone knows of your membership within a group, you don't gain the SM.

Renown

Levels: 10

You have achieved a level of recognition among the general populace as an athlete, actor, singer, politician, criminal, or have gained a level of reputation in some other manner. The specific reason you have gained Renown should be recorded on your character sheet.

Whenever you first encounter an individual or group of people, the Director can choose to make a Simple roll of INT + PCN (Awareness) with a DiN of 20, applying a SB equal to your level of Renown, for them to see if you are recognized. This can become an Opposed roll vs. your INT + PRS (Guile) if you are trying to disguise yourself. If the observer(s) recognize you, it will likely give you a Situational Modifier, whether as a bonus or a penalty is up to the Director and depends on the observer's preconceptions of you. In general, this should be a bonus among people who are connected in some way to the reason why you have Renown; e.g. criminals and street thugs will likely see you as a hero if you gained Renown through some criminal act and you were publically tried and sentenced. In the same instance, upper class citizens will likely look down on you since nothing is more low-life than a criminal. The SM gained from Renown is always equal to the level of Renown you possess.

Renown has a tendency to be centered on where you live. In which case the farther you go from your home country, the less effect Renown has, both positively and negatively. The Director should account for this when calling for a Renown roll by giving you a SM.

You can gain Renown for more than one reason, but the levels simply stack; you do not gain multiple Renown Social Qualities.

Status

Levels: 10

Status represents your character's social standing. This may result from being a professional, such as a doctor, lawyer, or professor, being a member of a wealthy or aristocratic family, or being a magician of extraordinary power and ability. In any case, your character's position in society grants him a measure of respect. The table below gives some examples of Status.

Status grants a SM based on your character's Status and that of the character you are interacting with socially.

If you are interacting with multiple people, such as giving a speech, use the general Status of the group. The SM given is the difference between your Status and that of the other character. If your Status is higher, you gain a SB; if it is lower, you suffer a SP.

You can possess one Status per country. Although this is the case, the effects tend to carry over into other Realms, so you only gain the bonus from the highest Status you possess.

If you don't have any levels of Status, you have a Status of 0.

Examples of Status	
Status	Examples
10	Cardinal Witch, King of Gillikinland, The Wizard
9	Advisors to the Wizard, Duca, Governor of Quadlingland
8	Conte, Edel Feen, Pu'tong-hua, tribal chieftain
7	Assemblyman, visconte
6	Barone, clan chieftain, judge, officer
5	Factory owner, scientist
4	Professional
3	Small farmer, tradesman
2	Factory worker, enlisted soldier
1	Urban poor
0	Petty criminal, serf, vagrant

Wanted

Levels: 3

Whether you actually committed a crime or not, the law enforcement agencies of a country are looking for you. Wanted 1 means they will arrest you if possible to stand trial for the crime(s) of which you are accused. Wanted 2 means you are considered a dangerous criminal and your whereabouts reported. Wanted 3 means any law enforcement agent that comes across you has the responsibility to kill you on sight! Many countries do not have Wanted 3.

Possibly, you may discover you have this Social Quality by encountering a law enforcement agent. If so, you had best be with some very good friends, who may become wanted themselves for helping you.

It is difficult to ride yourself of wanted. Generally, it takes at least several Episodes and likely a Season. A Director should only give it to a character if he is willing to create at least an entire sub-plot for that character.

Wealthy

Levels: No Max

You possess a higher than average amount of wealth and possessions. For each level of Wealthy your character has, multiply the starting money on the Starting Wealth table by 10.

The money you have on hand can be no more than 1/10th your total worth, the rest tied up in assets and investments, all of which need to be detailed during this Step in character creation.

Starting Wealth	
Realm	Wealth
Emerald City	\$10,000
Gillikinland	20,000D
Munchkinland	¥500,000
Quadlingland	100,000P
Winkieland	10,000 Cit
Outside World (USA)	\$25,000



It should be noted that in Oz, most Realms use money made from precious metals. This means Outsiders will likely find themselves destitute as the money from the Outside World is valueless paper.

Your character cannot have levels of both Wealthy and Poor.

Step Eight: Equipment

If you have no levels of Wealthy, and no levels of Poor, you have enough money to live a struggling lifestyle in your culture. The table on the previous page gives the starting wealth for all the major cultures of Oz, plus one from the Outside World. Note that the listed amounts are *not* exchange rates; for that see pg. 59. If you have the Poor or Wealthy Social Quality you will need to adjust your starting wealth accordingly before writing it down on your character sheet. (See pg. 104 for Poor and above for Wealthy.)

Choose your equipment based on your Wealth from that listed in Chapter VII: Technology. If your character is an Outsider, instead choose equipment available to your character based on his homeland.

Your Director has the final say on whatever equipment you choose to start the Series. It is advised Directors have a hard look at the equipment chosen by Actors with Outsider characters.

Step Nine: Finishing Touches

Now all that is left is for you to name your character and create a physical description, recording this and any other pertinent character information on your character sheet.

Record the number of Destiny Points your character is starting with, which will likely be 1. See pg. 122 for more information on Destiny Points.

Your character is automatically fluent in the primary language of his native culture; he can speak, read, and

write the language with complete fluency. If his culture has more than one primary language, you must choose one for him to be fluent in. Your Director can choose to give your character more than one language at the start of a Series, but he should never give your character more than two native languages. Your character concept can, of course, include him knowing more languages, but it should match the rest of the concept. For instance, a teacher of a foreign language at a high school would definitely have at least one additional language.

Like your character's native language, he automatically starts with a Familiarity to his own Culture, Race (and Species), as well as the Technology of his culture.

Step Ten: Director Approval

After you have completed everything, give your character sheet to your Director so he can look it over to ensure everything is accurate and satisfactory for the Series you are about to play.

Some Actors might try to have a character that can do everything. While it is possible to have a character who went to medical school, studied mechanical engineering afterwards, and has a hobby in painting where he re-touches masterpieces, it is extremely doubtful and should not be allowed.

As a Director, help guide your Actors in creating balanced characters with abilities that, while diverse, complement one another. Additionally, try to ensure the abilities of all the characters in your Series are complementary. It will do no one any good to have two characters with the same concept of a teenage boy who likes to play video games. Instead tell both Actors to expand on their concepts; maybe have one be a teenage girl who studied abroad in Europe as an exchange student and the other a teenage boy who, while he likes to play video games, also competes in skateboarding.

Once your Director approves your character, you are ready to play!

Chapter IV: Basic Rules

“Are we all just anonymous souls with identities defined by our locations in meat?”

– Gene Spielman, *The Emerald Burrito of Oz*,
John Skipp & Marc Levinthal

This chapter gives all the basic rules necessary to play *Oz: Dark & Terrible* using the *Balance RPG Rules*. How you roll dice pools, how far you can move, determining Difficulty Numbers (DiNs), and many other often needed rules are found here. This chapter will allow you to resolve the myriad actions possible in your Series.

Rolling the Dice

Whenever there is the possibility a character could fail at a task, you will need to roll a number of ten-sided dice (d10s) to determine the outcome of the Action. All the dice rolled are of the same color, except one die which must be a different color. All the dice you roll for an Action are called your “dice pool.”

Follow these steps when making any type of roll for an Action:

- 1) **Type of Roll.** The Director tells you what Type of roll you need to make: Simple, Opposed, Graded Simple, Graded Opposed, Cumulative, or Graded Cumulative.
- 2) **Create the Dice Pool.** Add the dice from the Aspects the Director gives you together to create the dice pool.
- 3) **Difficulty Number.** The Director gives you the DiN (if needed).
- 4) **Apply Dice Modifiers** to the dice pool.
- 5) **Roll the Dice Pool.**
- 6) **Add a Talent.** Add the bonus from the Talent given by the Director.
- 7) **Add a Skill.** Add the bonus from *one* Skill, if applicable to the roll.
- 8) **Apply Situational Modifiers.** Apply all applicable Situational Modifiers to the roll.
- 9) **Determine the Result** based on the Type of Roll you made.

Each of the steps are described in further detail below. The number of steps and the information given for each step may seem like a lot to simply roll a handful of dice. Most of the information is not used for the majority of dice rolls. When you get used to rolling the dice, you won’t even think of the steps, you’ll simply do them.

Step 1. Type of Roll

There are four basic types of rolls: Simple, Opposed, Graded, and Cumulative.

Simple Rolls are a roll made by the Actor, or Director for NPCs, where a Difficulty Number (DiN) must be equaled or exceeded for an Action to succeed. Overage is the amount you roll over the DiN. Most Actions use Simple rolls as all that is needed is to see if you succeed or fail at a task.

Example: To kick open a wooden door you would roll your AGI + STR and need to equal or exceed DiN 20.

Opposed Rolls are made when another character is resisting your Action or in competition with you. You and your opponent make a roll. The character with the highest final result wins. Ties go to the defender if one character is acting against the other. If the characters are in competition with one another and tie, they *tie!* Your Overage is the amount you beat your opponent’s roll by.

Example: To persuade a guard to let you through the door he’s guarding, you roll your INT + PRS versus the guard’s INT + PRS. If you roll higher than the guard, he lets you through the door. If you equal the guard’s roll, or roll lower than the guard, he refuses to let you through the door.


Graded Rolls can be either a Simple roll or an Opposed roll. They are both rolled in the normal manner; however, for every five points of Overage, you gain 1 Grade, plus 1 Grade for succeeding at the Action at all. The total number of Grades determines how well you performed the Action, how many pieces of information you gain from the Action, etc. Cumulative rolls are made when the degree of success (or failure) is needed.

Example: You have one hour to find as much information as you can on the Arrival of the Wizard in the Royal Library of Oz in the Emerald City. Your Director gives the DiN as 20. You roll your INT + KNO and get a 31. You succeed at the task you were performing having rolled over 20 giving you 1 Grade. Your Overage of 11 is divided by 5, giving you an additional 2 Grades. You gain a total of 3 pieces of useful information from your research.

Cumulative Rolls are Simple rolls where you can roll any number of times, adding your rolls together until you succeed at the Action. When making a Cumulative roll, what is at issue is how long it takes you to succeed. Cumulative rolls can easily create dramatic tension where time is of the essence, rather than whether or not you can get enough on one roll to succeed. Usually, each roll of a Cumulative roll requires 5 seconds (1 Round), though your Director can state that a roll requires more time if he feels this is needed. Usually you cannot take any kind of break while making a Cumulative roll. If you do, you lose all the extra points not part of a Grade you’ve accumulated for the Action up to your break.

Example: On your first roll for a Cumulative roll you get an Overage of 23. On the next Round you take a break to respond to an attack. After the attack you go back to your task. You keep the 5 Grades you gained from the 23 Overage, but lose the extra 3 points.





Graded Simple rolls can also be Cumulative where you must accumulate a certain number of Grades before success. Each roll is compared to the given DiN with the number of Grades gained, if any, accumulated to complete a task. Any successes over the required amount do not add to the success; you either succeed or you fail. Each roll for a Graded Cumulative roll can take hours, days, or even longer. Usually, with Graded Cumulative rolls you can take a break between rolls, picking up later where you left off, continuing to accumulate grades.

Example: You decide to write a book on the history of the Gillikin Country. This requires you to roll your CUL + INT. Your Director tells you that as an Outsider this will be a rather difficult task, and gives you a DiN of 40. He decides you will need a total of 10 Grades to finish the book. Each roll takes two weeks. You can keep rolling until you either run out of time, you successfully write the book, or you give up.

The difference between normal Cumulative rolls and Graded Cumulative rolls is that you are simply making a number of rolls with your whole dice pool to reach a DiN with the first, while with the latter you are making a number of rolls with your whole dice pool against a DiN and accumulating Grades.

If you make a roll and all of your dice are 1s, this is not actually a Critical Failure for a Cumulative roll or Graded Cumulative roll. Instead, you simply lose all of the points or Grades you have accumulated thus far for your Action. See pg. 110 for more information on Critical Failures.

Time Required

Unless your Director feels time is of the essence, or if an Action is going to take more than a few minutes, it usually isn't necessary for your Director to state how long it will take to attempt an Action. That being said, if it is necessary, or if you simply want to know, your Director should always say how long it will take to make the attempt.

The specific amount of time required is completely up to your Director, but he should be reasonable and base his decisions on reality whenever possible.

Example: Researching an obscure topic in a large library will probably take 6 hours, or more, for a single attempt.

Example: Breaking down a door by kicking it will take no more than a couple of seconds.

Spending more time than your Director states it will take to attempt an Action does *not* increase your chances of success. You are simply wasting time. It should be assumed automatically that if you are trying to do something, *you really mean to do it the first time!*

You can, however, attempt to rush through your task in an attempt to finish it in less time. A Situational Penalty (SP) is applied to your roll, depending on how much less time you want to put into the task: -5 for 25% less time, -10 for 50% less time, and -20 for 75% less time. You cannot decrease the time required by more

than 75%. Additionally, there are some tasks that simply *cannot* have their time required reduced. If your Director feels that the Action in question is such a task, you must explain how you will decrease the time required. If your Director agrees, the time required can be reduced as normal. If not, the time cannot be reduced at all.

Cooperative Rolls

Sometimes the efforts of one person simply aren't enough. Occasionally, it takes several people to accomplish a task. The type of Action (Physical, Mental, or Social) and the type of roll determine whether or not multiple characters can combine their efforts in an attempt to succeed at a task.

Simple rolls can benefit from multiple participants only if the Action attempted is a Physical Action, the Action is attempted simultaneously by all participants, and the participants aren't in combat. Add the dice rolls of all participants involved to determine whether the Action succeeds or not. Mental and Social Simple rolls usually cannot benefit from multiple participants; an example of an exception would be research.

Opposed rolls and Graded Opposed rolls can benefit only from more than one person attempting the Action in certain circumstances; e.g. a tug-of-war. In such cases, Opposed rolls and Graded Opposed rolls use the Cooperative rule as if it were a Graded Simple roll. However, very few Opposed rolls and Graded Opposed rolls can benefit from multiple people attempting the Action.

Graded Simple rolls almost always benefit from multiple people attempting the Action. All participants must act simultaneously. One character must be chosen as the roller. Each character helping the roller can add a number of dice to the roller's dice pool as a Dice Bonus (DB) up to either the roller's PRS or the lowest Aspect used in the roll if PRS isn't used, whichever is less. The dice each additional character gives to the roller should be a different color or size to easily return the dice to their owner. Determine the result of the roll as normal. Only the roller's Talent and Skill are applied to the roll.

Step 2. Create the Dice Pool

Your Director chooses which pair of linked Aspects you need to roll for the Action. The first Aspect chosen must be directly related to the Action and is called the Primary Aspect. The second Aspect must be linked to the first and also be related to the Action, but in a more supportive role than the first Aspect, and is called the Secondary Aspect.

Example: You need to pick a mechanical lock. AGI is the first Aspect as precise motor control is required for the task. PCN is the second Aspect as a very fine touch aids in being able to detect what is going on inside the lock, but none of the other senses really help.

Rarely, a single Aspect is rolled, such as a TOU roll to resist damage, but your Director doesn't choose these, the rules state when to roll them.

Add the number of dice listed for the Aspect(s) your Director told you to use to create the dice pool. All of the d10s you use to make your dice pool need to be of the same color, except one die that must be a different color than the rest.

The Luck Die

The odd color die in your dice pool is your Luck Die. The Luck Die represents the unpredictability found in life that cannot always be accounted for when attempting a task.

If the number of dice in your dice pool is ever reduced to 1d for any reason, that die will always be the Luck Die.

If you roll a 10 on your Luck Die, it “explodes.” Add the 10 to your final result, then reroll the Luck Die and add this to the result. If you roll a 10 again, it too explodes. As long as you continue to roll a 10, add it to your result and roll again. When you roll any number other than a 10, add that roll to your result and stop rolling.

If you roll a 1 on your Luck Die the first time it is rolled for an Action, you have Fumbled. Do not add the 1 rolled on the Luck Die to your result *and* remove the highest die roll from all of your other dice you rolled in the dice pool from your result. If your Luck Die is the only die in your dice pool and you roll a 1, you do not Fumble, instead you Critically Fail. If you have more than one die with the highest roll in your dice pool, only remove one of them.

Step 3. Difficulty Number

If the roll is a Simple, Cumulative, Graded Simple, or Graded Cumulative the Director will need to determine a Difficulty Number (DiN) for the roll.

If the roll is an Opposed roll or Graded Opposed roll, skip this step.

Breaking into a bank vault is much more complex than opening a combination lock on an horologist’s roll-top desk, but the method can be much the same. It is the

Choosing a Smaller Dice Pool

Sometimes you may want to succeed by a smaller margin than you possibly could achieve, perhaps to bluff a poker player into thinking you aren’t as good as you really are or you might want to just knick your dueling opponent. You can always choose to roll fewer dice than allowed in your dice pool, except when rolling for damage that doesn’t include an Aspect, during this step, to a minimum of your Luck Die. This is not a Pure Luck Die, so a Talent, Skill, and any SM are still applied, if applicable to the roll.

The best use of rolling fewer dice than your maximum is during an Initiative roll. If you want an ally to perform a Maneuver before you have your turn, your best option is to choose to roll fewer dice when rolling for your Initiative. You must choose how many dice you’re going to roll before anyone announces their Initiative results.

complexity of the task that is different. The DiN reflects this difference. The more difficult an Action, the higher the DiN. The Difficulty Numbers table gives the various DiNs in the game, as well as a relative description.

It is up to the Director to gauge the difficulty of an Action. He should be fair in his assessment of the situation and not overly harsh on his Actors. The Director should make sure there are no Situational Modifiers that apply, instead of the actual complexity of the task before assigning a DiN to the Action.

Example: You want to repair a broken gate that has become unhinged. This is an Easy Action with a DiN of 10.

Example: To completely repair an Automaton that has shut down due to damage in combat is a daunting task, even with all the appropriate replacement parts and tools. This Tough Action would have a DiN of 60.

Difficulty Numbers		
DiN	Name	Description
0	Routine	Nearly everyone can perform the Action. There is usually no need to roll, unless your Director wants to see if you Critically Fail.
10	Easy	Most characters can perform the Action.
20	Ordinary	Average characters will succeed at this Action just over half the time.
30	Moderate	There is the distinct possibility a character will fail this Action.
40	Difficult	It will likely take a good Talent or Skill to succeed at this Action.
50	Hard	Both a good Talent and Skill will likely be needed to succeed at this Action.
60	Tough	Only an accomplished character with both a Talent and Skill can hope to succeed at this Action.
70	Arduous	Most accomplished characters cannot hope to succeed at this Action, while veteran characters will have great difficulty without a high Talent and Skill.
80	Strenuous	Only experienced veteran characters with a good Talent and Skill will likely succeed at this Action.
90	Implausible	Succeeding at this Action is nearly impossible for even experienced veteran characters without a lot of luck.
100+	Inconceivable	Only through superhuman efforts can a character hope to succeed at this Action.

Step 4. Apply Dice Modifiers

Now you apply any Dice Modifiers (DM) to your dice pool. Dice Modifiers change the number of dice in your dice pool, usually by reducing it. Dice Modifiers that add dice are called a Dice Bonus (DB), while those that remove dice are called a Dice Penalty (DP). So if a DP is listed as -1d, you simply remove one die from your dice pool. The most common DP is the penalty imposed for declaring multiple Maneuvers during combat.

All DM are cumulative!

Remember that if your dice pool is reduced to 1d, that die will be your Luck Die.

If your dice pool is reduced to 0d, you roll a Pure Luck Die; that is, a Luck Die with *no non-dice modifiers* applied from any source! You can still Critically Fail with a Pure Luck Die, and it can explode.

If your dice pool is reduced to below 0d, you do not make a roll and automatically fail at the Action; skip to Step 10.

Before going on to the next step, you have the option to cancel your Action without any time actually passing. Once you go on to Step 5 and roll your dice pool, you're committed to the Action and must live (or not live) with the result.

Step 5. Roll the Dice Pool

Roll all the remaining dice in your dice pool simultaneously. Add all the results from the dice. You should leave the dice on the table, just as you rolled them, until a new roll is made by someone, in case there is a need to refer to them again.

If, for whatever reason, you refuse to roll your dice pool, you not only fail, you automatically Critically Fail!

Critical Failure

If all the dice in your dice pool come up 1s for your roll, you have Critically Failed. You not only fail at the Action, you fail in an especially dramatic way. You have the opportunity to describe what happens to your Director and the other Actors. If your Director approves, that's what happens. If the description is truly exceptional, your Director should give you back 1 Destiny Point you have already spent. If you do not describe what happens, or describe it poorly, it is up to your Director to decide what happens, and he should think up something really nasty.

Note that the fewer dice you have in your dice pool the more likely a Critical Failure will occur. If you have only 1d in your dice pool (your Luck Die) and you roll a 1, you did not Fumble, *you Critically Fail!*

You cannot Critically Fail when rolling your TOU to resist damage, rolling for weapon damage not derived from your STR, or when making a Status Check.

Step 6. Add a Talent

Along with the Aspects used to create your dice pool, your Director will give the Talent that applies to the Action. If you have the Talent, apply the bonus. Unlike

Skills that are linked to a specific Talent, Talents are not linked to anything. This allows your Director to choose the most appropriate one for the roll. Only one Talent can be applied to a roll.

Example: You are trying to sense an Animal that you believe is stalking you and your friends while in the Great Quadling Jungle. Your Director tells you to make an Opposed roll of your INT + PCN (Awareness). After rolling your dice pool, add any bonus you may have in the Talent Awareness. You roll a 23 and add +3 from your Awareness for a total of 26. You rolled higher than the clumsy Lion stalking you, so you hear it following you.

There will always be a Talent that can be applied to a roll for an Action. Status Checks and resistance rolls, such as rolling TOU to resist damage, never have a Talent added to the roll.

Any roll mentioned in these rules for an Action will state what Talent can be added to a roll in parenthesis after the Aspects rolled. If none is listed, the roll is not for an Action, and you cannot add a Talent to the roll; e.g. no Talent can be added to a Status Check.

You can add a Talent each time you roll your dice pool for a Cumulative or Graded Cumulative roll.

If you rolled a Pure Luck Die, do not apply a Talent.

Step 7. Add a Skill

You can apply a single Skill to the roll. Which Skill is determined by the Talent applied to the roll and must be directly applicable to the Action.

Example: Continuing with the example from Step 6, you have the Skill Observation (a Skill of Awareness) at +1. This gives you a +1 to your roll.

There will always be a Skill that can be applied to a roll as long as a Talent is applied. Exactly what Skill can be applied is up to your Director.

If a Talent is not added to a roll, such as with Status Checks, no Skill can be added.

You can add a Skill each time you roll your dice pool for a Cumulative or Graded Cumulative roll.

If you rolled a Pure Luck Die, do not add a Skill to your roll.

Step 8. Apply Situational Modifiers

On television the action is carefully choreographed and controlled so nothing unforeseen happens and the outcome is assured. In *Oz: Dark & Terrible* the action is like real life, not a television show; unforeseen circumstances occur altering the outcome of any action. Situational Modifiers (SM) represent these unpredictable elements. While there are dozens of different SMs, covering thousands of circumstances, there are only two types of SMs, Situational Bonuses (SB), granting pluses to a roll, and Situational Penalties (SP), granting penalties to a roll. The most important point to remember is that *any* SM can potentially be applied to a situation and all SMs are *cumulative*.

The Director must tell his Actors what SMs are being applied to their roll, before they actually roll, unless the modifier is something they do not yet know or could not know about. Directors should keep such unknown modifiers to a minimum.

For convenience the various SMs have been split into categories, listed on the Situational Modifiers table.

Combat

These SMs cover everything from the distance of a ranged target and cover, to your footing and positioning on the field of combat. Usually Combat SMs do not apply to any Action outside combat.

Example: If you try to attack someone while standing on the deck of a rolling ship, a SM of -6 (-3 for Unbalanced and -3 for Bad Footing) applied to the attack roll would be appropriate.

Height

Your position above or below your opponent can greatly affect your ability to hit your opponent.

For every yard you are above your target when attacking, you gain a +1 SB to your attack roll, up to a maximum SB equal to the number of Range Increments +1 your target is from you, or, if your weapon doesn't have Range Increments, a +2 SB.

Example: You are attacking an opponent with a Killan M75 from two stories above him (8 yards higher) and have already spent a Round to Aim. You are 120 yards away, placing your target 1 Range Increment away. You gain a +2 SB to your attack from your height.

No matter what SB you gain from being above your opponent, even if he is straight below you, you are still limited by the maximum range of your weapon.

When attacking from below your opponent, you suffer a -1 SP to your attack roll for every yard you are lower than your target, up to a maximum SP equal to the number of Range Increments +1 your target is from you, or, if your weapon doesn't have Range Increments, a -2 SP.

Cover & Posture

Usually Cover & Posture SBs are used only during combat, but there are a few

non-combat possibilities. You can gain only a SB once for cover and once for posture per roll. A cover SB adds to your Active Defense, Total Defense, and Passive Defense rolls, while a posture SB adds only to your Active Defense and Total Defense rolls. A cover SB is the only SM applied to a Passive Defense roll.

Cover

You gain a bonus from cover based on the percentage of your body hidden by the cover.

- **Partial Cover:** 25% or more of your body is hidden from the attacker's vantage point.
- **Half Cover:** 50% or more of your body is hidden from the attacker's vantage point.
- **Total Cover:** 85% or more of your body is hidden from the attacker's vantage point.

When using cover versus explosives, or anything using the area of effect rules, cover gives its bonus to your TOU roll to resist damage instead of your Active, Total, or Passive Defense roll.

Situational Modifiers			
Combat			
Braced, Shouldered Rifle, and/or 2-Handed with Pistol			+3
For Every Yard Above Your Target			+1
For Every Yard Below Your Target			-1
Bad Footing			-3
Each Arrow Dynamic Level in Yards for Thrown Weapons, Rounding Up			-5
Each Range Increment Your Target Is from You			-5
Unbalanced			-3
Using a Weapon, or Shield as a Weapon, with an Off-hand			-3
Cover & Posture		Social	
Partial	+1	Immediate Family	+5/-5
Half; Sitting, Kneeling, Crouching	+3	Other Relative or Close Friend	+2/-2
Full; Prone	+9	A Friend	+1/-1
Environmental		Different Culture	-5
Rain, Low Light/Darkness, Blinding Light, Fog, Smoke, Wind, and Temperature	-5 to -20 each	Different Species	-5
		Newly Encountered Culture	-5
Technological		Newly Encountered Species	-5
Advanced Technology	-10	Different Language	-10
Primitive Technology	-5	Enemy	-15
Different Technology	-5	Hostile	-10
Wrong Tools	-5	Unfriendly	-5
No Tools	-15	Friendly	+5
Wrong Parts	-5	Helpful	+10
No Parts	-15	Devoted	+15
General			
Drunk, Drugged, or Bound	-1 to -5	Unfamiliar or Uncommon	-5
“Catch-All”	+10 to -10	Has Never Been Done Before	-10

Environmental

All environmental conditions are SMs; each is its own modifier. Those listed on the table are examples. There will undoubtedly be others the characters will encounter. The worse the environmental condition, the worse the SP that will be applied.

Example: Twilight gives a SP of -5, while the absolute darkness of a cave imposes a SP of -20.

Social

Whenever you interact in some way with other characters with a native culture, race, and/or species different from your own, you suffer a SP to your Mental and Social Action rolls.

Example: You are from modern day America and are trying to make a diplomatic deal with an uncooperative pride of Lions in the Quadlings Country. You would make a Graded Simple roll of your CUL + PRS, with a DiN of 40, and a SP of -20, as the Lions are of a newly encountered different culture and species. If you manage to roll equal to or greater than 40, you have succeeded. How many Grades you roll will determine what concessions you can wring from the Lions.

When attempting to negatively affect your family and friends, such as conning them, you have a SP applied to your roll. But when attempting to positively affect your family and friends, you have a SB applied to your roll. If the Action you are attempting is somewhat ambiguous whether it is positive or negative, the Director decides which SM is applied.

The feelings of others can greatly affect their attitude towards you. You will find SPs for the various attitudes others may feel. These are necessarily broad. Directors should pick the SP that most closely reflects the attitude of the character the PCs are interacting with.

Technological

If you encounter technology from a culture you are not familiar with, you will not know how to effectively use the technology. If the technology of the culture is in general lower than your native culture, use the Primitive Technology SP, while if it is higher than your native culture, use the Advanced Technology SP. If the technology is based on different principles than your native culture, use the Different Technology SP. The Different Technology SP can be applied along with either of the other two SPs.

Example: You have recently found yourself in Oz, wandering through the streets of the Emerald City. The technology of the Emerald City is, in general, a level of technology no longer used in 21st century America. Any use of technology, such as a first generation mechanical typewriter, from the Emerald City imposes a -5 SP to any roll you use the typewriter with, such as writing a pamphlet, unless you have an applicable Familiarity with the technology, see pg. 103. If you use any advanced technology, such as a steamthrower, from the Emerald City that simply doesn't exist or *can't* exist in America,

you suffer a -10 SP (-5 for Primitive Technology and -5 for Different Technology).

The SP from variant technology may effectively negate any SBs applied to your roll from the equipment being used. In other words, the equipment is unfamiliar enough to negate the advantage of its use.

General

These SMs don't fit into any specific category and can readily be applied to most Actions.

Lastly, the Director is able to apply a generic "catch-all" SM that is not represented on the table to any Action. Catch-all SMs never have a bonus greater than +10 or a penalty greater than -10. Directors should never apply more than one such catch-all SM. They should also be careful not to apply a catch-all SM when, in fact, the DiN should be lowered or raised.

Remember - If you rolled a Pure Luck Die, *do not* apply any *Situational Modifiers* to the roll.

Step 9. Determine the Result

Determine the result of your roll based on the type of roll you made.

Simple: Compare your modified roll to the DiN from Step 3.

- If the total is equal to or higher than the DiN, you succeed at the Action!
- If the total is less than the DiN, you failed at the Action.

Opposed: Compare your modified roll with that of your opponent.

- If your total is higher than your opponent's, you succeed at the Action!
- If your total is lower than your opponent's, you fail at the Action.
- If your total is equal to that of your opponent's, you fail if you were attempting to affect your opponent in some way, or tie if you were in competition with him.

Cumulative: Compare your modified roll to the DiN from Step 3.

- If the total is equal to or higher than the DiN, you succeed at the Action!
- If the total is less than the DiN, continue to roll during subsequent time intervals (usually Rounds), adding the modified roll each time to those rolled previously until your total equals or exceeds the DiN, or you run out of time.

Graded Simple: Same as Simple, and you gain 1 Grade for every 5 points of Overage you have, plus 1 for succeeding.

Graded Opposed: Same as Opposed, and you gain 1 Grade for every 5 points of Overage you have, plus 1 for succeeding.

Graded Cumulative: Compare your modified roll to the DiN from Step 3.

- If the total is equal to or higher than the DiN, gain 1 Grade for every 5 points of Overage you have, plus 1 for succeeding.
- If the number of Grades you gain matches or exceeds the number of Grades needed, you succeed at the Action!
- If the number of Grades is lower than the number of Grades needed, continue to roll during subsequent time intervals, adding the number of Grades gained each time to those gained previously until you gain enough Grades to equal or exceed the number of Grades needed.
- If any of your unmodified rolls do not gain you any Grades, you continue to roll during subsequent time intervals, but you gain no Grades for the current roll. Remember, just succeeding at a roll gives you 1 Grade.

Repeated Attempts

Sometimes you will encounter tasks that are too difficult to achieve the first time. Actions, based on the type of roll required for them, fall into three kinds concerning repeated attempts:

- **Opposed Rolls** can be repeated without penalty.
- **Simple, Cumulative, Graded Cumulative, and Graded Opposed Rolls** usually can be attempted more than once. For each attempt by the same character after the first, a -1d DP is applied to the roll.
- **Graded Simple Rolls** usually cannot be attempted more than once due to the limitation of time allowed to perform the Action.

These are only guidelines, however. Not every Action falls neatly within one of these three varieties even if it matches the right kind of roll. Your Director can say that a given Action cannot be repeated, or may be only repeated a couple of times. He should give a reason why this is so if the rationale is not readily apparent.

Movement

You will no doubt want to move at some point during an Episode. But how far can you move? This section gives you all you need to know in order to walk, run, jump, swim, and climb.

Walking

Your Move (as recorded on your character sheet) is the number of yards, measured in inches on the tabletop, you can move in 5 seconds (1 Round). Your Move is equal to the number of dice in your AGI + CON + PCN.

Example: You have AGI 2d, CON 3d, and PCN 2d. Your base Move is 7.

Move is modified by your Encumbrance (how much you're carrying) and terrain (how difficult the surface is you're moving on).

Being wounded or tired affects how fast you can move. For every 5 full points of Fatigue and Wounds (combined) you have, reduce your Move by 1. When you recover from Fatigue and Wounds, make sure you check your Move so you are literally up to speed.

The physical position of your body can reduce your Move. If you are crouching or kneeling, halve your Move. If you are prone, quarter your Move.

Running

Normally, while in combat, you can interrupt your Move to attempt one or more Maneuvers during a Round. But if you move your entire Move (as modified by your Encumbrance and terrain) without interrupting your movement by attempting any Maneuvers, you can immediately move up to $\frac{1}{2}$ your Move extra. You can attempt Maneuvers normally both before and after running.

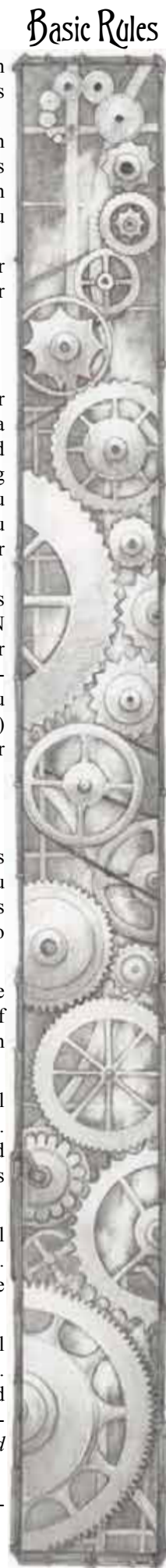
Running more than 1 Round consecutively, requires a Simple roll of your CON + STR (Athletics) with a DiN equal to the number of Rounds run consecutively after making your move for the current Round, up to a maximum DiN of 60. A -1 SP is imposed for each Round you Sprint during a run. (See pg. 131 for more on Sprinting.) If you fail this roll, you gain 1 Fatigue. See pg. 117 for more on Fatigue.

Jumping

When you want to jump, use the following formulas to determine how far or how high you jump. After you make your jump roll, you can always choose to jump less than what your roll indicates if you're successful, but no matter what you roll, you attempted the jump!

- **Standing Broad Jump:** Make a Graded Simple roll of your AGI + STR (Athletics) with a DiN of 10. Success means you jump 1 yard per Grade in distance.
- **Running Broad Jump:** Make a Graded Simple roll of your AGI + STR (Athletics) with a DiN of 10. Success means you jump $\frac{1}{2}$ the distance you moved just before you jumped, or your Move, whichever is *lower*, + 1 yard per Grade in distance.
- **Standing High Jump:** Make a Graded Simple roll of your AGI + STR (Athletics) with a DiN of 10. Success means you jump $\frac{1}{2}$ yard + $\frac{1}{2}$ yard per Grade in height.
- **Running High Jump:** Make a Graded Simple roll of your AGI + STR (Athletics) with a DiN of 10. Success means you jump $\frac{1}{4}$ the distance you moved just before you jumped, or $\frac{1}{2}$ your Move, whichever is *lower*, + $\frac{1}{2}$ yard per Grade in distance *and* height.

If you fail a jump roll, you fall prone at the appropriate point based on your roll.



Measuring Tapes vs. Hex/Square-Grids

The rules use a tabletop without a grid and inch measurements. However, a Director can choose to use hex-grid, or even square-grid map. A Director needs to decide at the start of a Series whether or not he is going to use a measuring tape, a hex-grid map with 1" hexes, or a square-grid map with 1" squares.

A tape measure, using inches, is cheaper than most grid maps and allows for a much greater freedom of movement for characters. But for inexperienced Actors, particularly those who have never played a wargame, it can be difficult to catch-on to its usage.

A grid map works very well for most purposes and makes it easy for inexperienced Actors to move their miniatures. Unfortunately, blank grid maps tend to be rather expensive, limiting the combat area to what the Director's wallet can afford. Square-grid maps have the further disadvantage of skewing movement so diagonal movement gives more distance than other directions.

Ultimately, it is up to the Director which means of measurement will be used. However, if a tape measure is used, an Actor *must* be allowed to measure any distances he wants at any time as a grid map will tell him this information by its very nature. A Director can later choose to change which means of measurement will be used in the Series, but it should only be done rarely.

Reduce your jump roll based on your Encumbrance: -1 yard for Light, - $\frac{1}{2}$ (round down) for Medium, and - $\frac{3}{4}$ (round down) for Heavy. If you attempt a jump with an Extra-Heavy Encumbrance, you automatically fail the jump and fall prone.

Swimming

When swimming, your Move is halved. It is possible to "run" when swimming, adding $\frac{1}{2}$ your *modified* Move, but this tires you faster.

Swimming more than 1 Round consecutively, requires a Simple roll of your CON + STR (Athletics) with a DiN equal to the number of Rounds you swam consecutively after making your move for the current Round, up to a maximum DiN of 60. A -1 SP is imposed for each Round you "run" during a swim. If you fail this roll, you gain 1 Fatigue. See pg. 117 for more on Fatigue.

Climbing

When climbing any surface, your Move is reduced to $\frac{1}{4}$. You cannot increase this speed, but you can be more cautious and decrease it. For each full 1 yard of movement you do not use when

climbing, you gain a +3 SB to any rolls you may need to make to avoid falling off.

Encumbrance

Encumbrance is the total weight of all the stuff you are carrying, based on your STR. The table below shows the maximum weight, in pounds, you can carry for each Encumbrance level. For STRs above 7d, simply continue the weight progressions. Each level of Encumbrance imposes a SP to all of your Physical Actions *and Initiative rolls* equal to -1 for Light, -2 for Medium, -4 for Heavy, and -8 for Extra-Heavy. Additionally, your Encumbrance reduces your Move by -1 for Light, halves your Move (round down) for Medium, quarters your Move (round down) for Heavy, and reduces your Move to 1 for Extra-Heavy. The amount listed for Extra-Heavy is the absolute maximum amount someone with the listed STR can lift and still move. You can lift a maximum of your Extra-Heavy + Heavy Encumbrances, but you cannot move at all.

During combat, you can lift with one hand a maximum of your Light Encumbrance x 2 as a Miscellaneous Maneuver in a single Round over your head, but you cannot attempt any other Maneuvers that Round, including Active Defense. Double the weight if you are using both hands. Divide your maximum lifting capacity by this amount (rounding up) to determine the number of Rounds it would take you to lift your maximum.

Terrain

The type of terrain you cross can slow you down. In combat, this can be deadly.

There are four types of terrain:

- **Impassable** terrain cannot be moved through at all, such as walls, solid earth, rivers of lava, etc. Some Traits may give you the ability to move through a particular kind of impassable terrain, in such cases that particular impassable terrain is counted as difficult terrain.
- **Difficult** quadruples the cost of movement; i.e. moving across 1 yard of difficult terrain counts as 4 yards of movement. Examples include deep snow, ice, waist deep water, a ladder, etc. Difficult terrain imposes a -10 SP on the roll to prevent Fatigue when running.

Encumbrance Levels

STR	None	Light	Medium	Heavy	X-Heavy
7d	2,916 lbs.	5,832 lbs.	8,748 lbs.	13,122 lbs.	21,870 lbs.
6d	972 lbs.	1,944 lbs.	2,916 lbs.	4,374 lbs.	7,290 lbs.
5d	324 lbs.	648 lbs.	972 lbs.	1,458 lbs.	2,430 lbs.
4d	108 lbs.	216 lbs.	324 lbs.	486 lbs.	810 lbs.
3d	36 lbs.	72 lbs.	108 lbs.	162 lbs.	270 lbs.
2d	12 lbs.	24 lbs.	36 lbs.	54 lbs.	90 lbs.
1d	3 lbs.	6 lbs.	12 lbs.	18 lbs.	30 lbs.
0d	1 lb.	2 lbs.	4 lbs.	6 lbs.	10 lbs.

- **Rough** doubles the cost of movement; i.e. moving across 1 yard of rough terrain counts as 2 yards of movement. Examples include mud, ankle-deep water, rubble-strewn ruins, stairs, etc. Rough terrain imposes a -5 SP on the roll to prevent Fatigue when running.
- **Clear**, all other kinds of terrain, not defined as one of the other three types.

Environmental & Biological Hazards

This section gives the most common environmental and biological hazards, with details on what rolls need to be made and effects they have.

Catastrophic Damage

Some wounds are simply so grievous it is unlikely you will survive them at all. If you are hit by damage from a single source, such as a single gunshot, that inflicts a number of Wounds equal to the number of dice you have in $\text{TOU} + \text{CON} \times 5$, and you fail your Consciousness Check, you must *immediately* make a Death Check.

Some extraordinarily powerful magic and weapons can do Catastrophic Damage *without* having to cause a number of Wounds equal to your dice $\text{TOU} + \text{CON} \times 5$. In such cases, no matter how many Wounds you take, and you fail your Consciousness Check, you must make an immediate Death Check.

Diseases & Poisons

Diseases are an everyday occurrence all characters will be exposed to. At some point in the course of a Series, they will encounter an NPC with a serious illness that is likely to cause them lasting harm. It is also quite possible the PCs could infect the inhabitants of Oz with unknown illnesses, like new flu strains and AIDS. Similarly, poisons function very much like diseases. Both diseases and poisons are likely to have effects other than simply inflicting damage on characters.

Infection/Toxicity. Both diseases and poisons require a Simple roll of your $\text{CON} + \text{TOU}$ when contracted. Diseases have an Infection rating that is the DiN you must roll against to avoid contracting the disease. Poisons have a Toxicity rating that is the DiN you must roll against to avoid suffering the effects of the poison.

Interval. If you contract a disease or succumb to a poison, by failing the Infection/Toxicity roll, each has an Interval which is the disease's or poison's cycle of effect. Each Interval, you must make another Simple roll of your $\text{CON} + \text{TOU}$ with a DiN equal to the Infection/Toxicity rating or suffer the effects of the disease or poison again. If you succeed, you have shaken off the disease or poison.

Along with the Interval, poisons have a number in parentheses listed. This is the number of Intervals the poison goes through before its effects wear off. Diseases do not have a number of Intervals listed as they continue to affect you until you shake it off, or die!

Diagnose. To diagnose a disease you must make a Simple roll of your $\text{INT} + \text{KNO}$ (Medicine) with a DiN equal to the Diagnose rating listed for the disease.

Detection. To detect the presence of a poison, whether in food or drink, or in a person after contact, you must make a Simple roll of your $\text{INT} + \text{PCN}$ (Awareness) with a DiN equal to the Detection rating listed for the poison. It is assumed a poisoner is trying not to get caught by using the least amount of poison required to kill his victim. If he uses less, the effects of the poison should be lessened, while the Detection rating should increase by a like amount. The opposite holds true, if the poisoner uses more poison than needed, maybe to ensure the job is done, increase the effects of the poison while decreasing the Detection rating. To determine which poison a character has been effected by, make a Simple roll of your $\text{INT} + \text{KNO}$ (Medicine) with a DiN equal to the rarity of the poison, which is up to the Director to determine.

Onset is the amount of time before you must roll against the Infection/Toxicity rating. During this time Diagnose/Detection is +20 to the DiN.

Administered. Administered lists the methods by which the poison can be given to a person. The possibilities are: contact, inhalation, injected, and/or ingested.

Symptoms. For descriptive purposes, the symptoms of a disease or poisons are given.

Effects. What happens to you each time you fail an Infection/Toxicity roll. Additional details will be given here.

Four example diseases and three poisons are listed below.

Example Diseases

The Barrens

Onset: 1 day

Infection: 80

Interval: 1 year

Diagnose: 50

Symptoms: None!

Effects: From the time you succumb to the Barrens, you can no longer sire or bear children. The Barrens only affects Humans, but is transmitted by Edel Feen. Use the same rules for infection, Edel Feen just don't suffer the effect. The Barrens is nearly 100% contagious when transmitted from Edel Feen to Humans, and only slightly less contagious at about 80% when transmitted from Humans to other Humans. It is transmitted only through sex.

Influenza

Onset: 2 days

Infection: 30

Interval: 12 hours

Diagnose: 20

Symptoms: Coughing, drowsiness, fever.

Effects: 1 Wound and 1d/2 Fatigue. It is transmitted through the air.



Radiation Sickness

Onset: The level of radiation determines onset: Ambient is 4 days; Low, 3 hours; High, 45 mins.; and Extreme, 5 mins.

Infection: Opposed roll vs. the dice of the radiation level

Interval: 14 days for Ambient, 7 days for Low, 3 days for High, and 1 hour for Extreme

Diagnose: 30

Symptoms: Low levels cause headache, nausea, vomiting; moderate levels also cause fever, hair loss, bloody vomiting; high levels also cause dizziness, disorientation, and low blood pressure. Extended exposure leads to sterility, lesions, and in extreme cases liquification of soft tissues.

Effects: -1d per level of radiation to all attempts to administer First Aid and Medical Care to you; Bleeding 1 which cannot be stopped with Stabilize; and 1 Wound. All effects are per one minute of exposure. Multiple the number of minutes exposed by each effect to determine the final effect. For all levels and durations of exposure, you regain Fatigue and naturally heal at $\frac{1}{4}$ the normal rate. See pg. 119 for radiation exposure.

Tuberculosis

Onset: 2d months

Infection: 30

Interval: 6 months

Diagnose: 20

Symptoms: Chronic cough with blood in spittle, fever, night sweats, easily fatigued, weight loss, pallor, possible death.

Effects: 1d Wounds. The entire time you are infected, you regain Fatigue at $\frac{1}{4}$ the normal rate. Tuberculosis is transmitted through the air.

*Example Poisons**Alcohol*

Onset: 5 minutes

Toxicity: 10 + 10 per additional drink after the first

Interval: Each drink (Equal to your TOU)

Detection: 10

Symptoms: Behavioral changes, slurred speech, impaired balance, flushed face, reduced inhibitions, vomiting, eventually followed by possible death.

Administered: Ingested

Effects: You can consume a number of alcoholic drinks up to your dice in CON x 2, before you need to make a roll against alcohol's Toxicity rating. Each failure imposes a -5 SP to all your Actions and a +1 SB to the effects of cold exposure. These effects fade at a rate of one failure per hour you do not consume any alcohol. Once you fail a number of times equal to your TOU, if you continue to consume alcohol, keep making rolls against the Toxicity, but if you fail the effect is 2 Wounds instead of gaining the SMs. Note: One drink is equal to a pint of beer.

Arsenic

Onset: 1 hour

Toxicity: 50

Interval: 1 hour (8)

Detection: 40

Symptoms: Headaches, severe stomach pains, clammy sweating, vomiting, tightness in the throat, thirst, difficulty speaking, diarrhea, cramps, convulsions, delirium, and finally death.

Administered: Ingested

Effects: 1d Wounds.

Cyanide

Onset: Immediate (inhaled)/10 minutes (oral)

Toxicity: 80

Interval: None (0)

Detection: 70

Symptoms: Vomiting, convulsions, shortness of breath, unconsciousness, coma, seizures, followed closely by death.

Administered: Inhalation or ingested

Effects: 8d Wounds.

Electricity

You run the risk of being electrocuted from a variety of sources, such as being struck by lightning, touching a live wire, or other more exotic sources. Electricity does an amount of Energy damage per attack or Round (as appropriate) based on its intensity. Damage from electricity is resisted with TOU as normal.

If contact with a source of electricity continues beyond a moment, your muscles lock up, keeping you in touch with the source

of the electricity! Once each Round on your turn you can make a Simple roll of your STR + TOU with a DiN equal to the amount of damage you last took from the electrical source. If you succeed, you break free, otherwise you remain stuck. If anyone comes to help you and isn't properly insulated, they will be affected by the electricity!

Electrical Intensity	
Intensity	Damage
Deadly (lightning strike)	8d
Severe (junction box)	6d
Major (electric fence)	4d
Minor (wall socket)	2d

Exposure

Trudging through the snow covered peaks of Oogaboo or the blazing deserts of Winkieland can leave you exhausted and even dead. Every four hours you are exposed to cold weather 32° F or lower, or hot weather 90° F or higher, you must make a Simple roll of your CON + TOU (Survival) with a DiN equal to 20. Increase the DiN one level for every 20 degrees below 32°, or every 5 degrees above 90°. Proper clothing, water, etc. provides SB to your roll. If you fail, you gain 1 Fatigue.

In inclement weather, whether cold or hot, you only recover 1 Fatigue per two hours you rest.

Falling

Falling from a height of even 1 yard can injure small children and the infirm. For every yard you fall, you suffer 3 damage. You roll your TOU and subtract the roll from the damage, as normal. Take any remaining points as Wounds. Armor has no effect on damage from falling.

Fatigue

Many things can wear a living being down – extended strenuous activity, casting spells, and the obvious, going for prolonged periods without sleep. To reflect this, the Tracker on your character sheet allows you to record such fatigue. Whenever you gain a point of Fatigue, strike through the lowest unmarked number (ignoring

Health				
1	-2	-3	-4	-5
-6	-7	-8	-9	-10

Psychotrauma) on the Tracker with a single stroke.

Fatigue works exactly like Wounds, in that you suffer a SP to all of your dice pools, except Status Checks, TOU rolls to resist damage, and non-STR based weapon damage, equal to the number of Fatigue marks on your Tracker. Note that SP from Fatigue, Psychotrauma, and Wounds are *cumulative*!

Whenever you reach a multiple of 5 (e.g. 5, 10, 15) with Fatigue marks, you must make a Weariness Check, which is a Simple roll of your CON (alone), with a DiN equal to your *combined* Fatigue and Wounds. Do not apply your Fatigue and Wound SP to this roll as it is a Status Check. If you fail, you are Exhausted, otherwise there is no effect.

Exhaustion causes a -2d DP on all your rolls, except Status Checks, TOU rolls to resist damage, and non-STR based weapon damage, until you lose all of your Fatigue; i.e. until all Fatigue marks are removed from your Tracker.

If you are *already* Exhausted and you reach a multiple of 5 with Fatigue marks, you must make a Fortitude Check, which is a Simple roll of your CON + PRS (yes, it is a unique pairing) with a DiN equal to your combined Fatigue and Wounds. Do not apply your Fatigue and Wound SP to this roll as it is a Status Check. If you fail, you fall Unconscious, otherwise you remain Exhausted.

Unconscious characters cannot attempt any Actions, nor move, obviously. If you continue to gain Fatigue while Unconscious, each point of Fatigue you gain is instead, 1 Wound!

Remember that you *cannot* add a Talent or Skill to any Status Check.

For every 5 Fatigue and Wounds you have, your base Move is reduced by 1, with a minimum of 0.

Rest & Recovery

For every hour you rest, doing nothing except relaxing or sleeping, you lose 1 Fatigue – erase 1 Fatigue mark on your Tracker. You cannot attempt any Action that requires you to make a roll during each hour of rest or you don't lose the point of Fatigue for that hour.

See pg. 120 on how to regain consciousness.

Fire

Fire can be your greatest weapon, but can quickly become an uncontrolled monster. Fire does an amount of Energy damage per attack or Round (as appropriate), and is based on whether it is an area of effect or not and its intensity, see the table below. Damage from fire is resisted with TOU as normal.

If a fire is larger than one yard in diameter on the tabletop, it is a Contiguous area of effect (see pg. 133). A fire will continue to grow, increasing its area of effect as long as it touches something flammable.

If a fire is less than 1 yard in diameter, it is likely being used as a small weapon of some sort, such as a torch or other flaming weapon and will do its normal damage in addition to the weapon's damage.

Fire Intensity	
Intensity	Damage
Molten rock or metal	8d
Chemical fire (third-degree burns)	6d
Campfire (second-degree burns)	4d
Torch (first-degree burns)	2d

Anything touched by fire that is flammable will catch fire on a Simple roll using a Luck Die with a DiN equal to the amount of Wounds the fire caused to the flammable object. Note that this is not a Pure Luck Die so SMs can be applied for the object's flammability; e.g. a gas-soaked rag or a waterlogged tree trunk.

Fires will continue to burn until smothered; e.g. rolling on the ground for a Round, dousing it with water or sand, etc. or their fuel runs out; i.e. 1d Rounds after the object or character taking damage from the fire is destroyed or killed. Fires on some substances will react differently than normal, such as a grease fire. Make sure you know what kind of fire you're dealing with before you try to extinguish it.

Psychotrauma

When you encounter something that is frightening, or that simply should not be, you might flee, suffer Psychotrauma, or even go insane.

Whenever you gain a point of Psychotrauma, circle the lowest number on the Tracker that does not already have a circle. Note that Psychotrauma is tracked separately from Fatigue and Wounds, which are tracked together.

You suffer a SP to all of your Mental and Social dice pools, equal to the number of Psychotrauma marks on

your Tracker. Status Checks are not Mental, Physical, or Social rolls, so the SP from Psychotrauma is never applied to them. Remember that the SP from Fatigue, Psychotrauma, and Wounds are *cumulative*!

Health				
ⓧ	②	-3	-4	-5
-6	-7	-8	-9	-10

Note that you *cannot* add a Talent or Skill to any Status Check.

Whenever you would gain any Psychotrauma, and have no Psychotrauma marked on your Tracker, you must make a Confidence Check, which is a Simple roll of your PRS (alone) with a DiN equal to the margin you failed the Opposed roll by that would cause you to gain Psychotrauma, plus the amount of Psychotrauma you already have. If you fail, you gain the condition Rattled. *You do not gain any actual Psychotrauma, no matter how badly you failed the Opposed roll.*

When you are Rattled, you suffer a -2d DP to all of your Actions and you must flee from what caused your Confidence Check until it is out of sight. You must succeed at a Simple Willpower roll with a DiN equal to the amount you failed your Confidence Check, in order to return within sight of the object of your fear.

If you are already Rattled, and you fail a roll causing Psychotrauma, you mark the Psychotrauma on your Tracker and must make a Willpower Check, which is a Simple roll of your INT + PRS with a DiN equal to your current Psychotrauma. If you fail, you go Insane and must flee from whatever caused your Willpower Check, just as you would for becoming Rattled, otherwise you remain Rattled.

If you go Insane, you immediately cash in as much of your current Psychotrauma as you want to purchase any of the Hindrances on the Insanity Hindrance List, below. 1 Psychotrauma is worth -1 XP.

You must choose Hindrances that reflect the cause of whatever made you go Insane. Your Director must approve all Hindrances you purchase. Be creative in how your character goes Insane, it creates good roleplaying possibilities!

Example: You have 23 Psychotrauma and just failed your Willpower Check. This gives you -23 XP to buy Hindrances off the Insanity Hindrance List. You went insane from seeing your friends shot to

Insanity Hindrance List		
Hindrance	Levels	Cost
Amnesia	2	-20
Anxiety	20	-3
Bad Temper	20	-2
Combat Paralysis	1	-15
Cowardly	10	-2
Depression	10	-3
Flashbacks	5	-7
Insecure	10	-2
Paranoia	10	-5
Phobia	20	-1
Unstable	10	-2
Weak Willed	10	-3

pieces on the battlefield by soldiers from the Emerald City. You decide Combat Paralysis would be a good choice as well as some levels of Cowardly. Combat Paralysis is worth -15 XP and you take 2 levels of Cowardly, which is worth -6 XP, for a total of -21 XP. You erase 21 of your Psychotrauma marks, leaving 2, and add Cowardly 2 and Combat Paralysis to your Traits.

Note that you do not gain any XP for the Hindrances you gain from going Insane!

When you have more Psychotrauma than the number of dice you have in your PRS x 10 and gain *any* more Psychotrauma, instead of a Willpower Check, make a Death Check. Whatever caused this most recent fright may cause a heart attack! Characters with the Capability Non-Biological Construction make a Willpower Check as normal.

Recovery

Gathering Your Wits When Rattled

To gather your wits and recover from being Rattled you must make a Graded Cumulative roll of your INT + PRS (Discipline) with a DiN equal to the margin you failed your Confidence Check by. You only need 1 Grade to succeed. The Cumulative allows you to roll as many times as you want until you succeed. Time available will be the limiting factor. Each roll takes five minutes. Up to two other characters can help you by talking you through the horrible thing you've encountered. Add dice as per the normal Cooperative Rolls rules, see pg. 108. If you stop trying to gather your wits, you must start over.

Another character can make a Simple roll of his INT + PRS (Persuasion) with a DiN equal to the margin you failed your Confidence Check by. If he succeeds he has managed to command or otherwise convince you to snap out of it - you are no longer Rattled!

Psychotherapy

Recovering from psychological trauma takes a long time. To help someone rid themselves of Psychotrauma, make a Graded Cumulative roll of your CUL + PRS (Intuition) with a DiN equal to half the Psychotrauma, rounding down. Although the roll is Cumulative, you only need 1 Grade to succeed. The Cumulative allows you to roll as many times as you want until you succeed. Time available will be the limiting factor. Each roll takes one hour to attempt, but only one roll can be made per day. For every Grade you gain, your target loses 1 Psychotrauma up to a maximum of half his Psychotrauma, rounding up. Anyone can try to help you recover. Sometimes just talking things out with a friend can do you more good than professional help. Psychotherapy is also a perfect time for the Actors to roleplay with one another as they are likely to learn quite personal things about one another. Unlike Fatigue and Wounds, you do not lose Psychotrauma over time and you cannot treat yourself. You can attempt to have your Psychotrauma removed more than once, but only one successful roll can come from each person until you have no Psychotrauma. A friend can only help you so much until you must seek professional help or friends

who may have keener insight. You cannot try to have Psychotrauma removed while you are Rattled.

Recovering from Insanity

You can buy off the Hindrances gained from going Insane in the normal manner, with your Director's approval, which he should only give after he feels enough time has passed for you to potentially recover. This should be a fairly long time. Some people never recover from insanity.

Radiation

Although extremely rare, sources of radiation do exist in Oz. For every hour you spend in a radioactive environment, you must make an Opposed roll of your CON + TOU with a SP equal to the intensity rating on the Radiation Levels table per hour vs. the dice for the level of radiation. If you fail, you gain 1 Fatigue. Fatigue cannot be regained through the normal means as long as you are within a radioactive environment.

Radiation Levels		
Level	Intensity	Dice
Extreme	-4	8d
High	-3	6d
Low	-2	4d
Ambient	-1	2d

If you suffer any Wounds from radiation, you must check to see if you contract radiation sickness. See pg. 116 for more details.

Sleep

Most people need a good night's sleep of at least 8 hours. Going without sleep can cause you to gain Fatigue. For every full hour you remain awake over 16 hours, you must make a Simple Fortitude roll with a DiN equal to the number of hours you have gone without sleep since the 16 hours +20. Each time you fail this roll, you gain 1 Fatigue.

Starvation, Thirst, & Suffocation

Going without food, water, or air for extended periods of time causes Wounds. You lose 1 Wound for each of the following if you fail the indicated roll:

- **Food.** For every full day you go without food after 1 week, you must make a Simple roll of your CON + TOU with a DiN equal to the number of days you have gone without food since the 1 week +20. Each time you fail this roll, you gain 1 Wound.
- **Water.** For every full hour you go without water after 1 day, you must make a Simple roll of your CON + TOU with a DiN equal to the number of hours you have gone without water since the 1 day +20. Each time you fail this roll, you gain 1 Wound.
- **Air.** For every full Round you go without air after 1 minute, you must make a Simple roll of your CON + TOU with a DiN equal to the number of Rounds you have gone without air since the 1 minute +20. Each time you fail this roll, you gain 1 Wound.

Strenuous Activity

Constant strenuous activity, mental, such as researching or writing, or physical, like swimming or running, can be very fatiguing. For every full hour you continue a strenuous activity after the first hour, you must make a Simple Fortitude roll with a DiN equal to the number of hours you have been doing the strenuous activity since the first hour +20. Each time you fail this roll, you gain 1 Fatigue.

Wounds

Suffering wounds from any source is very bad for you, to say the least. Whenever you take a Wound, you cross out the lowest unmarked numbers or numbers with only one stroke, with an "x," ignoring Psychotrauma. If you replace a Fatigue mark on the Tracker with a Wound mark, add one Fatigue mark for each such replacement; i.e. move the Fatigue marks further along the Tracker.

Health				
X	X	/	-4	-5
-6	-7	-8	-9	-10

Every time you take even 1 Wound from any source, except from Bleeding, you must make a Consciousness Check, which is a Simple roll of your CON (alone) with a DiN equal to your *combined* Fatigue and Wounds. Do not apply your Fatigue and Wound SP to this roll as it is a Status Check. If you fail, you fall Unconscious, otherwise there is no effect.

Whenever you reach a multiple of 5 (e.g. 5, 10, 15) Wounds through Bleeding, you must also make a Consciousness Check.

Unconscious characters cannot attempt any Actions, or move, obviously.

If you are *already* Unconscious and you reach a multiple of 5 Wounds through Bleeding, or take even 1 Wound from any other source, you must make a Death Check, which is a Simple roll of your TOU + CON with a DiN equal to your Wounds (only). Do not apply your Wound SP to this roll as it is a Status Check. If you fail, you die, otherwise you remain Unconscious!

Remember that you *cannot* add a Talent or Skill to any Status Check.

You suffer a SP to all of your dice pools, except Status Checks, TOU rolls to resist damage, and weapon damage that doesn't rely on your STR, equal to the number of Wounds on your Tracker. Note that the SPs from Fatigue, Psychotrauma, and Wounds are *cumulative*!

For every 5 Fatigue and Wounds you have, your base Move is reduced by 1, with a minimum of 0.

Healing & Recovery

Stabilize, First Aid, and Medical Care can each be performed *once* on someone who has been injured and should be performed in the order presented; i.e. Stabilize must be attempted first, then First Aid, and finally Medical Care. If you skip a step, you cannot go

back; e.g. if you administer First Aid to someone first, then you can't Stabilize him. For every Wound healed, erase 1 Wound mark on the injured character's Tracker. If the injured character has any Fatigue, move those marks down (without altering how many he has) so they continue to touch any remaining Wounds or -1 if he has no Wound marks left.

Health				
X	X	-1	-4	-5
-6	-7	-8	-9	-10

Health				
-1	-2	-3	-4	-5
-6	-7	-8	-9	-10

Remember that Fatigue will likely be reduced while a character is healing Wounds due to the time required for Medical Care and Natural Healing.

Stabilize

The first thing that is done for anyone injured is to stop any Bleeding they may be suffering. To Stabilize someone, you must make a Cumulative roll of your AGI + PCN (Medicine) with a DiN equal to half the number of Wounds the injured character has, rounding down. As the roll is Cumulative, it allows you to roll as many times as you want until you succeed. Time available will be the limiting factor. Each roll takes 1 Round (5 seconds). If you succeed, you stop any Bleeding the target may be suffering (if any), and 1 Wound. Unlike most Actions, if you stop Stabilizing someone, another character can take over from where you left off, adding any points you accrued to his rolls. If you stop Stabilizing someone, you can come back and continue the Stabilization at any time, but it must be remembered that your target is probably still Bleeding. Once a character has been Stabilized, he cannot be Stabilized again, until he suffers new Wounds. You cannot Stabilize someone who is not Bleeding!

First Aid

To administer First Aid you must make a Graded Cumulative roll of your INT + PCN (Medicine) with a DiN equal to half the number of Wounds the injured character has, rounding down. You only need 1 Grade to succeed. The Cumulative allows you to roll as many times as you want until you succeed. Time available will be the limiting factor. Each roll takes five minutes. For every Grade you gain your target is healed 1 Wound, up to a maximum of half his Wounds, rounding up. Unlike most Actions, if you stop administering First Aid to someone, another character can take over from where you left off, adding any points you accrued to his rolls. If you stop administering First Aid to someone, you can come back and continue the First Aid at any time. Readily available medicines and other medical equipment will provide SB to your roll. Once a character has had First Aid successfully administered, he cannot be given First

Aid again, until he suffers new Wounds. If a character has had First Aid successfully performed on him and suffers even 1 Wound before having had any Wounds healed through either Medical Care or Natural Healing, his old Wounds reopen and are remarked on the character sheet! If a character is Bleeding and successfully has First Aid administered to him, the Bleeding stops.

Medical Care

To administer Medical Care you must make a Graded Cumulative roll of your INT + KNO (Medicine) with a DiN equal to half the number of Wounds the injured character has, rounding down. You only need 1 Grade to succeed. The Cumulative allows you to roll as many times as you want until you succeed. Time available will be the limiting factor. Each roll takes 1 day. For every Grade you gain, your target is healed 1 Wound, up to a maximum of half his Wounds, rounding up. Unlike most Actions, if you stop administering Medical Care to someone, another character can take over from where you left off, adding any points you accrued to his rolls. If you stop administering Medical Care to someone, you can come back and continue the Medical Care at any time. Medicines and other medical equipment will provide SB to your roll. Medical Care usually involves a stay at a hospital in advanced cultures to allow Natural Healing to further heal the patient. Once a character has had Medical Care successfully administered, he cannot be given Medical Care again, until he suffers new Wounds.

Natural Healing

For every day you rest, doing nothing except relaxing or sleeping, you heal 1 Wound. You cannot take any Action that requires you to make a roll during each day of rest or you don't heal the Wound. Natural Healing occurs while in Medical Care.

Note that you recover Fatigue and Wounds simultaneously when resting.

Regaining Consciousness

To regain consciousness if you are Unconscious, you must make a Consciousness Check each time you are healed up to, or through, a multiple of 5 (e.g. 5, 10, 15, etc.) Fatigue or Wounds on your Tracker, or are fully rested or healed. If you succeed, you regain consciousness, otherwise make a Simple roll of a Pure Luck Die with a DiN of 4. If you succeed, you wake in 2d hours. If you fail, you wake in 2d days. If you Critically Fail, you enter a coma! You can only recover from a coma at the whim of the Director – your fate is entirely in his hands.

The Ozian Series

Like a television show *Oz: Dark & Terrible* has a rhythm to its Episodes and Seasons. Most Series begin with an Episode where the PCs are still on Earth. This first Episode often ends with the PCs in Oz, but unaware as to their current whereabouts. The next few Episodes reveal the PCs location in Oz as well as some information

about the local area, Oz in general, the NPCs they meet, and the overarching plotline for the Series. This can be a lot to pack into a single game session, so your Director may wish to split this up into a few sessions, even multiple Episodes.

The next group of Episodes pulls the Actors deeper into the plotline, expanding on the plot-threads from the first Episodes. Usually, the final group of Episodes in the first Season ends with the characters beginning their apprenticeships within the various groups they might be interested in. For example, John might want his character to become a sorcerer. By the end of the first Season, his character is apprenticed to a sorceress in the Quadling Country. Likewise, Jenn has her character enter into the University of the Emerald City to become a medical doctor. These activities are best played through in a Montage.

After the first Montage, the next Season (or Seasons) should explore whatever the Director has in mind for the overall plot. This will likely take the characters all over the Land of Oz and possibly beyond the Deadly Desert. Following each Season, the Director needs to give the Actors and their characters the opportunity for another Montage to advance, by both spending XP and performing activities that require a long time but are boring.

By the time the Actors have played through the last Montage in the Series, the Director needs to have a good plan for the last Season. More than any other Season, except the first, it is the last that will make the Series a memorable experience your friends will recount in the decades to come, or a flop they'd rather forget. The best way to do this is neatly tie up as many of the loose plot-threads that may still exist, while building up to a couple of Episodes where the repercussions of the characters actions can bring dramatic changes to the Land of Oz. It's important for the Actors to feel they have gone from being tossed about by the whims of others more powerful, to *being* those who hold such power.

Montages

At the end of each Season it is important for the Director to give the Actors some time to learn new skills and acclimatize themselves to the new culture they are likely living in. This downtime is called a "Montage." A Montage is very much like the montages in television shows and in films. It is a special gaming session where a long period of time is quickly played through so the boring bits do not interfere with the action.

While participating in a Montage, Actors can spend as much of their unspent XP on advancing their character as they want. Characters are still limited by their racial maximums and in what Traits they can possess, of course. Additionally, the Director should take into account the amount of time available to the characters. If a Montage is only three weeks long, with each interval being one week, there is not enough time to increase more than one or two, at most, Attributes, or gain a single level of a Capability.

A Montage should be a minimum of three weeks and a maximum of 18 months. It is important that it can be

split into three equal time intervals. During each interval every Actor will have the chance to describe, in brief, what his character does during this time. For example, characters can train as an apprentice to a magician, attend some classes at medical school, teach themselves a new language, learn about the people and culture in which he now lives, or create an enchanted item or mechanical device. Really Actors are only limited by three factors as to what their characters can do. First, they cannot do anything that the Director will not allow, either because of limited time, or maybe it will entail an adventure, or some other reason. Second, they cannot do anything that would require the Director to spend more than five or ten minutes with the Actor alone. Usually, this means they can't do anything that would be defined by the Director as an adventure. It simply isn't fair to the rest of the group for one Actor to take up too much of the Director's time alone. Third, unless the Director says otherwise, Actors are allowed to have their characters do one thing. You simply cannot have a character learn a language, apprentice to a technologist, and earn money by opening a restaurant, all in the same Montage interval.

Actors are never allowed to have their character interact in any way with any of the NPCs described in an *Oz: Dark & Terrible* book or NPCs created by their Director, *unless* their Director specifically agrees to an encounter. You cannot describe how your future sorceress was accepted as an apprentice by Glinda without first getting your Director's approval. Likewise, you cannot have your engineer learn the secret plans of a steamtank from the Wizard himself without getting your Director's approval beforehand. While these ideas might work well for your character, it is not fair to the other Actors to allow such interactions without their being allowed similar connections, and can in any event be very unbalancing to the carefully written plot in a Series.

It is entirely possible for two or more characters to go through similar experiences during a Montage, such as attending a university together. Both Actors should discuss what their characters will be doing. But in general, most Actors will have very different ideas as to what their characters will do.

The Director must be prepared to work with each Actor individually to ensure their goals can be achieved as much as possible, within the bounds of the Series and without unbalancing the game or attempting actions that he simply won't allow.

The Director should think of each interval in a Montage equivalent to a Round in combat. Each Actor has one opportunity to describe his character's actions. In the case of a Montage, it likely won't matter who goes first, so the Actors can simply start with the person on the Director's left and continue clockwise until each Actor has had a chance. Directors should limit each Actor to no more than ten minutes in which to describe what they do during a Montage interval. That way an average-sized group of Actors can give their descriptions for all three Montage intervals in about three hours. After each Actor has described his character's actions, the Director should inform him to what extent his character is successful



at the action. Directors will need to take their own turn during the interval to relate to their Actors what has happened in Oz while they are busy with their own training and tasks. Once all the Actors have had a chance for the interval, do the same thing twice more to complete a full Montage.

Some Actors will need more help from the Director than others in determining what their characters can do. This is fine, and to be expected. Directors should give as much help as needed, without actually telling the Actors whether their characters' actions are successful until their turn is over in an interval.

Within each Actor's narration of their character's actions during each interval, the Director should give any extra details as necessary, especially when the Actor may not know the specific details of where his character is headed.

Directors will need to pay attention to the descriptions as some Actors may try to use this opportunity to let their characters get away with things they normally wouldn't be allowed to do. Directors should immediately cut out those parts of the descriptions.

Directors should remember to look at the Social Qualities the characters may gain or lose during a Montage. For example, if a character spends time trying to learn a language, he may earn a Familiarity with it.

Awarding Experience Points

At the end of an Episode, which will usually be the end of a gaming session, the Director needs to give out XP to the Actors. He should give them based on the following:

- 1 XP for simply attending the game
- 1-2 XP for good role-playing
- 1 XP for creative thinking
- 1 XP for helping to tell a good story
- 1 XP for anything else

Actors should never be given more than 6 XP per Episode, with the average being 2 or 3.

At the end of a Season, a few additional XP should be given:

- 1 XP if the Actor learned something important about Oz
- 1 XP if the Actor's character evolved from being influenced by the plot
- 1 XP if a character showed exceptional heroism or created one or more very memorable moments

Pending Elements

The Director can give you any Trait, or increase or decrease any Attribute, during the course of a Series. For example, if you lose an arm in a battle, he would give you the Hindrance One Hand/Arm. You do not gain any XP from negative changes, nor do you have to pay XP for positive changes, until the next Montage. You gain the full effect, positive or negative, of a Pending

Element, as soon as your Director instructs you to list it on your character sheet. Pending Elements that are new Capabilities and increases in Attributes must be purchased with earned XP, while new Hindrances and decreases in Attributes give you their value in XP at the beginning of the next Montage, before you can do anything else. If you do not have enough XP to pay for all of your Pending Elements, you must continue to pay for them at the beginning of each Montage until they are all paid off.

Miscellaneous Rules

This section details basic rules that do not fit in any of the previous sections.

Destiny Points

Some are destined for greatness, while others have it thrust upon them. You fall somewhere in between. The simple fact that you have been brought to Oz shows that you have unusual qualities and are likely to perform heroic deeds while in Oz, deeds that may change the course of history for all who live in the Land of Oz.

Every character starts a Series with 1 Destiny Point. This point can be used in a number of ways to alter the course of the game. By temporarily spending a Destiny Point you can do any of the following:

- Add 2d as a DB to any dice pool *before* you roll it.
- Add 1d as a DB to any dice pool *after* you roll it.
- Reroll any failed Simple roll. The results of the reroll are final. You cannot reroll a reroll and cannot reroll any other type of roll; e.g. Opposed, Cumulative, etc. Stabilize yourself to stop Bleeding without rolling. No Wounds are healed, you simply stop Bleeding.
- If you find yourself and your companions completely stumped as to which way to go in a hallway, lost for clues in an investigation, etc., you gain a good useful hint on what to do. This shouldn't be an outright answer to the problem, simply a nudge in the right direction.
- Perform a single Action that requires a Simple or Opposed roll just before you are knocked unconscious or killed. This can be as simple as telling the villain you'll see him in Hell, or as desperate as a final attack. The choice is yours.
- Certain Traits require you to spend a Destiny Point.

You regain spent Destiny Points in only a few ways, so you'd best spend them only when you really need that little bit of extra help. You regain 1 Destiny Point for each of the following:

- At the end of each Episode.
- Doing something truly heroic, risking your life in the process.
- Describe in a spectacular manner a Critical Failure, as determined by the Director.

Near Death Hindrance List		
Hindrance	Levels	Cost
Amnesia	2	-20
Bad Back	3	-8
Blind	1	-50
Chronic Pain	10	-5
Combat Paralysis	1	-15
Cowardly	10	-2
Deaf	1	-35
Distinctive	10	-1
Easily Winded	10	-5
Flashbacks	5	-7
Impaired Sense	10	-2 (Eyesight) -1 (All Others)
Weak Willed	10	-3
Lame	5	-5
Mute	1	-20
One Eye	1	-15
One Hand/Arm	1	-20
Paraplegic	1	-90
Phobia	20	-1

You cannot regain more Destiny Points than the number of permanent Destiny Points you possess.

Also, you can choose to *permanently* lose 1 Destiny Point in exchange for escaping death. If you choose to lose a Destiny Point for this purpose, you must work with your Director to determine exactly how you survived. No matter how you survive, the scar of your near death experience will remain with you until the day you truly die. Immediately cash in as many of your current Wounds as you can to purchase any of the Hindrances on the Near Death Hindrance List, above, that make sense in the manner of your near death. 1 Wound is worth -1 XP.

You must choose Hindrances that reflect the way in which you nearly die. Your Director must approve all Hindrances you purchase. You may end up with a few Wounds unspent, from which you'll have to recover normally. Be creative in how your character survives; it creates good roleplaying possibilities!

Note that you do not gain any XP for the Hindrances you gain from avoiding death!

Directors should note that *all* characters start with 1 Destiny Point. This includes villains! It should not include the nameless minions villains often use to do their dirty work.

It is possible for you to begin with less than 1 Destiny Point at the start of a Series. You can choose to start the Series with 0 Destiny Points, gaining an additional 50% of your starting XP (rounding down) to create your character. E.g. if you start a Series with 75 XP characters and you choose to start with no Destiny Points, you

would have 112 XP to build your character. The extra XP you gain from the Destiny Point does *not* increase the maximum Hindrances you can take. This option is good for seasoned and veteran characters who would start the Series with more practical skills or knowledge than most people. It also shows they've already been through at least one close brush with death.

You can also start with more than 1 Destiny Point by exchanging 50% of your XP at character creation (rounding down) for 1 Destiny Point. You can gain 1 additional Destiny Point in this manner. Trading in your XP does not decrease the maximum Hindrances you can take. This rule is best used to reflect young and inexperienced characters who don't yet know the meaning of death.

Interaction with Others

Interacting with other characters on a social level can be a pleasant experience, but it can also be trying on your patience, and even dangerous. Whenever you are about to interact with someone, it is a good idea to gauge their feelings towards you by making an Opposed roll of your INT + PCN (Intuition) vs. their INT + PRS (Guile). This will tell you what social SP you might be up against should you want to ask a favor of someone.

It is possible to rid yourself of some social SPs (e.g. Different Culture and Different Species) by becoming familiar with a different culture or people. After making a number of different Social rolls with people from a different culture and/or species, Director's *fiat* on exactly how many is needed, you gain the appropriate Familiarity Social Quality.

Languages

To understand a language that you are not fluent in, make a Graded Simple roll of your CUL + INT (Academics), with a -10 SP for it being a Different Language and any other appropriate social SM. The number of Grades you gain, if any, gives you a partial understanding of what to say, or what is being said or read. After using this roll for a specific language often enough, Director's *fiat*, you gain the Social Quality of Language (Speak), allowing you to communicate verbally, (Read/Write), to read and write the language, or (Fluent), for full fluency in that language.

Performance Under Pressure

In some situations it will be important for you not to break your concentration in order to complete whatever Action you are performing; e.g. solving a puzzle, casting a spell, etc. You may make a Simple roll of your INT + PRS (Discipline) with a DiN equal to 10 + the Overage of whatever you are rolling against or the number of Wounds you take, as appropriate. This roll doesn't take up any time and is an automatic response; no Unused Declared Maneuver is required.

Example: You are casting a spell when someone sneaks up on you, wounding you with a dagger. If your concentration is broken, you will fail at casting the spell, so you make a Simple roll of your INT + PRS



(Discipline) to attempt to stay on task. Your DiN is equal to 10 + the Overage (in this case the number of Wounds) the attacker inflicted on you. If you manage to succeed at your roll, you continue to cast your spell uninterrupted.

Sneaking

When trying to remain undetected by opponents, as soon as you move at all, make an Opposed roll of your AGI + INT (Coordination) vs. the INT + PCN (Awareness) of each opponent who can potentially sense you. The Director should give you SMs for the conditions, such as dry leaves, multiple intervening walls, etc. If none of your opponents detect you, you may perform Actions until either you do something your opponents might detect (e.g. making a loud noise, walk out in plain sight, etc.) or you attack an opponent. If you attack an opponent, he cannot attempt an Active or Total Defense! You can attempt only *one* attack before your opponent will notice you and be able to react accordingly. You

must make the Opposed roll to sense each Round when you begin to move at all.

While sneaking, if you move more than $\frac{1}{2}$ your Move in a Round, each 1 yard over half gives your opponents a +1 SB to detect you.

You can attempt to hide whenever you are out of direct line of sight by making the same Opposed roll as above. A +5 SB is applied to your roll if you are also not making any loud noises.

Suspension of Disbelief

The illusion of the game should be maintained whenever possible. A character's Attributes are strictly forbidden from being discussed at the gaming table between Actors. If an Actor ever breaks this rule, he not only tries to do whatever he is talking about, if possible, but fails in the attempt. He will also gain 1 XP less at the end of the Episode.

Chapter V: Combat

“Self-preservation is the first law of nature.”

– The Shaggy Man, *The Emerald City of Oz*,
L. Frank Baum

Whether roleplayers want to admit it or not, the rules governing combat are the core of any game system. It is here where you will find how to live or die should weapons be drawn and blood spilt. So take care and read these rules carefully.

Warning!

The combat rules for the *Balance RPG System*, particularly the damage system, are very realistic in its results. If you go unprepared into a combat, it is quite likely you will die! If you know you’re going into combat, grab some armor. Use cover. And work together!

The Combat Round

Combat is broken up into Rounds, each 5 seconds long. During each Round every participant in a combat performs the following four phases:

1) Upkeep

All combatants perform any necessary record keeping.

Increase your Wounds by the appropriate amount if you are Bleeding, unless you have been Stabilized. If your Tracker is increased to a multiple of 5 (e.g. 5, 10, 15) from Fatigue and/or Wounds you have suffered, make a Consciousness Check if you are still conscious (unless you succeeded at a Consciousness Check in Phase 4 of the last turn), or a Death Check if you are unconscious. If you make a Consciousness Check and succeed, you remain conscious. If you make a Consciousness Check and fail, you are unconscious. If you succeed at the Death Check, you are unconscious. If you fail at the Death Check, you’re dead! Remember that your DiN for Consciousness Checks is equal to your current Fatigue and Wounds, but for Death Checks your Wounds only.

After all combatants have performed their Upkeep, go on to Phase 2) Initiative.

2) Initiative

Each combatant makes an Initiative roll of their AGI + INT. This is one of the few non-Status Check rolls you will make where you do not add a modifier from a Talent or Skill.

Tied rolls are resolved by whoever has the highest AGI Aspect. If still tied, compare INT Aspects. If *still* tied, roll off with a Pure Luck Die until they aren’t tied.

Occasionally, a character may be about to perform an Action such as pull the trigger on a gun held against

an opponent’s head. In such cases, for the *first* Round of combat Initiative is determined slightly differently. Every character who is going to be involved in the combat in any way makes an Initiative roll as normal. Now separate those characters’ rolls that were just about to perform an Action requiring a minimum of effort. These combatants gain a +15 SB to their roll for this Round.

Note: Make sure you include the Initiative Penalty (IP) of the weapon you currently have in your hands and from your Encumbrance, if any. Always apply your weapon’s IP, even if you do not intend to use it, as this accounts for the weight in your hands or minor difficulty in movement and physical Actions while wielding the weapon. If you have multiple weapons in your hands, apply only the worst IP.

Remember to subtract Wound and Fatigue penalties from your Initiative roll.

After all Initiatives are recorded by the Director, move on to Phase 3) Declare Number of Maneuvers.

3) Declare Number of Maneuvers

Each combatant must state the maximum number of Maneuvers he will attempt to perform this Round in order from the combatant with the highest Initiative to the lowest. Note that a Maneuver is simply an Action performed in combat.

Every Maneuver declared after the first imposes a -1d DP on *all* rolls for Maneuvers you attempt that Round.

Example: If you declare 3 Maneuvers, you will suffer a -2d DP on your dice pool when you attempt each Maneuver.

Moving up to your Move is *not* a Maneuver, but everything else is!

Example: If you want to attack an opponent, dodge any incoming attacks, and move about the battlefield up to your Move, you will need to declare only 2 Maneuvers.

You can choose 0 Maneuvers, but you will not be able to perform *any* Maneuvers in Phase 4, even to attempt Active or Total Defense.

You do not have to use all of the declared Maneuvers you have for a Round. The Dice Penalty from the number of Maneuvers you declare applies to all your Maneuvers for the Round and is calculated on how many Maneuvers you declared, *not* on how many you actually attempt.

Note that you only declare the *number* of Maneuvers you will attempt, not what the Maneuvers will be!

After every combatant has stated how many Maneuvers he will attempt that Round and the Director has noted this next to their Initiative, move on to Phase 4) Action!.

4) Action!

This is the Phase where all the action takes place, literally.

Turn Order

Each combatant is given a single opportunity to move and attempt Maneuvers up to the number they



declared in Phase 2 in order from the combatant with the highest initiative to the combatant with the lowest initiative.

Unconscious characters can neither perform any Maneuvers, nor move.

Movement

You are allowed to move up to a number of yards equal to your Move Attribute in any combination with performing Maneuvers. One yard equals 1", or 1 hex or 1 square, on the tabletop.

Example: You have a Move of 6 and declared 2 Maneuvers in Phase 2. You can choose to move 1", attack a foe, move 3" more, attack another opponent, then move a further 2". Or, you could move towards an opponent 6" and attack him twice, etc.

Remember to modify your Move based on your Encumbrance and to subtract 1 from your base Move for every 5 Fatigue and Wounds (combined) you have.

You can choose not to move at all during a Round.

If you move your entire Move (as modified by your Encumbrance and terrain) without interrupting your movement by attempting any Maneuvers, you can immediately move up to ½ your Move extra. You can attempt Maneuvers normally both before and after running.

Changing position, either going prone, standing up, or shifting to a mid-position (e.g. sitting, crouching, kneeling), takes either half your Move for the Round, or can be performed as a Miscellaneous Maneuver.

If you end this phase within 1" of an opponent, or within the Reach of your opponent's melee weapon or yours, you are considered to be in melee combat.

Maneuvers

During this Phase, on your turn, you can use an Unused Declared Maneuver (UDM) to attempt any one of the following Maneuvers: Aim, Attack, Called Shot, Charge, Grapple, Sprint, and Miscellaneous. During other characters' turns, you can use an UDM to attempt any one of the following Maneuvers: Active Defense, Counterattack, or Total Defense. See below for details on these Maneuvers.

Remember to apply your Fatigue and Wound SP to all dice rolls you make when attempting Maneuvers.

Simple actions that do not require a roll, such as drawing a weapon, opening and/or closing a door, or picking up an item within 1", each require a separate Miscellaneous Maneuver to perform.

Active, Passive, & Total Defense

The first time you are attacked and you have one or more UDMs, you can immediately declare one to be Active Defense or, if you declared only one UDM for the Round, Total Defense. Attempting Active Defense and Total Defense doesn't require an Instant or Interrupt Maneuver.

You only have to use one UDM to attempt any of the three listed defense types (Block, Dodge, Parry) under Active Defense and Total Defense at any time needed for

the remainder of the Round. Each use of Active Defense, whether you use Block, Dodge, or Parry after the first imposes a cumulative -1d DP. You can continue to use an Active Defense until you have 0 dice in your dice pool, like being reduced to a Pure Luck Die, when you will be reduced to a your Passive Defense. Total Defense does not impose this Dice Penalty on succeeding defense rolls, at the cost of not being able to attempt any other Maneuvers for the Round. Note that in order to attempt Total Defense you must have declared only 1 Maneuver during Phase 3.

Example: You are attacked by a kalidah before your turn in the Round. You choose to use one of your two UDMs to attempt Active Defense. You choose to Dodge this time and successfully beat the kalidah's attack roll, dodging out of the way. But the kalidah attacks you twice more. On the second attack you Dodge again suffering a -1d DP, and fail, sustaining some serious damage. On the third attack you choose to Block with your shield even though you suffer a -2d DP, thinking you may have a better chance to defend yourself than attempt another Dodge. You manage to equal the kalidah's attack. Being the defender, you successfully Block the attack.

If you are attacked and choose not to use Active Defense or Total Defense, or cannot use either of them, you have your Passive Defense, which everyone has for all attacks against them for free without needing to use an UDM. Passive Defense is a Luck Die + any Cover SB. That's it. *No DM, other SM, are applied to a Passive Defense roll.* So if you can, always use Active Defense or Total Defense. (Note that once your Active Defense dice pool is reduced to 0d, you make Passive Defense rolls from then on. Do not simply roll a Pure Luck Die as you wouldn't gain any bonus from cover.)

Instant and Interrupt Maneuvers

Perhaps you want to wait for one of your allies to perform a Maneuver before you perform one of your own. Or perhaps you want to see if an opponent will perform a specific Maneuver before performing one in response. Instant Maneuvers and Interrupt Maneuvers allow you to do these kinds of Actions. During a character's turn other combatants who have either already had their turn or not yet had their turn, can perform Instant Maneuvers and Interrupt Maneuvers.

Instant Maneuvers are Maneuvers that you can attempt during other combatants' turns in this Phase immediately *after* a combatant attempts a Maneuver or stops after moving. Once the same combatant rolls another dice pool, the opportunity to use an Instant Maneuver is lost.

To use an Instant Maneuver you must have an UDM available and declare what you want to do *before* the other combatant actually attempts his Maneuver or immediately after his move. The other combatant cannot change his Maneuver once you have declared your use of an Instant Maneuver, nor can he change his move or continue to move before you attempt your Instant Maneuver.

You can attempt any of the following Maneuvers with an Instant Maneuver: Attack, Called Shot, and Grapple. Some Miscellaneous Maneuvers are also allowed, but this is dependent upon the specific action you'd like to take and is subject to the approval of the Director.

You can attempt as many Instant Maneuvers per Round as you have UDMs. You suffer a cumulative -1d DP to any Maneuver you attempt as an Instant Maneuver.

You can never move using an Instant Maneuver.

Example: After taking your turn during a Round, you have moved into a favorable position, taking cover behind a rocky outcropping, while covering your allies with your rifle who are approaching a witch's cottage. You still have two UDMs. Suddenly, a minion of the witch appears out of the nearby woods, running, with a large scythe in his hands, straight for your allies. Once the minion has finished his movement, you see he is near one of your allies, so you declare you are attempting an Instant Action to attack him before he states whether he is attacking your ally or not. This Attack Maneuver has an additional -1d DP imposed on it for being the first Instant Maneuver you have attempted for that Round. Thankfully, all you did during your turn, which was before the minion's turn, was move to the outcropping and Aim, so you still have a pretty good chance to hit the minion.

Example: In the same situation as above, let's assume you've hit the minion and he's on the ground Bleeding. After your shot, you see another minion standing behind a tree about to shoot one of your allies. You're not sure how many other minions there may be in the forest, so you decide to use another Instant Maneuver to shoot this minion. You declare you're using an Instant Maneuver to attack the second minion immediately after the Director declares the second minion is about to make his shot. The second minion shoots and hits your friend! You now attempt your Instant Maneuver, with a -2d DP (-1d for the last Instant Maneuver, -1d for this one). You miss, but at least you managed to get the minion's attention.

Interrupt Maneuvers are similar in many ways to Instant Maneuvers, except it allows you to attempt a Maneuver *before* a combatant actually attempts his own Maneuver or to interrupt his movement!

To use an Interrupt Maneuver you must declare what you want to do *before* the other combatant actually attempts his Maneuver or you can interrupt his movement at any point, forcing him to stop. The other combatant can change his Maneuver once you have attempted your Interrupt Maneuver, and may even be forced to do so depending on the outcome of your Maneuver, but he suffers a -1d DP. The other combatant cannot change his move, obviously, nor continue to move until after you attempt your Interrupt Maneuver. You suffer a -1d DP to the Maneuver you attempt, *and* if you have not had your turn during this Phase, you lose your turn and any UDMs you may have remaining! If you have already had your turn during this Phase, you can only declare 1 Maneuver

in the next Phase 3 that can only be used for Active Defense, and you lose your turn during the next Round's Phase 4 (you can continue to use any remaining UDMs you may have this Round). This means you won't be able to attempt *any* Maneuvers, including Active Defense and Total Defense, or even move for an entire Phase 4! This leaves you pretty helpless, so you'd better be sure you want to use an Interrupt Maneuver.

You can attempt any of the following Maneuvers with an Interrupt Maneuver: Attack, Called Shot, and Grapple. Some Miscellaneous Maneuvers are also allowed, but this is dependent upon the specific action you'd like to take and is subject to the approval of the Director.

You can only attempt 1 Interrupt Maneuver per Round, and cannot attempt an Interrupt Maneuver on a Round you have lost by using an Interrupt Maneuver during the preceding Round. You do *not* need an UDM in order to attempt an Interrupt Maneuver.

Before or after attempting an Interrupt Maneuver, you can move up to ¼ of your current Move, or up to ½ if at the end of your movement you go prone and Unready any weapons.

Example: Continuing from the previous example, the second minion now turns his attention in your direction, and tries to shoot you! Thinking this will be bad as you just saw him drop your friend, you declare you're attempting an Interrupt Maneuver to Attack him with your rifle. Before the second minion actually shoots, you take your shot, with a -1d DP. You manage to hit the minion, barely, but he drops behind the tree so he can't be seen. Since you already have had your turn this Round, you *lose your entire Phase 4 next Round!* You won't be able to shoot, defend yourself, or even move. You pray, to whatever god may be listening, that one of your allies will come to your assistance.

What Happens If Multiple Instant and/or Interrupt Maneuvers Are Declared?

If more than one combatant declares they want to use an Instant Maneuver, they go in the order announced. If there is any doubt as to who declared first, combatants attempt their Maneuvers in Initiative order.

If more than one combatant declares they want to use an Interrupt Maneuver to interrupt *the same opponent*, they go in the order announced. If there is any doubt as to who declared first, combatants attempt their Maneuvers in Initiative order.

Instant and Interrupt Maneuvers can be interrupted with an Interrupt Maneuver. However, Interrupt Maneuvers interrupting another Interrupt Maneuver cannot be attempted until *after* the initial Interrupt Maneuver is attempted, not before.

Saving UDMs

Once the last combatant in normal initiative order completes his turn, all UDMs by all combatants are lost. In other words, you cannot wait until the last moment



before the Phase ends, then use any UDMs you may have as Instant or Interrupt Maneuvers.

Repeat these Phases each Round until combat has ended.

Leave all dice rolled on the table for the entirety of Phase 2 and during the execution of each Maneuver in Phase 4 before picking the dice back up for another roll. This enables you to quickly count the totals needed to determine the final outcomes of a Maneuver or recount them if necessary.

Maneuver Descriptions

The following 10 Maneuvers cover everything a character can possibly do in combat. Unless a Maneuver's description indicates otherwise, you may attempt as many Maneuvers as you want in a single Round, including the same Maneuver, *up to the number of Maneuvers you declared in Phase 2.*

Active Defense

Active Defense allows you to defend yourself when attacked. You may declare that you are using this Maneuver the moment you are attacked, even if it is not your turn in a Round, as long as you still have at least one UDM available. You must choose one of the following three options each time you perform Active Defense:

- **Block:** allows you to roll your AGI + STR (Melee Combat) if you have a shield at the ready or other defensive item to defend yourself from a *melee* attack.
- **Dodge:** allows you to roll your AGI + INT (Coordination) to defend against a ranged or melee attack. If you attempt a Dodge while your miniature is touching your opponent's miniature, or you are prone, you suffer a -1d DP for each.
- **Parry:** allows you to roll your AGI + PCN (Melee Combat) to defend yourself from a *melee* attack with the weapon you are currently using.

You can use Active Defense when needed during the same Round, each time choosing one of the three types of defense listed above. But each use of an Active Defense, whether a Block, Dodge, or Parry, after the first imposes a cumulative -1d DP on each Active Defense you attempt subsequently during the same Round. You can continue to use Active Defense until you have 0d in your dice pool. From then on you will make Passive Defense rolls, not Pure Luck Die rolls, otherwise you won't be able to add any modifier from cover.

Only the first attempt at an Active Defense uses one of your UDMs for the Round. Subsequent uses of Active Defense in the same Round do *not* require an additional UDM.

If one of your Maneuvers in a Round is not Active Defense, or Total Defense, you must rely on your Passive Defense to protect you. Your Passive Defense is a Luck

Die + any Cover SB you may have. No DM, other SM, are applied to a Passive Defense.

Active Defense cannot be performed as an Instant Maneuver, but *can* be used as an Interrupt Maneuver.

Aim

This Maneuver allows you to make more accurate attacks at long range with rifles; that is, ranged weapons with the "Rifle" notation. You must have a rifle Ready to perform Aim.

After taking this Maneuver, the next single attack you make with the same rifle uses the Extended Range Increments instead of the normal Range Increments. The next Maneuver you attempt after Aim must be a Ranged Attack with the rifle or the Aim bonus is lost.

Additionally, the dice pool used for the Attack changes from AGI + PCN to INT + PCN for rifles that do Energy damage and KNO + PCN for rifles that do High-Velocity damage, as well as rifles that do both High-Velocity and Energy damage.

Although there is no roll for this Maneuver, it still requires you to use one of your UDMs for the Round. Additionally, you cannot perform any other Maneuvers during the Round, even Active Defense, nor may you move at all as this Maneuver takes all five seconds of the Round to perform.

Aim cannot be performed as an Instant or Interrupt Maneuver.

Attack

To perform an attack, state what kind of attack you are going to attempt, and make the appropriate roll:

- **Melee:** Make an Opposed roll of your AGI + STR (Hand-to-Hand Combat) if making a hand-to-hand attack or (Melee Combat) if you are using a melee weapon vs. your opponent's Active Defense, Passive Defense, or Total Defense.
- **Ranged:** Make an Opposed roll of your AGI + PCN (Ranged Combat) for personal ranged weapons and thrown weapons or INT + PCN (Military) for large ranged weapon, such as artillery vs. your opponent's Active Defense - Dodge, Passive Defense, or Total Defense - Dodge. Remember to apply the appropriate range modifiers for all types of ranged attacks.

For both types of attacks, if the defender rolls equal to or greater than you, the attack fails. If you exceed the defender's roll, your attack is successful and the defender is hit. Total the amount you beat the defender by as normal to determine your Overage.

Now add your damage, which is your STR (alone) if you are making a hand-to-hand attack or the damage listed for your weapon if you are using a weapon to your Overage. The result is your Wound Total. Your opponent rolls his TOU (alone), unmodified by any Fatigue or Wounds he may have, and subtracts the result from your Wound Total. Your remaining Wound Total, if any, is the number of Wounds your opponent suffers. He then marks off the appropriate number of Wounds on his

Tracker by crossing out one negative number for each Wound suffered.

Health				
X	X	-3	-4	-5
-6	-7	-8	-9	-10

If your Wound Total is reduced to 0 or less, you did not cause any Wounds to the defender even though you may have hit him.

If you caused any Wounds, your opponent must make a Consciousness Check with a DiN equal to the number of Wounds *and Fatigue* he currently has on his Tracker. If he succeeds, he is conscious. If he fails, he is unconscious.

Unconscious characters can and must make their TOU roll if they suffer any Wounds from an attack and roll a Death Check with the number of Wounds they have as the DiN if wounded as they are already unconscious.

See pg. 119 for further effects of Wounds.

Killing Blow

If you attack an opponent who is *totally* unaware of your attack and not currently in combat, or your target is immobile (bound, unconscious, etc.), instead of an Opposed roll make a Simple roll with a DiN of 0. Your opponent doesn't even get a Passive Defense. Calculate Overage and damage normally. If your opponent takes even 1 Wound he must make a Death Check.

Called Shot

You choose a specific target that must be an object an opponent is holding, wearing, carrying, etc. and attack with the intention of knocking it out of his hand, off his back, etc. You cannot target objects that are tied down or strapped to your opponent, such as pieces of armor. After you declare that you are attempting a Called Shot, you make an Attack as normal, except the roll is Graded Opposed, with a SP based on the size of the object you're aiming for. See the table above for the appropriate SP. Objects are measured along their greatest dimension in (actual) inches. If the object is held, your opponent rolls his AGI + PCN (Coordination). If not, he rolls his AGI + PCN (Athletics). Your opponent is allowed to make this roll without it counting as one of his UDMs for the Round. If you are holding a weapon, as a SB, you add the *opposite* of your weapon's IP (e.g. if your weapon has an IP of -2, add +2), unless your opponent is using a Hafted Weapon. Your opponent gains the same SB if you are targeting his weapon and he is holding it. Do not go any further than the attack and defense rolls. If your roll exceeds your opponent's roll, he drops the object held one yard away for every Grade you gain in a random direction using the Basic Throwing Chart (pg. 135), unless you targeted your opponent's weapon and it was a Hafted Weapon, which has its head struck off, turning it into a quarterstaff. If your opponent equals or

exceeds your roll, he retains the object in his grasp or on his person.

Example: You and your opponent are in a duel using smallswords. You attempt a Called Shot on your opponent's weapon. You make your attack roll, with a -5 SP for the size of your opponent's smallsword, and get an 18. Now you add the opposite of your smallsword's IP, +1, to the roll for a total of 19. Your opponent now rolls his AGI + PCN (Coordination) and gets a 13. Your opponent adds the opposite of his weapon's IP, also +1, for a total of 14. Your Overage is 5, or 2 Grades. Your opponent is disarmed and his smallsword flies out of his hand, landing 2 yards away in a random direction.

Example: In the same situation as the previous example, if your opponent was using a spear instead of a smallsword, the tip would be sliced off, turning the spear into a quarterstaff.

After determining what happens with the object if you hit the object, calculate your damage as normal and apply it to the object. It is quite possible you could damage or destroy an object you wanted to remove from an opponent's possession.

Why Can't I Use Called Shot on an Opponent?

The Maneuver Called Shot is specifically for things held, carried, worn, etc., not for use against other characters. But why? Well, that takes a bit of explaining. Or more appropriately, we have to pull the screen back to expose some of the inner workings of *Balance*.

It is presumed that when you attack your enemy, you intend to do him the maximum amount of harm. If in the heat of battle you can hit one of his vital spots, face, heart, etc., you will. If you *don't* want to hurt your opponent, instead wanting to subdue him, you can pull your punch (see pg. 135). The Overage system for attack rolls synthesizes this effect. The higher your Overage, the better the hit you landed on your opponent. If you beat your opponent in an attack with an Overage of 1-5, you just barely hit him. But if your Overage is 40-50, you hit a major artery or other vital spot.

Called Shot is designed to allow you to hit objects that are in motion and controlled, at least to a limited extent, by an opponent. Knocking a sword out of the hand of a mannequin that isn't moving is a LOT easier than knocking it out of an opponent's hand while it's moving around in a grip that can tighten and loosen. The Called Shot rules reflect this difficulty without necessarily doing extra damage to the object when it's hit.

Called Shot SP	
Actual Size of Object Targeted	SP
> 24"	-5
13" – 24"	-10
7" – 12"	-20
1" – 6"	-30
< 1"	-40



Charge

You can run into an opponent using your body as a weapon in the hopes of doing damage or moving him.

You must first move into contact with your opponent's miniature *and* have moved at least half your base Move in a straight line. Make an attack roll as if you were making a hand-to-hand Melee Attack, except the roll is a Graded Opposed roll. The defender can attempt an Active Defense - Dodge or Total Defense - Dodge against the charge, with a -10 SP. If you succeed, you slam into your opponent doing damage as normal. In addition to any Wounds your opponent may take, and whether or not he is unconscious, you push your opponent 1" in the direction you were traveling for every Grade of *Overage* you gain, but only if you have the same number of STR dice or greater. You also continue to move the same distance, keeping your miniature in contact with your opponent's base. (This can take you even beyond your Sprint distance!) Both you and your opponent need to make a Simple roll AGI + STR (Coordination) with a DiN equal to the *Overage* you gained and a SP equal to the number of inches you moved or fall prone.

If your opponent has a greater number of STR dice, not only do you not push him back, but *you* suffer half the amount of damage you inflicted on him. Additionally, you must make a Simple roll AGI + STR (Coordination) with a DiN equal to the *Overage* you gained or fall prone. Your opponent does not need to make this roll.

Example: An Edel Feen is about to run your ally through with his rapier. Having no weapons yourself, you decide to charge him. On your turn, you use an UDM, saying you're charging the Edel Feen. You have a Move 6 and are unencumbered. The Edel Feen is 7 yards away so you run directly at him. When your miniature makes contact with him, you roll your AGI + STR (Hand-to-Hand Combat) vs. his Active Defense - Dodge. You roll higher than him with an *Overage* of 21, that's 5 Grades! You roll your STR while the unarmored Edel Feen rolls his TOU. You end up doing 5 Wounds. Fortunately for you, as an Edel Feen your opponent is not that strong. His STR is 2d while yours is 3d. You move the Edel Feen and yourself in the direction you were moving 5 yards. Both you and the Edel Feen now make a Simple roll of AGI + STR (Coordination) with a DiN of 21 and a -5 SP. You manage to make the roll, but the Edel Feen did not, so you remain standing while he falls prone.

You cannot use *any* other Maneuvers after a Charge on the same Round, including Active Defense.

Charge cannot be performed as an Instant or Interrupt Maneuver.

Counterattack

Counterattack can be declared instead of a use of an Active Defense - Block or Parry, turning the Opposed roll into a Graded Opposed roll, but still increases the DP from multiple uses of Active Defense as if it were an Active Defense. You use the same dice pool, DM, and SM you would've had if you'd actually attempted the Active Defense - Block or Parry. This allows you to add

the number of Grades you gain as a DB to the next attack you make, as long as it is against the same opponent and the very next Maneuver you attempt. This bonus does not apply to any other attacks you make, but it can be carried over from one Round to the next.

If you use Counterattack, you cannot make any further Active Defense - Block or Parry attempts, or Counterattacks, against attacks from any opponents for the rest of the Round once you declare a Counterattack, without losing the DB.

Each attempt at performing Counterattack requires 1 UDM.

Example: You and an Edel Feen are dueling one another with smallswords. It is your opponent's turn to perform his Maneuvers. He has declared in Phase 3 he will attempt 2 Maneuvers. His first Maneuver is an Attack. You declare one of your 3 UDMs will be Active Defense - Parry. He makes his attack, but you successfully parry it. Your opponent lets his passions overcome his reason and decides to use his second UDM as another Attack. You declare that you will use your second UDM as a Counterattack. The Edel Feen makes his roll to hit you as normal and gets only a 12. You roll as if you were making another Active Defense - Parry attempt, including the -1d for your second Active Defense attempt of the Round. You roll a 17. You parry the attack by 5, giving you 2 Grades. The Edel Feen has used all of his UDMs.

Now it's your turn. You have already used one UDM to parry your opponent's first attack with Active Defense - Parry, and another to Counterattack his second attack. That leaves you with one UDM, which you will use to attack your opponent as he has already used all of his UDMs for the Round leaving him wide open. You roll your Attack as normal (with the -2d DP for being one of three Maneuvers you declared this Round) against the Edel Feen's Passive Defense, but you add a +2d DB. You roll a 24, while the Edel Feen rolls an 18. You hit! Proceed with your attack as normal, and see how many Wounds you do to him, if any.

Counterattack cannot be performed as an Instant or Interrupt Maneuver.

Grapple

Grapple allows you to grab an opponent. Your miniature must be in contact with your opponent's miniature. If you are holding anything in your hands when you attempt the grapple, you drop all items held. Grapple attempts are made by making an Opposed roll of your AGI + STR (Hand-to-Hand Combat) vs. your opponent's Active Defense, Passive Defense, or Total Defense, adding your STR as if you were rolling for damage while your opponent rolls his STR or AGI (his choice) in place of his TOU, as if he were resisting damage. If your opponent rolls equal or exceed your roll, you fail to grab him. If your total is higher than your opponent's, you have grabbed him. No actual damage is inflicted by the grapple.

On subsequent Rounds during Phase 4, you can choose to continue or drop the grapple without it costing

you one of your UDMs, unless your opponent declares he won't let the grapple end. In which case, you are now the one grappled.

Unless you drop the grapple, or your opponent manages to break it, neither you nor your opponent can attempt any Maneuver except Grapple, Active Defense - Dodge, and Total Defense - Dodge, though a -1d DP is applied to all Active Defense and Total Defense rolls.

While grappled, neither you nor your opponent can move without using the Move option below!

As long as the grapple continues, you and your opponent have the option to do any of the following as a Grapple Maneuver to the other:

- **Attack** with a hand-to-hand attack, a melee weapon with an IP of 0 or -1, or a ranged weapon no larger than a pistol. This attack has a -3 SP applied to it.
- **Pin** your opponent by making a normal attack roll with a -3 SP. Then roll STR, as if you were rolling for damage, while your opponent rolls AGI or STR (his choice), as if he were resisting damage. If you exceed your opponent's roll, you and your opponent fall prone while you pin his arms and/or legs, otherwise nothing happens. If a pinned opponent attempts any Grapple option, he is at a -2d DP and cannot use two limbs (your choice which two). No damage is inflicted by this option.
- **Choke** by making a hand-to-hand attack with a -3 SP. No damage is inflicted by this option. Instead, you have now cut off your opponent's ability to breathe. See pg. 119 for Suffocation. You must continue to take this option each Round for it to be effective. While continuing a Choke, you cannot attempt any other Grapple options.
- **Slam** your opponent by picking him up over your head and hurling him to the ground. This option requires the use of *two* UDMs, one for lifting your opponent and another for slamming him to the ground. First, make an attack roll as normal. Then roll STR, as if you were rolling for damage, while your opponent rolls AGI or STR (his choice), as if he were resisting damage. If you succeed, compare your opponent's weight to your STR to ensure you can lift him in one Round. If so, you now slam him to the ground. Roll your STR with a +2d DB vs. your opponent's TOU to determine the amount of damage he takes. Your opponent is now prone and the grapple has ended. If your opponent weighs more than you can lift in one Round (because he's too heavy), you fail at this Maneuver. He drops to the ground prone but undamaged, and the grapple ends.
- **Throw** your opponent by picking him up and tossing him. This option requires the use of *two* UDMs; one



for lifting your opponent and another for throwing him. See pg. 135 for throwing.

- **Move** while holding your opponent up to 1/4 your current Move, or less depending on your opponent's weight, by making an Opposed roll of AGI + STR (Hand-to-Hand Combat) vs. AGI + STR (Athletics) or (Hand-to-Hand Combat). Then roll STR, as if you were rolling for damage, while your opponent rolls AGI or STR (his choice), as if he were resisting damage. If you succeed, you can move both of you. Your miniatures must remain in base to base contact throughout the entire move. No damage is inflicted by this option.

In addition to the above options, your opponent has the following option:

- **Break the Grapple** by making an Opposed roll of his AGI + STR (Athletics) or (Hand-to-Hand Combat) vs. your AGI + STR (Hand-to-Hand Combat). He then rolls his AGI or STR (his choice) as if he were rolling for damage. You roll your STR in place of TOU, as if you were resisting damage. If your opponent's roll exceeds yours, the grapple ends, otherwise the grapple continues. No damage is inflicted when attempting to break a grapple.

Sprint

This Maneuver allows you to move a little farther than if you can run, at the cost of not being able to do much else.



You must move your full Move, plus your Running bonus, in a straight line in order to attempt this Maneuver. Continue to move up to $\frac{1}{2}$ of your base Move in the same direction you are already headed. Once, at any point during your movement, you can make one side-slip of 1" to the right or left, perpendicular to the direction you are sprinting. You cannot perform Sprint with any other Maneuver in the same round *except* Charge, which can be performed after a Sprint in the same Round if you fulfill the necessary prerequisites (see pg. 130 Charge), and Active Defense - Dodge. You cannot attempt other types of Active Defense.

Although Sprinting is movement, it is still a Maneuver, requiring an UDM.

Sprint cannot be performed as an Instant or Interrupt Maneuver.

Total Defense

Total Defense allows you to prepare for any attacks directed at you and Block, Dodge, and/or Parry all attacks for the remainder of the Round without the -1d DP applied to subsequent uses of Active Defense. If you declared more than 1 Maneuver in Phase 3, you cannot attempt a Total Defense as you were not mentally prepared for only defending yourself. You cannot attempt any other Maneuver in the same Round you attempt Total Defense. Otherwise Total Defense works the same as Active Defense.

Miscellaneous

If you want to attempt an action that is not covered by one of the other Maneuvers, you must choose this one. It is largely up to your Director what you can do with this Maneuver, but a good rule of thumb is it must be possible to perform the action in one to three seconds. If the action is significant or has broad potential applications, he may put limitations on it, like SP, DP, restricted movement, restricting what other Maneuvers can be performed in the same Round (if any, etc.).

The following actions are examples of what you can do with this Maneuver:

- Pick up an object from the ground without moving. The object must be within one yard. You can make a single attack with a weapon picked up in the same Round, which counts as a separate Maneuver.
- Change position from standing to prone or one in between.
- Stabilize an ally to halt the Bleeding, preventing him from dying. You cannot attempt to perform any other Maneuvers in the same Round, nor can you have moved at all. See pg. 120 for full rules on Stabilizing and healing.
- Handing something off to another character who is within one yard in combat requires both people to perform a Miscellaneous Maneuver.
- Draw a weapon.



- Trip an opponent by making a hand-to-hand attack or an attack with a hafted weapon as normal, but your opponent rolls his AGI instead of TOU when rolling to resist damage. If you beat your opponent, he falls prone but takes no damage.
- Open and close a door after moving through it.

As a fully fleshed out example of what a Miscellaneous Maneuver can do, Intimidation will demonstrate this quite well.

Intimidation

By showing off with your melee weapon, or after having dispatched at least one opponent by rendering him unconscious or killing him, you can intimidate your opponents, striking fear into their hearts.

Make a Graded Opposed roll of your AGI + APP (Melee Combat) if brandishing your weapon, or APP + PRS (Persuasion) if intimidating remaining enemies vs. your opponents' INT + PRS (Discipline), applying any applicable SM. All opponents within hearing range and/or line of sight must make this roll, and may do so without having to expend one of their UDMs for the Round. If all of your opponents win, the Maneuver is wasted. If you win against any opponent, roll your PRS (alone) adding it to your Overage, while your opponents roll their INT (alone) and subtract it from your Overage. If your opponent equals or exceeds your total, nothing happens except for a slight pause by your opponent. If you exceed an opponent's total, he suffers an amount of Psychotrauma damage equal to the number of Grades you rolled. Opponents that take Psychotrauma must make a Confidence Check or Willpower Check as normal. See p. 117 for the effects of these Status Checks. It is possible that some opponents will be intimidated while others won't. You cannot attempt to intimidate some opponents, but not others; you potentially affect all opponents that can see and/or hear you. Note that no actual contact is made or physical damage inflicted by an Intimidation Maneuver.

Intimidation can be attempted as an Instant or Interrupt Maneuver.

Some Miscellaneous Maneuvers cannot be performed as an Instant or Interrupt Maneuver. If the Maneuver includes *any* movement, it cannot be performed as an Instant or Interrupt Maneuver. Otherwise, whether a Miscellaneous Maneuver can be used as an Instant or Interrupt Maneuver is up to the discretion of the Director. He should use the detailed Maneuvers as examples of what kinds of actions to allow.

Special Combat Rules

Areas of Effect

There are three types of areas of effect: Contiguous, Expanding, and Fixed.

Contiguous

Contiguous areas of effect have a specific area marked out by you, within the limitations of the effect itself. The entire area does the same damage.

Example: A Sorcerer creates wall of fire using 1" cubes. If the wall is 1" thick, 5" wide, and 3" high, anything entering one of these cubes will take the same amount of damage no matter which cube is entered.

Expanding

Expanding areas of effect begin in a 1" diameter spot, and spread out in 1" radius increments. The full damage of a blast is applied to a target in the 1" diameter circle, with damage being reduced by -5 for each 1" increment out.

Example: A potato-masher grenade explodes 2" from you. Your opponent rolls 22 for the damage. Anyone unlucky enough to be in the 1" diameter circle where the grenade landed would take the full 22 points of damage. Anyone 1" away would take 17. You, being in the next 1" radius, take 12.

Fixed

Fixed areas of effect have a literal "fixed" shape to them, usually geometric. Rarely will the shape be anything other than a sphere, hemisphere, cylinder, or cube. Pick a spot on the tabletop. That is where the attack is centered. Everything even partially touching the area of effect is hit with exactly the same damage.

Objects and characters that occupy a space more than 1" in diameter or have a base size greater than 1" in diameter, take 5 points more damage per extra 1" in radius of space they occupy.

Example: An elephant that is caught in a grenade blast has a base of 4" in diameter. It will take the full damage from the closest radii, plus 15 more damage because of the space his base occupies (+5 per inch in diameter).

Against an area of effect attack you *cannot* use Active Defense or Total Defense, nor do you have a Passive Defense. You still gain the benefit from any cover you may have as a SB to your TOU roll to resist damage. Armor may or may not help, depending on the type of armor you're wearing and the actual effect of the area.

Attacking Objects

Attacking an object is the same as attacking a character that cannot defend itself. To hit an object that is not moving with an attack, you make an attack roll as normal, except it is a Simple roll with a DiN of 0. You then add your damage to your Overage as normal to calculate your Wound Total.

Wounds, when inflicted on an object, are called Damage. There are two types of objects: basic and complex. Each applies Damage in a different way.



- **Basic Objects** are like a chair, table, or door. They are composed of, at most, a few materials and have no mechanical or electrical parts. Basic objects have a Hardness that is subtracted from a Wound Total in the same way Damage Reduction is used for armor. Basic objects also have set number of Structure Points. Subtract any Damage they suffer from their Structure Points. When their Structure Points are reduced to 0, the object is destroyed.
- **Complex Objects** have moving parts, intricate, easily broken pieces, and include all machines. Complex objects have both a TOU *and* CON, just like living beings. Whenever they are struck, subtract a complex object's TOU roll, as you would for a living being. Each time they take Damage, they make a Functioning Check, which is exactly the same as a living being's Consciousness Check. If this Check is failed, the object ceases to function and is Broken; it still exists, but it will not perform its intended role. After a complex object has failed its Functioning Check and takes Damage, it makes a Destruction Check just like a living being's Death Check. If this Check is failed, the object is destroyed. In other words, damaging and destroying a complex object is exactly the same as injuring a living being.

Using a damaged complex object imposes a SP equal to the amount of Damage the object has taken. Broken objects cannot be used until they are repaired.

Destroyed objects may still have remnants left, depending on how it was destroyed, but it can no longer be used for its intended purpose, nor can it be used as a piece of another object.

Objects and beings are completely destroyed, with nothing but tiny bits and ash left, once they take an amount of damage equal to its dice in TOU + CON x5 + 60 (or TOU x2, if the object doesn't have CON).

Object Attributes		
Object	Hardness/ TOU	Structure Points/CON
Chair, Wooden	10	15
Door, Exterior Wooden	15	24
Door, Interior Wooden	8	16
Door, Metal Security	24	48
Lamppost	30	70
Pistol, Cartridge	5d	3d
Pocket watch	1d	0d
Rifle, Flintlock	3d	2d
Sword, Bastard	24	12
Wall, Brick	30	50
Window, Glass	2	4

Attacking an object that is moving should have a SP applied to the roll. If an object is held by someone that you are targeting, see the Maneuver Called Shot, pg. 129.

The table below gives the Hardness and Structure Points for basic objects, and TOU and CON for complex objects, for various common objects. If you attack an object not listed on this table, your Director should estimate the two Attributes needed for the object based on the examples listed.

Facing

When combat breaks out and miniatures are on the table representing the combatants, there is no facing. I.e. a character can look in any direction and is not limited by the facing of the miniature itself when moving, making attacks, noticing opponents within line of sight, etc.

Falling Off a Mount

If you fall from a mount, you fall to the ground and must make an Opposed roll of your TOU (alone) vs. the margin you failed your roll by + the number of yards you moved this Round (rounding down), if 10 or less, or 10 + ½ the number of yards you moved this Round over 10 (rounding down), if over 10. If you fail, you take a number of Wounds equal to the margin of failure. If you succeed, no Wounds are inflicted from the fall.

Flanking & Number of Melee Opponents

Opponents already in melee combat are at a disadvantage when defending themselves from other enemies attacking from the opposite direction.

If you are in melee combat with an opponent who is also in melee combat with another combatant, and you are directly across from the other combatant, your opponent suffers a -5 SP to *all* of his Active Defense and Total Defense rolls.

You can never be flanked more than once no matter how many opponents you are facing.

Humans-sized combatants can have a maximum of six melee opponents or the maximum allowed by the style of map you are using (hexes or squares), attacking him at the same time, plus one from the air and another beneath the ground.

Larger combatants can have two additional opponents attack them in melee for each additional 1" size base their miniature stands on from any direction.

Knockback

Sometimes you are hit by an attack so hard it literally knocks you back. If you are hit by a single attack, whether you suffer any Wounds from it or not, you are pushed back one yard, directly away from the source of the attack per 20 points of Overage, as well as knocked prone if you fail a Simple roll of your AGI + STR (Coordination) with a DiN equal to the Overage and a

SP equal to the number of yards knocked back, -1 yard per 250 lbs. over the first 250 lbs. you weigh.

Minor NPCs

Groups of minor NPCs can have a single roll for Initiative and Maneuvers made for them, if they are all targeted by the same effect by rolling for the average of their Aspects, Talents, and Skills. The result of the roll is applied to the entire group. Disregard any Traits they may have unless at least 1/3 of the group has the same Trait.

Pulling Your Punch

Sometimes you want to knock an opponent unconscious rather than kill him. Perhaps you need to get some information from a thug or take someone captive for blackmail.

Before you roll for an attack, you can state that you are “pulling your punch,” even if you’re using a sword, firearm, or other personal weapon. This changes any Overage you may gain from your attack roll into Fatigue rather than Wounds. When the defender rolls his TOU to lessen the damage he has been hit with, subtract his roll first from the Wound damage, then the Fatigue.

Example: You are attacking the last remaining thug who you need information from about his “Big Boss” back in Shiz. You tell your Director you’re pulling your punch by turning your blade to hit the thug with the flat side of your sword in an attempt to knock him out. You roll your attack as normal and get a 21. The thug rolls his Active Defense - Dodge and gets a 15. You hit him! Your Overage is 6. Now you roll your STR getting an 8. The thug rolls his TOU and gets a 9. The tough bastard eliminates the 8 you rolled from your STR first as these are Wounds, then 1 point from your Overage as this is Fatigue. This leaves 5 points of Fatigue. The thug has taken 12 Wounds already. Your attack adds 5 Fatigue. The thug rolls his Consciousness Dice with a DiN of 17 and gets a 12. The thug falls Unconscious! Provided you stop his Bleeding, he will not die and is now at your mercy.

Shooting Into Melee Combat

If you make a ranged attack (except for a spell that targets one person) at an opponent who is currently in melee combat with one or more opponents, and within 1” or less of each other, there is a chance you may hit someone other than your intended target. If you make a ranged attack against such a target, the primary target and all other combatants in melee combat and within 1” of him may defend against it as normal. If all the combatants roll equal to or higher than your Strike Total, no one is hit. If one combatant rolls less than your Strike Total, he is hit. If more than one combatant rolls less than your Strike Total, the combatant who lost by the greatest margin is hit. If there is a tie, the Director rolls randomly to determine who is hit. All combatants who tied have their Lucky and Unlucky Traits applied to the roll.

Throwing

When you throw an object you must choose whether you are throwing it at an opponent or a particular spot. Throwing an object at an opponent is called “Thrown Attack” and is a ranged attack. Throwing an object at a specific spot is called “Tossing an Object.”

Thrown Attack

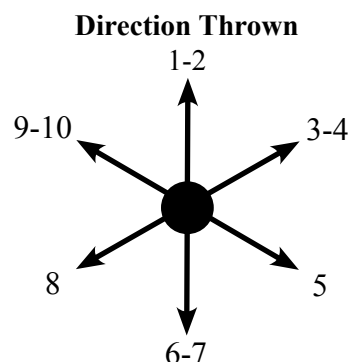
If you are throwing an object, usually a weapon designed to be thrown, at an opponent, make a ranged attack as normal for a thrown weapon using your AGI + PCN (Ranged Combat) for your dice pool.

Tossing an Object

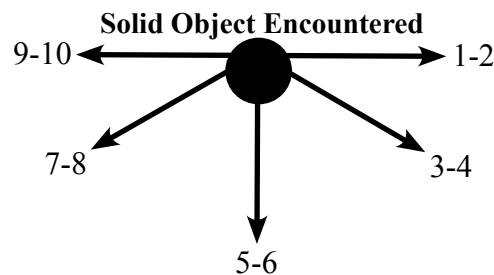
Pick a spot on the tabletop where you want to throw an object. You cannot choose a spot farther away in yards than your AGI + STR x the object’s Arrow Dynamic level.

Example: If you have an AGI of 2d and a STR of 3d, and are throwing a fist sized stone with Arrow Dynamic 3, you cannot choose a spot farther away than 15”.

Make a Simple roll of your AGI + STR (Athletics) with a DiN of 10. If you succeed, the object lands where you choose. If you miss, the object lands somewhere else. To determine where, roll 1d and consult the diagram below. Then move the object in the direction indicated a number of inches equal half the margin by which you failed your throwing roll, rounding up.



If an object thrown hits a solid obstacle like a wall, roll 1d and consult the diagram below. It bounces in the direction indicated for the remainder of its distance. If it encounters any other solid obstacles, it continues to bounce until it has exhausted its full thrown distance.



If an object thrown hits a soft obstacle such as a bush, it remains where it lands without bouncing or moving any farther.



For both types of throwing, consider the range to your target and the object's weight. Range imposes a SP to your throw, while weight can limit the maximum range you can throw the object.

1) Range

Apply a SP to your roll equal to the range to your target divided by the object's Arrow Dynamic quality, rounding up. If the object doesn't have an Arrow Dynamic quality, your Director will need to give it one. Thrown weapons without a listed Arrow Dynamic quality automatically have it at level 1. A good rule of thumb for assigning Arrow Dynamic levels is to find a thrown weapon with a size, weight, and shape similar to the object and use its level. Two generic items to help determine an object's Arrow Dynamic level are, a baseball (Arrow Dynamic 3) and a 5 lbs. or less object with a handle (Arrow Dynamic 2).

Example: A spear has Arrow Dynamic 3, which means for every 3" your chosen spot is from you, you suffer a -1 SP to your dice roll.

If you do not attempt any other Maneuvers during a Round, except Active Defense, and do not move more than 1/4 your base Move, whatever you throw has its Arrow Dynamic level increased by 1.

Example: You throw a spear at an opponent, not attempting any other Maneuver or moving. A spear has Arrow Dynamic 3, but now for this throw the rating is increased to 4.

2) Weight

Throwing objects that weigh up to the maximum amount you can carry with an Encumbrance level of None, have no specific maximum range based on their weight alone; e.g. for STR 2d up to 12 lbs. Objects that weigh up to your maximum Light Encumbrance level can be thrown a maximum of 2". Objects that weigh up to your Medium Encumbrance level can be thrown a maximum of 1". Objects that weigh more than your Medium Encumbrance level are too heavy to be thrown.

Chapter VI: Magic

“...Witches and wizards must be judged by their individual natures rather than by the source of their powers. They can be ‘good’ or ‘bad’, depending upon how they use their knowledge.”

– *Annotated Wizard of Oz*,
Michael P. Hearn

Magic is at the very core of Oz. It has existed in Oz since before recorded history and continues to shape the land through its use by magicians. Magic is a natural phenomenon existing in nature, as much a part of the environment as the air we breathe or the food we eat. It is a belief of many that without magic, Oz would cease to exist.

The Traditions of Magic are much like lenses magicians look through to see the world around them. Each Tradition has its own unique way of looking at the world and how magic functions. But in truth they are simply different points of view, excluding all others.

This chapter looks at how magic is used in Oz. It covers the Magic Aspect, an Extraordinary Aspect, along with Spheres and Rituals, two Traditions of Magic, how spell casting works, a selection of rituals, Grimmkafe, and a brief discussion of the High Elements.

Magic Aspect

Magic (MAG) is represented as an Extraordinary Aspect; an eleventh Aspect. You can have only one Extraordinary Aspect, thus precluding you from becoming a technologist as well as a magician. MAG has an XP cost the same as INT; i.e. 20 x the level purchased and is recorded in the space provided on your character sheet next to the Aspect Tree. MAG can be increased up to 5d. You must have the Capability Magic Tradition in order to purchase MAG. Note that you cannot allocate dice to MAG in Step Three of character creation, it must be purchased with XP in Step Five.

Notice that the Extraordinary Aspect is not linked to any other Aspect. That’s because an Extraordinary Aspect can be linked to *any* other Aspect, as needed. However, you can never add a Talent or Skill to any roll when MAG is part of your dice pool.

Spheres

Possessing any level of MAG gives you access to magic, but it doesn’t allow you to actually cast any spells. Each Sphere of Magic allowed by your Tradition can be taken separately with an XP cost of 3 x the level purchased, as with Talents. Spheres can be purchased up to a +5.

You can cast spells of a Tier equal to the bonus you gain from the corresponding Sphere. For example, if you have Fire +3, you can cast Fire spells up to Tier 3.

When you cast a spell, you add the bonus provided by the Sphere required to cast the spell to your casting roll. Some rituals require more than one Sphere to cast, or have more than one Sphere that can be used to cast the ritual.

In such cases you use the highest appropriate Sphere you possess. Never apply more than one Sphere’s bonus!

Rituals

You can buy a Ritual for any spell listed later in this chapter, or for a spell of your own creation, using the spell creation rules in *The Magic & Technology of Oz*. Rituals are specialties of the Sphere of Magic required to cast a spell.

When you cast a spell that you have a Ritual for, you add the bonus provided by the Ritual to your casting roll.

You must have a Ritual for a spell to cast it in combat. You cannot cast Extemporaneous spells in combat.

You do not need to have any levels in a Ritual in order to have a ritual. Having a ritual simply means you have a written version of a specific spell, which can be traded or copied. But in order to put any XP into a Ritual for a spell, you must have it as a ritual; i.e. written down.

Using Adtech

Likewise, using advanced technology (adtech) can be frustrating at best, and dangerous at worst, for magicians. When a magician uses an adtech item in a roll (e.g. a fire-arm that uses bullets, a pair of binoculars, etc.), subtract his MAG level from the roll as a Dice Penalty! This means using an adtech device will greatly reduce the chance of succeeding at an Action for powerful magicians. Simply *carrying* adtech can make casting a spell more difficult. For every adtech item carried, whether it is used in Action rolls or not, magicians suffer a -1d DP to their casting rolls. As soon as he drops an item, the DP it imposes is lost. Both DPs are cumulative!

Spheres of Magic

The magic of Oz is not all jumbled together, encompassing all of creation. Instead magic is divided into Spheres of Magic, or simply Spheres. Most Spheres cover the elements of the natural world, Air, Earth, Fire Water, and Wood, along with living creatures – Life, Death, Mind, etc. However, some Spheres defy such easy classification, while others overlap their specialty with other Spheres. But is magic truly split into these “Spheres,” or do the Spheres exist because of peoples’ beliefs about magic?

As you increase your knowledge of a Sphere, your abilities become greater and more powerful. The boundaries within which you can choose your magical effects are listed below by the Tier, along with the title of a magician who has reached that Tier.

Tier 1) Initiate – Detect/Veil

You can detect, and prevent other magicians from detecting, a general substance or a specific object known to you, as well as gain information about the target.

Tier 2) Apprentice – Protect/Weaken

You can make yourself and/or your allies more resistant to mundane and magical attacks. You can also make an opponent more vulnerable to attacks.



Tier 3) Disciple – Augment/Diminish

You can increase or decrease the amount of something. However, you can never decrease the amount of something to the point of nothingness; there will always be something remaining. This is also the minimum Tier needed in order to directly harm a target using the Sphere.

Tier 4) Adept – Transmute/Revert

You can transform substances within the Sphere's influence into related substances, shapes, or configurations. You can also replace their normal capabilities with different ones.

Tier 5) Master – Create/Destroy

You can create something that did not previously exist, or you can destroy something utterly, leaving no trace behind.

Seven of the Spheres of Magic found in Oz are listed below with a description of what is included in the Sphere's area of influence. The Spheres opposed are also listed, which in one case is itself.

The five elemental Spheres (Air, Earth, Fire, Water, and Wood) can create effects to protect against attacks from the same Sphere.

Remember: In order to cast spells of a specific Tier, you must have a Sphere at the same level.

Air

This Sphere deals with the element of air. Air is defined as any gas or gaseous mixture or compound. This includes, for example, the air we breathe, oxygen, and mustard gas used in chemical warfare.

Opposed by – Earth & Wood

Earth

This Sphere deals with the element of earth. Earth is defined as any shaped or unshaped, dirt, rock, ore, or other similar substances. This includes, for example, the stones of a castle, a marble statue, and copper ore.

Opposed by – Air & Water

Fire

This Sphere deals with the element of fire. This includes flames, obviously, and ambient heat. Examples are the heat of a vast desert, a bonfire, and heat from lava.

Opposed by – Water & Wood

Life

Life includes everything to do with the physical nature of a biological being, but doesn't include anything dealing with mental capabilities.

Opposed by – Death

Mind

Mind deals with the thoughts, emotions, and knowledge of sentient beings. It has no effect on non-sentient animals and the like.

Opposed by – Mind

Water

Water includes any substance primarily made up of water. This includes, for example, sea water, wine, and ice. It does *not* include all liquids, such as mercury, which is part of the Earth Sphere.

Opposed by – Earth & Fire

Wood

Wood allows you to affect all kinds of living and dead plant-life, from a daisy to a log cabin, for example. This includes wooden sculptures, planks, shrubbery, trees, etc.

Opposed by – Air & Fire

Traditions of Magic

Magic Traditions are groups of magicians who have the same philosophical beliefs about magic, have shared customs, train using similar methods, and cast spells in a like manner. The Traditions of Sorcery and Witchcraft described below are two of the many found in Oz.

Each entry includes a brief description of some of the defining qualities for the Tradition, the name by which practitioners of the Tradition are known, the races that can be a member of the Tradition, the Spheres of Magic practiced by the Tradition, the method the spells are powered by, any miscellaneous Dice & Situational Modifiers to casting rolls, any special rules, and stereotypes held by members of the Tradition about members of other Traditions.

You can only belong to one Tradition at a time. The philosophies followed by each Tradition are mutually exclusive. Usually, once you become a member of a Tradition, you are a member for life. There are a few exceptions; the most well-known is how a sorcerer can become a witch. Any such exceptions will be noted in the Tradition's description.

More Traditions are described in *The Magic & Technology of Oz*, including Anianol, Consensio, Necromancy, Totemism, Wizardry, and Yookoohoo.

Sorcery

Sorcery is the oldest Tradition of Magic in Oz. Long before the Traditions were formally established in 1,978 AA, sorcery was a firmly entrenched method of practicing magic. It existed in Atlantis before its fall and Oz before the arrival of Lurline and the Feen.

Sorcery can only affect the five natural elements as known in Ozian cosmology. Air, earth, fire, water, and wood are all within sorcery's area of influence. Truly astounding effects are possible through sorcery, such as fireballs, shaping water, manipulating winds, creating and destroying stone, and rotting wood in the blink of an eye. But sorcery does have its limitations. The elements in their natural forms are much easier to affect than when they have been tooled, or worked on, such as the metal in a sword or the wood of a door. Living creatures cannot have their physical bodies directly affected, nor can a sorcerer affect their minds. Oddly, sorcery cannot affect

the High Elements at all, nor can it replicate the materials. No conclusive answer has been found as to why this is so.

Sorcerers use samples of various materials, bits of tree bark, a pinch of brimstone, colored smoke, drops of water, etc. to create effects drawn from the five elements. Phrases, couched in commands and prayers, spoken aloud explain what the sorcerer wants to occur. Oddly, the language used is that of Ancient Ozian, which is newer than the practice of sorcery itself. Something within the structure and cadence of the language must be complementary to the nature of sorcery, contributing to its effectiveness.

Humans are the only beings capable of using sorcery. It is a mystery why others cannot, and some theorize it is because Humans were cut off from nature. As proof it is pointed out that Humans cannot practice Consensio. Others believe sorcery is mankind's way of trying to get back to nature. The Edel Feen say it is man's way of getting back *at* nature.

Usually, Sorcerers live in concert with nature far away from civilization. However, this is not always the case. Some sorcerers choose to live in towns to better serve, or influence, their fellow Humans.

Sorcerers train in one of two typical methods. The first is the oldest, and now the least practiced. One master teaches one apprentice, or at most a handful of apprentices, at a time in his own home. The apprentices live with the master until he deems their proficiency sufficient to practice sorcery on their own. This usually happens when the apprentice becomes an Adept in their Métier and a Disciple in at least two other Spheres. The master-apprentice method has the advantage of individualized attention, but the weakness of the apprentice learning from only one master. The second method of training is that of a school. Dozens to hundreds of students study under many masters in this environment. Students only graduate from the school when they have proven a sufficient level of proficiency, much the same as in the master-apprentice method. However, with schools the students can discover in which Spheres they are most skilled and concentrate on them, whereas in the master-apprentice method the apprentice will likely be forced to use the same Spheres as his master. Thus the schools have the advantage of each master imparting their specialty to the students, but the drawback of less individualized attention. Also, going to a sorcery school is not cheap. Only the wealthiest families can send their children to these schools, where with the master-apprentice method a small one-time payment is made, with the master taking care of all his apprentice's basic needs.

Sorcery is ideologically, and often literally, opposed to witchcraft. Sorcerers serve nature while witches manipulate it to their own ends through their pact with the Dark Powers. Not only that, but witches are drawn from the numbers of sorcerers, which is seen as a terrible shame by other sorcerers, a literal fall from grace.



On becoming a sorcerer, a vow is taken to wear only the color white and one article of clothing in the color of the Realm in which the person learned sorcery. This tradition is taken very seriously by sorcerers and dates back thousands of years. No one knows exactly how it came about, though a prohibition against magic is the suspected answer. This custom is so strong that any sorcerer found to have broken it, for any reason, is ostracized by all other sorcerers who learn of the breach in etiquette. On extremely rare occasions a sorcerer has been known to reenter the company of his fellows if the reason for his infraction was such that following the tradition would have caused the death of others; note not *himself*.

Name

Sorcerer/Sorceress

Races

Humans

Spheres of Magic

Air, Earth, Fire, Water, and Wood

Powered by

Sorcerers expend Fatigue to power their spells.

Miscellaneous Dice &

Situational Modifiers

It is much more difficult for a sorcerer to use magic on something that has been worked by sentient hands rather than one of the elements in its natural form. Anything that has been worked on (e.g. a door, a crossbow, a cup of



wine, anything made of metal that has been smelted) that a sorcerer targets with a spell imposes a -1d DP to his casting roll.

Special Rules

On becoming a sorcerer, choose one of the five Spheres allowed. This Sphere is known as the sorcerer's *Métier*. Sorcerers gain one free level in the Talent for their *Métier*, on top of any levels they buy with XP; i.e. the Talent is purchased as normal, then an extra +1 is added for free. This bonus is applied to the Talent even if the sorcerer has not bought any levels in the Talent. This can give the sorcerer a total bonus of +6 from the Talent to represent the sorcerer's aptitude in his *Métier*.

Choose one of the other four Spheres a sorcerer is allowed. This Sphere is known as the sorcerer's *Foible*. Sorcerers suffer one negative level in the Talent for their *Foible*, on top of any levels he buys with XP; i.e. the Talent is purchased as normal, then a -1 is applied to the Talent. This penalty can lower a Sphere's Talent to a -1 if the sorcerer has not bought any levels in the Talent. This can give the sorcerer a total bonus of +4 from the Talent to represent the sorcerer's ineptitude in his *Foible*.

A sorcerer's *Métier* and *Foible* do not alter the Tiers available. For example, if a sorcerer has a *Métier* in Air, which he has bought with XP to a +3, his bonus is a +4, but he can only cast Tier 1-3 Air spells.

A sorcerer's *Métier* and *Foible* cannot be changed, so choose wisely.

Sorcerers use *Grimmerie* to record their rituals. (See pg. 143.)

Sorcerers can use and create *Grimmkafel*. (See pg. 143.)

Stereotypes

Witches are traitors who have literally sold their souls to gain power; they are to be loathed and hated as they are pure evil.

Conjurers and elementalists are respected, if misunderstood, as they use magic in a natural manner, though it is not fully understood. The art of sorcery itself is probably derived from the *Anianol* of the *Anian Feen*.

Shamans are uncivilized brutes who worship their own ancestors without truly understanding the nature of magic.

Wizards are best viewed at a great distance. Any closer and you may attract their attention.

Yookooohos are not understood at all, beyond the fact that they use their magic to prey upon people by manipulating their perceptions and are, therefore, evil.

Necromancers? If they exist at all, they should be killed on sight for perverting the laws of nature.

Witchcraft

If sorcery is the oldest Tradition of Magic in Oz, witchcraft is undoubtedly the second. Every sorcerer has the potential to become a witch. All they have to do is make a deal with the Dark Powers. But who, or what, are the Dark Powers? It is suspected they were the losing side

in the Great Battle Between Good and Evil over 13,000 years ago. No one in the last 5,000 years has managed to discover anything substantial and when asked, they refuse to answer.

The Dark Powers appear to a sorcerer in his dreams, usually taking the form of a person or creature he idolizes in some way. The sorcerer is offered incredible power in exchange for some of his spiritual energy. Most believe this to mean his *élan vital*, but this may not be the case. If the sorcerer agrees to this Pact, he wakes up to find he can now power his spells using his own blood or that of his enemies. Not only that, he finds a familiar waiting for him. If the sorcerer badgers the Dark Powers with questions, they simply leave, seeing it as a rejection of their offer.

Familiars take the form of an animal with qualities the former sorcerer either embodies or would like to enhance in himself. The familiar can communicate with the new witch through the link forged by the Dark Powers in a telepathic-like manner. However, the witch must still speak in order to communicate with the familiar. Familiars may look like animals, but they are not. If killed, or if the witch dies, the familiar disappears in a puff of black shadowy smoke. Familiars have all the abilities of the animal they appear to be, as well as an Animal's intelligence. They know a good deal about witchcraft and will guide a new witch through the first steps needed to be a competent practitioner of witchcraft. They will not mentor a witch beyond this, so finding a master for further instruction will be necessary, unless he wants to try and make it on his own. Familiars do not know anything about the Dark Powers, or if they do, they feign ignorance.

A few witches seek instruction from witches more powerful than themselves. This is identical to the master-apprentice method of training practiced by sorcerers. Most witches train in a manner different from either of the methods used by sorcerers. Witches gather in groups called covens. Covens number from three to twenty-one witches, but most tend to have seven or thirteen sisters and brothers. The number of members in a coven is always odd. As each member makes discoveries in witchcraft, he passes it on to his sisters and brothers. Sometimes the practice of covens and apprenticeship are combined with the members of the coven each having an apprentice.

All witches are Humans. Members of other Traditions are not approached by the Dark Powers. Maybe it's not membership in another Tradition that matters, but the race of the member that's important. There are rare tales of *Krumbic Wizards* becoming *Krumbic Witches*. Since *Krumbic Wizards* are thought to be Human, it would seem to support this notion.

Name

Witch (Both men and women are called a 'witch'.)

Races

Humans

Spheres of Magic

Four out of Air, Earth, Fire, Water, or Wood, and either Life or Mind, or both

Powered by

Witches power their spells by spilling blood, either their own or someone else's. A witch must cause the number of Wounds required to power the spell he wants to cast (or more) either to himself or to one other person in a single Action with a bladed melee weapon. If he wounds himself, he can cause the exact number of Wounds he needs, without causing any Bleeding, as part of the spell casting. If the witch wants to use Wounds he causes to someone else, he will need to attack them as normal with a bladed melee weapon. This means he'd better have a really good weapon if he's planning on casting a powerful spell. The witch must use the Wounds caused to someone else with a number of Rounds equal to the dice he has in MAG. If he doesn't they're wasted! If he causes any Wounds to anyone else before he uses the Wounds, the new damage supersedes the previous amount. Each time a witch wants to cast a spell, he must cause the requisite number of Wounds anew. He cannot use the same Wounds twice. Wounds caused cannot be stored. The next spell cast uses all of the available Wounds, even if there are more Wounds available than are needed. (Witches tend to be pretty good at the Talent Medicine and the Skill First Aid.)

Note that maintaining a spell requires the use of Wounds, just like when casting a spell. This can make maintaining spells somewhat tricky.

Miscellaneous Dice & Situational Modifiers

It is much more difficult for a witch to use magic on something that has been worked by sentient hands rather than one of the elements in its natural form. Anything that has been worked on (e.g. a door, a crossbow, a cup of wine, anything made of metal that has been smelted) that a witch targets with a spell imposes a -1d DP to his casting roll.

Special Rules

Witches have a number of special rules.

To become a witch you must first be a sorcerer. You must also make a Pact with the Dark Powers. Usually, this Pact takes place in a dream where you meet one of the Dark Powers, usually in the form of someone or something you idolize or respect. If you decline, you remain a sorcerer. If you accept, you become a witch.

On acceptance, you have two options:

1) You lose your Foible penalty with the Sphere your Foible was in exchange for either Life or Mind. The level you had in your Foible Sphere is now the level you have in Life or Mind. Any Ritual Skills you had in your Foible Sphere are cashed in for XP. You have the option to spend some or all of the cashed in XP on the new Talent. Any remaining XP are now unspent XP that you save as normal. Whichever Sphere you did not choose, you do not gain



any access to and can't put XP into now or at any time in the future.

You are unable to affect the element of your former Foible with your magic *at all*. For example, if you lose the Earth Sphere, no spell you ever cast, no matter what Spheres you use, will affect or protect you against metal weapons.

2) You lose your Foible penalty, with the Magic Talent for the Sphere cashed in for XP, along with any Ritual Skills you have for the Sphere. You must spend the XP you gained from the cashed in Talent and Skills on a Magic Talent for the Life and Mind Spheres. Any remaining XP are now unspent XP that you save as normal.

You are unable to affect the element of your former Foible with your magic *at all*. For example, if you lose the Earth Sphere, no spell you ever cast, no matter what Spheres you use, will affect or protect you against metal weapons.

You also gain a Vulnerability to anything composed of the element. The Vulnerability is level 5 and does an amount of damage equal to *twice* the dice you have in MAG. You gain no XP from this Vulnerability. You cannot alter or buy off this Vulnerability as long as you are a witch. For example, if Water were your former Foible, and you have a MAG of 3, you would have Vulnerability (Water, 6d) 5. That means even if you touch water, you will take 6d Untyped damage. (You can resist this damage with your TOU.) This is why some witches are known to

eschew water at all costs, have an apparent fear of wood, etc.

As a side-effect, if air was your foible, you gain the Capability Doesn't Breathe for free and exposing small portions of your skin to normal unmoving air does *not* cause damage, nor do you need to force air through your larynx to speak. However, even a slight wind will cause damage, as will air with any contaminants. Likewise, if water was your foible, you gain the Capability Doesn't Eat or Drink for free.

Whichever option you choose, you also gain a familiar. You must purchase an animal using any unspent XP you have. (See Chapter X for a list of animals.) If you do not have enough unspent XP to buy an animal, you can go in the hole by up to 30 XP. Until this debt is paid off with the XP you gain from playing in Episodes, you will not have any XP to spend. Magical creatures cannot be purchased as a familiar.

When buying a familiar with XP, it is not the same as creating an Animal character. You may choose one of the animals in Chapter X, using the XP cost listed in parentheses. You must have enough XP available to buy a particular familiar's minimum requirements for the animal you choose. The familiar has all the listed Talents, Skills, and Traits, as well as all Aspects at their minimum levels. You may spend XP to raise your familiar's Attributes, just as you would for your own.

During a Montage you can spend unspent XP on your familiar just as you would on yourself. You can change the animal form of your familiar during a Montage by cashing in all the XP it is worth and buying another animal form. However, all such cashed in XP from a familiar *must* be spent on the new form. Any remaining XP are lost. You can, of course, also spend any unspent XP on it you may have. For example, you may start with a familiar that is a toad. During the next Montage you cash in the XP value of the toad and buy a lion form by putting more XP into the familiar. Familiars change into their new form at the next setting of the sun. The change looks like the familiar bubbles and warps with shadows swirling around it as it morphs into the new form.

Familiars are not normal animals, nor Animals. They cannot be detected as animals, though they are living creatures. They *can* be detected as spirits. Familiars are intelligent, like Animals, but cannot speak.

You gain the Hindrance Dependency on your familiar, requiring you to remain in close proximity to it at all times. The Dependency starts at level 9. You can reduce the level of this Dependency by 1 level per 1d you have in MAG, at the usual XP cost for buying off the Hindrance, to a minimum of 4 levels. Remember that buying off Hindrances can only be done during a Montage. Wounds caused by your Dependency with your familiar *cannot* be used to power spells. You do not gain any XP for the Dependency with your familiar!

The following abilities are granted to you by having a familiar:

- You can cast spells through your familiar as if you were in the same location as your familiar.

- You can use your familiar to cause the Wounds needed to cast your spells.
- Your familiar can communicate with you in a telepathic-like manner as long as it remains within your Dependency range for the familiar. You still need to communicate verbally with the familiar.

Wounds inflicted on your familiar by yourself cannot be used to power spells. Any Wounds you cause to your familiar are also inflicted on yourself in a like manner!

If your familiar is killed, you cannot cast any spells until a new one appears. An identical familiar will reappear at the rising of next new moon within your Dependency distance.

If you are killed, your familiar vanishes in a cloud of smoky shadow.

In exchange for all of these abilities, the Dark Powers demand payment in the form of the witch's spirit. A witch who is killed cannot be contacted in any way as his spirit is in the hands of the Dark Powers. Likewise, the witch cannot be brought back to life by any means.

Lastly, the use of blood in casting spells is a substitution for the elemental and botanical samples, as well as the instruments, needed by sorcerers. This means witches don't need to use these materials to cast their spells.

A witch's Métier does not alter the Tiers available. For example, if a witch has a Métier in Air, which he has bought up with XP to a +3, his bonus is a +4, but he can only cast Tier 1-3 Air spells.

Witches use Grimmerie to record their rituals. (See next page.)

Witches can use and create Grimmkafel. (See next page.)

Stereotypes

Sorcerers are prey upon which witches find apprentices. Those who have refused the gifts of the Dark Powers are backward individuals who cannot see witchcraft as the true evolution of sorcery that it is.

Wizards are little known to witches. Rarely a Krumbic Wizard will become a witch. Such traitors to the wizards then expand the witches' knowledge of the wizards, though it is always haphazard and spotty, often filled with contradictions and outright lies.

Conjurers and elementalists are seen as "the enemy." It is believed they work contrary to the designs of the Dark Powers. While this may be true of the Anian Feen, the Edel Feen have largely forsaken, and forgotten, their animosity and opposition to the Dark Powers.

If necromancers exist, we'd very much like to have a word with them.

Shamans, while primitive, are seen as younger siblings who can be guided to use their abilities to control, rather than serve, the Animals they live among.

Yookoohoo are unknown and to be feared as their power cannot be explained.

Technologists use tools and devices to enslave the people. Baubles providing conveniences are soon thought

of as necessities, when in fact they are nothing but links in their chain binding them to their masters.

Grimmerie

Some spells are so common that nearly every sorcerer or witch knows how to cast it. On the opposite end of the scale are truly unique, and often extremely powerful, spells. Both of these types of spells, as well as occasionally those that fall between these extremes, can be found in Grimmerie. These are spellbooks with the exact formula for casting a spell written in detail. Grimmerie tend to be rare, except for the classbooks used in some sorcery schools. When found they can provide a wealth of knowledge available nowhere else. Some foolish magicians have thrown their lives away trying to catch a glimpse of a Cardinal Witch's Grimmerie. Only certain Traditions of Magic can use Grimmerie. Such Traditions will have this noted in their descriptions.

A single ritual can take anywhere from one to ten pages in a Grimmerie, though most are only one or two pages.

Some magicians learn a ritual so well that they are second nature to them. You can buy levels in a Ritual, the bonus being added after you make your casting roll.

Example: You decide you are going to be known for your Stone Missile spell and want to be a bit more effective in its use. You take Stone Missile +2 for 3 XP.

Unlike Skills and other Attributes, you *don't* have to wait for a Montage to buy a ritual.

Remember: you can cast spells only in combat that you have as a ritual with XP spent on it as a Skill.

As an Actor, you should write down all rituals your character knows. For now, you have only the rituals in this book to choose from. In *The Magic & Technology of Oz* you will be able to create your own rituals! Keeping the details of a ritual will be absolutely necessary. As a note, some Traditions will be able to cast spells on the fly, so to speak, without having created a ritual beforehand with the same rules!

Grimmkafel

These items allow a magician to store some of his magical energies in order to power spells or enchantments when needed, much like a capacitor holds electrical energy.

In order to create a Grimmkafel, you must first have an appropriate item - a staff, cane, dagger, nearly anything. But it *cannot* be advanced technology and it *must* be something made by a character with a +4 or +5 in the appropriate Skill (e.g. Weaponsmithing, Jewelry Making, etc.), or made by an ingénieur. This means unless you make the item yourself, it will likely be expensive.

Once you have an appropriate item, you need a quiet place to focus your thoughts and energies on the item held in your hands at least one hour each day, for seven straight days. Each day you must succeed at a Simple roll of your INT + PRS (Discipline) with a DiN of 35. If you fail any one of the rolls, which you make at the end of each hour, you will need to start the seven day process over. If you

succeed, you must sacrifice five points of energy (e.g. Fatigue for sorcerers, Wounds for witches, etc.) at the end of each hour, making the appropriate Status Checks. Once you have succeeded at the concentration rolls for seven straight days and made the necessary energy sacrifices, you will have a Grimmkafel with an energy capacity of one point. If you want the Grimmkafel to have a capacity higher than one point, you must continue the hours of concentration and sacrifices for one week per point in succession. If you fail any of the concentration rolls, or skip any day, the Grimmkafel cannot be increased any further and is completed. You can create a Grimmkafel that holds ousia equal twice the number of dice you have in MAG; e.g. if you have a MAG of 2d you can create a Grimmkafel that can hold up to 4 ousia. Once a Grimmkafel is completed, it is empty; you will need to fill it with ousia.

Example: You are a sorcerer and have purchased a staff from an ingénieur and are ready to turn it into a Grimmkafel. You have a MAG of 2 and decide it will have a storage capacity of 4 energy points, the maximum you can make. You succeed at your concentration rolls and make the sacrifices of Fatigue for the first three weeks without incident. On the third day of the fourth week, you fail the concentration roll. You cannot restart this additional week, so the Grimmkafel is now complete, but can only hold three energy points. Had you succeeded at all the concentration rolls and made the Fatigue sacrifices for that fourth week, the Grimmkafel would have been able to hold four ousia.

To store ousia within a Grimmkafel, a magician must concentrate for one hour, undisturbed. This requires a Simple roll of their INT + PRS (Discipline) with a DiN of 30 at the end of the hour. Failure means you must begin again. Success means you have placed one point of ousia into the Grimmkafel. Sorcerers gain one Fatigue, while witches must cut themselves (or someone else) for one Wound. You can attempt to store more ousia in a Grimmkafel, but the DiN increases by a cumulative +10 for each point after the first you try to store on the same day. After sunrise on the next day, the DiN for storing ousia resets to 30.

Grimmkafel hold a non-specific type of ousia that any magician can use. This is extremely beneficial as this allows them to be bought and sold between the Traditions that use Grimmkafel. (Not all Traditions use Grimmkafel.) A thoroughly wicked witch might make a Grimmkafel using Wounds, then trade it to a sorcerer, who has no knowledge of her reputation, for his own use.

A magician can have only one Grimmkafel on them at a time as the more powerful one will drain the less powerful ones, yet not gain any extra power itself. The energy is simply siphoned off to no effect. Even equally powered Grimmkafel will have this happen with only one remaining with any ousia. It takes only a moment (1 Round) for this draining to occur, so magicians must be very careful when transporting multiple Grimmkafel.

Grimmkafel cannot be enchanted.



Casting a Spell

When casting a spell, you must follow the steps below.

Steps to Cast a Spell
1) Choose a Ritual to Cast
2) Calculate Base Dice Pool
3) Choose Casting Time
4) Choose Target(s) & Determine Range
5) Determine Civilization vs. Nature Dice Modifier
6) Apply Other Dice Modifiers to the Dice Pool
7) Power the Spell
8) Make the Casting Roll
9) Apply a Talent and Skill
10) Apply Any Misc. Situational Modifiers
11) Target's Make Their Opposed Rolls
12) Determine the Spell's Effect

1) Choose a Ritual to Cast

For now, magicians are limited in what spells they can cast by the rituals presented later in this chapter. You must choose one of these rituals to cast a spell. (In *The Magic & Technology of Oz* you will be able to create your own rituals as well as cast Extemporaneous spells.)

In combat, casting a spell obviously requires the use of a Maneuver, and may require a Round or longer to cast. The ritual chosen will give the base amount of casting time.

Spell Type

Each ritual has a type listed. The spell type determines the specific rules used to cast the spell.

Area. These spells can affect multiple targets as they cover an area on the tabletop, rather than selectively targeting subjects. Area spells will be Contiguous, Expanding, Fixed (Cube, Cylinder, or Sphere), or Template (Short, Medium, or Long). The main advantage of an Area spell is that it doesn't allow those caught in the area of effect an Opposing roll as they aren't directly targeted by the spell!

Block. A Block spell is one that protects you from harm and functions like a shield in combat. You cannot use a Block spell to protect anyone but yourself. To use a Block spell you must perform the Maneuver Active Defense – Block or Total Defense – Block.

Information. These spells are cast to gain knowledge of an opponent, a place, thing, etc. Information spells can be Area of Effect, in which case the area is centered on you: Ranged, you can choose specific targets at a distance; Ranged & Area of Effect, where the area of effect can be centered on a target other than yourself; or Extended Range, where the number of Grades you gain from your casting roll will determine how far out the distance for the spell reaches from you.

Ranged Attack. Ranged Attack spells act much like an attack from a ranged weapon flying from you like an arrow you shot and allowing your target an Active Defense – Dodge, Total Defense – Dodge, or Passive Defense roll. Ranged Attack spells always have a range DP applied to the casting roll, unless it can be used as a touch spell.

Regular. Spells not covered by one of the previous types are Regular. Some Regular spells provide extra damage to your hands, a melee weapon, or ranged weapon. Others create weapons like a sword of fire, a frost bow and arrows, or granite mace. Such weapons function exactly like their real counterpart, but do extra damage based on the type of magic used; e.g. a rapier of flame will do extra fire damage. Bubbles of air, dolomite armor, and other exotic forms of armor are also possible to create.

2) Calculate Base Dice Pool

The dice pool for your casting roll is made up of MAG + an Aspect appropriate to the spell being cast. Some Dice Modifiers (such as multiple effects, area of effects, etc.) may already be listed that must be applied to the dice pool.

3) Choose Casting Time

Each ritual has a base casting time listed. This casting time can be shortened, at the expense of gaining a DP, or lengthened, to gain a DB.

You can speed up the casting time at the expense of a Dice Penalty applied to the casting roll. For every halving of the casting time (rounding up to the nearest 5 seconds (1 Round)) you suffer a -1d DP. You *can* reduce a spell's casting time to less than 5 seconds (1 Round) by halving the casting time once more, reducing the casting time to 1 Maneuver. Rituals with the type 'Block' can't have their casting time reduced as they have a special casting time.

Conversely, you can take longer to cast a ritual carefully in the hopes of getting a greater effectiveness and duration. For every doubling of a ritual's normal casting time apply a +1d DB to your casting roll. You can increase a spell's casting time to gain a DB up to a total of +10d DB.

You always make your casting roll at the end of the casting time. In combat, this means you make your casting roll during your turn in Phase 4) Action! on the last turn of the spell's casting time.

When casting a spell the chosen casting time must be uninterrupted. Even speaking to someone can potentially cause a spell to fail. For each interruption during spell casting, you must make a Simple roll of your INT + PRS (Discipline) with a DiN equal to 20 + the amount of damage suffered, whether Fatigue, Wounds, or Psychotrauma, if you were attacked, or the amount you *succeed* at an Action if you take an Action yourself. If the interruption doesn't involve any rolls, the DiN is 20.

Example: If you speak to an ally to warn him of danger while attempting to cast a spell, you must succeed at a Simple roll of your INT + PRS (Discipline) with a DiN of 20 in order not to fail at your spell casting.

Example: If you are hit by an opponent who attacks you with a sword, doing 4 Wounds to you, while you are casting a spell, you must succeed at a Simple roll of your INT + PRS (Discipline) with a DiN of 24 not have your spell fail.

Example: If, as in the previous example, you choose to attempt an Active Defense – Dodge against your opponent's attack and *succeed* at the Dodge roll by 5, you must make a Simple roll of your INT + PRS (Discipline) with a DiN of 25 not to have your spell fail.

Spells with a casting time greater than 1 Maneuver still require the use of 1 UDM per turn. But, if you declare more than 1 Maneuver in Phase 3) Declare Number of Maneuvers while continuing to cast a spell a -1d DP per declared Maneuver over 1 *for every turn you were casting the spell* is applied to your casting roll! Thus, if you cast a spell that will take 3 turns to cast and declare 1 Maneuver in the first turn, 3 in the second, and 2 in the third, you would suffer a -3d DP to your casting roll. This penalty doesn't even take into account actually using the declared Maneuvers! Both penalties are cumulative.

4) Choose Target(s) & Determine Range

Choose your target and determine the range to the target. Rituals have five possible ranges: Self, Touch, Ranged, Extended Range, and Thrown.

Self means the spell can only be cast on yourself. You gain a +1d DB if you are the target of the spell.

Touch means you must physically touch your target. If your target is unwilling to be touched, you must succeed at a physical attack at the end of your casting (that is counted as part of the ritual and doesn't require the use of another UDM) in order to touch him. No concentration check is necessary for this touch. If you fail to touch your target, the ritual fails. The touch cannot have any other effect than the ritual itself. You can't hit someone with a punch and have it count as the 'touch!' No DM is applied to your casting roll for Touch range.

Ranged means you can choose a target beyond your reach. For area of effect spells choose a point for your target on the tabletop. A DP is applied to your casting roll equal to -1d per 10 yards, or fraction thereof, your target is from you.

If the ritual specifically allows you, you can choose multiple specific targets. You suffer a DP to your casting roll depending on the number of targets chosen, as listed on the table below. Remember that *each* opponent is allowed to resist the spell separately.

Extended means the ritual has a very long range. Usually, these spells aren't cast on a specific target. A -1 DP is applied to your casting roll. Look up the number of Grades you gain from your casting roll on the Extended Range table below to determine the range of the spell. If the spell has a specific target and the distance rolled isn't far enough to reach the target, the spell fails.

Thrown means, instead of the spell flying from your hand as if you shot it, you must throw your spell using the throwing rules on pg. 135. You will need to make

Multiple Targets		Extended Range	
Number of Targets	Dice Penalty	# of Grades	Distance
2-3	-1d	1	20 yards
4-5	-2d	2	50 yards
6-7	-3d	3	100 yards
8-10	-4d	4	200 yards
11-14	-5d	5	500 yards
15-20	-6d	6	1,000 yards
21-30	-7d	7	1 mile
31-50	-8d	8	2 miles
51-70	-9d	9	5 miles
71-100	-10d	10	10 miles
Each doubling of 100 gives the number of targets and increases the DP by -1d.		And so on in the 2, 5, 10 progression	

a separate roll immediately after your casting roll. All thrown spells have Arrow Dynamic 3. This throw counts as part of the spell and doesn't require another UDM when in combat. Thrown spells have a +1d DB applied to the casting roll.

You must *always* be able to sense your target, either directly or indirectly. If indirectly, range DPs are still applied as normal, with an additional -1d DP.

If you are able to choose multiple *specific* targets your range DP is that of the farthest target chosen.

5) Determine Civilization vs. Nature Dice Modifier

Civilization and nature are mutually incompatible in Oz. The advancement of civilization, or more specifically technology and science, are embodied in the Wizard. The closer you are to the Emerald City, the more difficult it is to use magic. Conversely, the farther you are from the Emerald City the more likely high technology will fail.

From the Crystal Palace in the Emerald City out to 30 miles, magicians suffer a -10d DP to all casting rolls! Each additional 30 miles away from the Crystal Palace, reduces the Dice Penalty by 1d, to a minimum of 0d at 330 miles or more.

Apply the appropriate DP to your dice pool.

6) Apply Other Dice Modifiers to the Dice Pool

Apply any other DM to your dice pool, such as the DP from multiple declared Maneuvers in combat.

Sensing Spell Casting

All spells are quite visible to the senses of others. The loud and clear voice, as well as the gestures, of the magician and the use of magical implements are a dead giveaway that a spell is being cast. You can cast a spell more subtly by whispering instead of speaking clearly, making minimal movements instead of the usual gesticulations,



and omitting all but the smallest of implements, *each* imposing a -1d DP on your casting roll. You must choose which sensory tags you will reduce, if any, when casting a spell in Step 6. Note that the actual sensory effects of the spell itself cannot be reduced, only the casting of the spell. Some Traditions may have their own requirements when casting a spell. These cannot be reduced.

Spell Casting in Melee Combat

If you attempt to cast a spell in melee combat, you suffer a -1d DP to your casting roll.

Remember: If your dice pool to cast a spell is reduced to less than 0d, the spell fails automatically. However, you don't power the spell until the next step, so at least you only wasted a bit of time.

7) Power the Spell

Magicians must power their spells in some way. The exact manner is different for each type of magician and is listed for each Tradition.

Examples: Sorcerers use their own body's energy when casting spells, expending Fatigue. Witches use their own blood, or someone else's, in the form of Wounds.

Each ritual below has a base cost which must be paid in the appropriate manner for your chosen Tradition.

8) Make the Casting Roll

Roll your remaining dice pool for your casting roll. Your casting roll is a Graded Opposed roll if you have a target that makes an Opposing roll. If there is no Opposing roll, the casting roll is a Graded Simple roll with a DiN of 20.

Critical Failures

Critically Failing a casting roll is, needless to say, disastrous, and depending on the spell's effect, potentially catastrophic for you and everything around you.

Your Director is free to decide exactly what happens, but here are a few guidelines to help him:

- If the intent of the spell was beneficial, it now has the exact opposite effect on the same targets.
- If the intent of the spell was harmful, it remains so, but affects the magician, and possibly his allies.
- If the intent of the spell was neither beneficial nor harmful, the exact effect should be twisted in some manner; e.g. calling on any Zúlon within the area may instead insult every Zúlon in the area!

In most cases the Director may wish to have the Actor make the casting roll again (until he succeeds) to determine the magnitude of the Critical Failure. After all, a minor witch will not have as bad of an effect from a Critical Failure as a Cardinal Witch.

Note that you do have an Opposing roll to your own spell if it allows one. This can become vital when rolling a Critical Failure.

9) Add a Talent and Skill

Add your Magic Talent for the required Sphere of Magic for the ritual to the results of your casting roll. If the ritual requires more than one Sphere, add the bonus from only your best Talent for whichever Spheres are required.

Also add the Skill you have for the ritual to the results of your casting roll.

10) Apply Any Miscellaneous Situational Modifiers

Apply any Situational Modifiers to your roll; e.g. from visibility, height above or below a target for ranged attacks, etc.

11) Targets Make Their Opposed Rolls

If a target is allowed an Opposed roll, the ritual below will note what type. Spells that affect a target other than the magician himself almost always allow an Opposed roll of some kind.

A subject must be actually targeted by a spell to get an Opposed roll. Simply being affected by a spell doesn't count.

Example: If you are targeted with a Stone Missile, you are allowed an Active Defense – Dodge, Total Defense – Dodge, or Passive Defense roll.

Example: If you were within the area of effect of a spell, such as Explosive Fireball, you would *not* get an opposed roll as you weren't directly targeted by the spell. You would be able to resist the damaging effects of the spell (through your TOU roll) as normal.

Example: If you were attacked by a sorcerer who cast a Flaming Weapon on his bastard sword, you would *not* get an Opposing roll against the spell itself. You would get to react to an attack from the sorcerer as normal, and if hit would be able to resist the extra damage the Flaming Weapon ritual gave to the sword, as normal.

When targeted by a spell, the target has the immediate option to make an Opposed roll or not, if such a roll is allowed by the spell. Making an Opposed roll doesn't require the use of an UDM, unless it is part of an Active Defense or Total Defense which require one as normal. If the target chooses not to make the roll, the spell has its full effect as if he rolled a 0. The target *cannot* decide he wants to resist a spell after its effects are known!

Note that Talents and Skills that are *directly* applicable to resisting a spell apply to opposing rolls.

Damage from spells can always be resisted as normal; e.g. TOU is rolled against damage that inflicts Wounds.

12) Determine the Spell's Effect

Once you make the casting roll, if you rolled at least a 20, or exceeded your target's Opposing roll, you must now compare how many Grades you gained to the spell's effects and, if applicable, its duration and area of effect. Note that you apply the total number of Grades rolled to *each* effect, the duration, *and* the area of effect equally.

Each ritual lists its specific effects based on the number of Grades you gained from your casting roll. Simply follow the instructions for the ritual you cast.

Weight

Sometimes a spell's effectiveness is dependent upon the amount of weight effected. Use the table below to determine the total weight affected by the spell. Look up the number of Grades you gained from your casting roll on the table to find the weight affected. You can always choose to affect less weight than you roll. If you gain more weight than is needed, the remaining weight is lost. If you do not roll enough weight to affect your target, either a portion of your target is affected or the spell fails, depending on what the ritual states.

Weight Effected	
# of Grades	Weight
1	≤ 10 lbs.
2	≤ 30 lbs.
3	≤ 100 lbs.
4	≤ 300 lbs.
5	≤ 1,000 lbs.
6	≤ 3,000 lbs.
7	≤ 5 tons
8	≤ 15 tons
9	≤ 50 tons
10	≤ 150 tons
And so on....	

Duration

Unless a ritual says to calculate duration normally in its effects, it does not have a duration beyond instantaneous. Damage of any kind caused by a spell is not dependent upon duration and must be treated normally; i.e. if you are burned by a spell, the burn damage will remain until healed. Likewise any healing by a spell is not dependent upon duration. If something created is consumed (e.g.

Duration		
# of Grades	Duration	Prolonged Duration
1	5 seconds (1 Round)	15 minutes
2	10 seconds (2 Rounds)	30 minutes
3	20 seconds (4 Rounds)	1 hour
4	40 seconds (8 Rounds)	2 hours
5	80 seconds (16 Rounds)	6 hours
6	2½ minutes (30 Rounds)	12 hours
7	5 minutes	1 day
8	10 minutes	2 days
9	20 minutes	1 week
10	40 minutes	2 weeks
11	80 minutes	1 month
12	2½ hours	2 months
13	5 hours	6 months
14	10 hours	1 year
15	20 hours	2 years
>	And so on....	Double the time for each additional Grade

water), that portion of the creation is permanent, though the remainder is not. If a target is completely destroyed by a spell, the destruction will not be reversed upon the expiration of the spell's duration, and is permanent. All other spell effects have an instantaneous effect or a limited duration, see below, unless it is an enchantment.

If the ritual does have a duration, look up the number of Grades you gained from your casting roll on the table below to determine the spell's duration.

All spells with a duration beyond instantaneous have their effects end at the very beginning of your turn in the appropriate Phase 4) Action! of the Round, unless you immediately choose to maintain it.

You can always choose to end a spell's effect before the full duration has expired. In combat this must be done in Phase 4) Action! Doing so during your turn in a Round doesn't require the use of an UDM. Doing so on anyone else's turn in a Round requires the use of an UDM as either an Instant or Interrupt Maneuver.

Some spells have a much longer duration than normal. These spells have what is called a "prolonged duration." For spells with a prolonged duration, look up the number of Grades you gained from your casting roll using the table below to find the spell's duration.

No matter how long of a duration a spell has, or whether you have even maintained it, if you fall unconscious or die, all of your spell effects end immediately. Sleeping does *not* count as being unconscious for this purpose alone.

Maintaining a Spell

A spell's duration can be extended beyond the basic duration rolled by expending half of the power (rounding up) it cost to cast the spell. This extends the duration of the spell for the same amount of time as originally rolled. You must remain within sensory range of your target in order to maintain the spell, this usually means within sight. Maintaining a spell may require you to use an UDM depending on how your spells are powered.

Spells with a prolonged duration *cannot* be maintained.

Areas of Effect

If a ritual has an area of effect (as noted in its Type), find the appropriate kind of area of effect below and follow the instructions.

Contiguous. Your area of effect must cover the point on the tabletop you chose in Step 4 (though it doesn't need to be centered) and describe the basic shape you want; e.g. a wall, a tower, etc. All shapes described must be very basic. Your Director has the ultimate say on whether a shape will be allowed. For every Grade you roll on your casting roll, you gain three 1 yard cubes, whether positioned horizontally or vertically. Using these squares, position your area of effect on the tabletop. You can always choose to use fewer squares than you gain from your casting roll. Every target within the area of effect will be hit by the spell's effect equally.

Expanding. The point chosen on the tabletop in Step 4 is where your area of effect is centered. Any target in the



initial 1" diameter will be hit by the full effectiveness of the spell. Every 1" radius out from that circle reduces the effectiveness of the spell by -5 or -1d, whichever is appropriate, until the full effect of the spell has been expended.

You will find a small template for expanding areas of effect in the back of this book.

Fixed. Choose one of the following geometric shapes: cylinder, sphere, or cube. The spot you chose on the tabletop in Step 4 is where your geometric shape is centered. Consult the following table to determine the final size of the shape based on the number of Grades you gained from your casting roll. The size listed is the radius and half the height for a cylinder, radius for a sphere, and half the width, length, & height of a cube. You can always choose to affect a smaller area than what you roll, but it must be in 1" increments. Every target within the area of effect will be hit by the spell's full effect equally.

Note that a sphere area of effect centered on the ground will simply be cut in half; i.e. turned into a hemisphere (not doubled in size), unless the ritual specifically describes a subterranean effect.

Cone. This area of effect creates an area of effect using the cone template at the back of the book. The ritual will state whether you use the short, medium, or long version of the template. The small end of the template must touch your figure, unless the spell is ranged, in which case the point chosen on the tabletop is where the small end of the template is placed. In either case, the large end can be placed in whichever direction desired.

See pg. 133 for more information on areas of effect.

Rituals

The following rituals are quite common among magicians of all stripes. Simply follow the steps given earlier in this chapter to cast any of these rituals. Each ritual has the following information in the same format:

Ritual Name

[description] A description of the spell effects.

Spheres Required: The Spheres and Tiers required to cast the ritual.

Type: The spell Type; e.g. Regular, Ranged Attack, etc.

Dice Pool: This is the basic Dice pool used for your casting roll, with the total Dice Penalty from all applicable Dice Modifiers, if any.

Fixed Area of Effect	
# of Grades	Size
1	1 yard
2	2 yards
3	3 yards
4	5 yards
5	7 yards
6	10 yards
7	15 yards
8	25 yards
9	35 yards
10	50 yards
11	75 yards
12	100 yards
13	150 yards
14	250 yards
15	350 yards
And so on....	

Casting Time: The base casting time. You have the option to increase or decrease this time, except for Block rituals.

Range: The various ranges the spell can be cast; Self, Touch, Ranged, and Extended Range. Range DP will need to be applied to your dice pool, *unless the only range listed is Self or Touch*.

Base Cost: The cost of the ritual that must be paid in Fatigue (for sorcerers) and Wounds (for witches).

Opposing Roll: If an Opposing roll is allowed, the Aspects or Secondary Attribute rolled are listed here.

Effect: The specific effects of the ritual once cast given per Grade gained on the casting roll. If duration or prolonged duration is not listed, the ritual's effect is instantaneous.

The rituals are listed alphabetically.

Bane-Weapon

You can lay upon one weapon the power to cause additional damage to a particular species of creature. You must specify the type of creature to be affected, e.g. wolves, Humans, Edel Feen, etc. Only living biological creatures can be specified. Once the spell is cast, the weapon gives no indication to its enhanced ability to do damage.

Spheres Required: Life 3

Type: Regular

Dice Pool: INT + MAG - 3d

Casting Time: 15 seconds (3 Rounds)

Range: Touch or Ranged

Base Cost: 3

Opposing Roll: None

Effect: The targeted weapon gains +1d Untyped damage per Grade with no extra Bleeding. Calculate duration normally.

Concussive Blast

Condenses some of the surrounding air into a highly pressurized ball you throw at your target that explodes on impact, possibly hurting those nearby. Some of those within the area of effect may be deafened for a short time.

Spheres Required: Air 3

Type: Area (Expanding)

Dice Pool: AGI + MAG - 2d

Casting Time: 15 seconds (3 Rounds)

Range: Thrown

Base Cost: 3

Opposing Roll: None

Effect: An Expanding area of effect centered where the ball lands, does 1d High-Velocity damage per Grade with Bleeding 1. If you gain 4 or more Grades, anyone within the area of effect must roll their CON + TOU with a DiN equal to the amount of damage you rolled, or gain the Hindrance Deaf for a like number of minutes.

Condense Steam

Condense a cloud of steam into a pool of room-temperature water temporarily. This ritual was created to directly counter the steam-driven machinery of the Wizard as it causes the machinery to stop functioning, then when the spell ends, it will likely explode from the instantaneous increase in pressure.

Spheres Required: Water 4

Type: Area (Fixed Sphere)

Dice Pool: INT + MAG – 2d

Casting Time: 20 seconds (4 Rounds)

Range: Ranged

Base Cost: 4

Opposing Roll: None

Effect: All steam within the area of effect turns instantly into liquid water. The number of Grades you gain gives you the total radius of the sphere you affect. Any steam within the area of effect will be affected. Calculate duration normally. Because the water will turn back to steam instantaneously, this often causes steam-driven technology to explode due to the sudden enormous pressure. Most Emerald City troops have been warned of this spell and know to simply let the water drain out as quickly as possible, then stand back to wait for it to revert harmlessly to steam. If you specifically target a piece of machinery to ensure it is entirely within the area of effect, remember to apply a -1d DP to your casting roll.

Create Fruit

You create a bunch of edible fruit.

Spheres Required: Wood 5

Type: Regular

Dice Pool: INT + MAG – 2d

Casting Time: 25 seconds (5 Rounds)

Range: Touch or Ranged

Base Cost: 5

Opposing Roll: None

Effect: You create an amount of any fruit or fruits of your choice based on the number of Grades you gain in weight. Calculate prolonged duration normally. Any fruit not consumed will disappear at the end of the duration.

Decay Wood

Cause dead wood within the area of effect to decay and rot instantly.

Spheres Required: Wood 4

Type: Area (Contiguous)

Dice Pool: INT + MAG – 2d

Casting Time: 20 seconds (4 Rounds)

Range: Touch or Ranged

Base Cost: 4

Opposing Roll: None

Effect: You do 1d Untyped damage per Grade gained to all wood within the area of effect. You must choose the basic shape you want your area of effect to be; e.g. a large square, a cube, a wall, etc., constructed from three 1 yard cubes per Grade gained.

Deflect Energy Attack

With a hand gesture, block one energy attack about to hit you. This will not protect you from area attacks.

Spheres Required: Fire 2, Water 2, or Wood 2

Type: Block

Dice Pool: AGI + MAG – 2d

Range: Self

Casting Time: Block

Base Cost: 2

Opposing Roll: None

Effect: When you are targeted by an attack that does energy damage, perform an Active Defense – Block or Total Defense – Block and roll AGI + MAG instead of the normal Block roll or Opposed roll.

Detect Poison Gas

You detect the presence of any poisonous gasses within the nearby area.

Spheres Required: Air 1

Type: Information (Fixed Sphere)

Dice Pool: INT + MAG – 2d

Casting Time: 5 seconds (1 Round)

Range: Self

Base Cost: 1

Opposing Roll: None

Effect: Success indicates you detect the presence of poisonous gas within a Fixed Sphere area of effect centered on yourself. The size of the area of effect is determined normally.

Evoke Fear

This ritual inspires fear in the hearts of your opponents. You may choose one or multiple specific targets.

Spheres Required: Mind 4

Type: Regular

Dice Pool: MAG + PRS – 1d (If you choose multiple specific targets, apply the DP listed on the Multiple Targets table)

Casting Time: 20 seconds (4 Rounds)

Range: Touch or Ranged

Base Cost: 4

Opposing Roll: Willpower

Effect: You do 1d Psychotrauma per Grade. Calculate duration normally.

Explosive Fireball

You create a ball of fire you throw at your target that explodes on impact, possibly hurting those nearby.

Spheres Required: Fire 5

Type: Area (Expanding)

Dice Pool: AGI + MAG – 1d

Casting Time: 25 seconds (5 Rounds)

Range: Thrown

Base Cost: 5

Opposing Roll: None

Effect: You throw a small ball of fire that lands with an explosion causing 1d Energy damage per Grade, with Bleeding 1, in an Expanding area of effect centered where the fireball lands.



Fiery Sparks

You cause an existing fire, of any size, to suddenly flare, shooting fiery sparks at those nearby. You must target an existing fire. A fire in an enclosed space, such as a hooded lantern, can be targeted as the fiery sparks simply find a way out no matter how small the holes. Targeted fires are not extinguished by the use of this ritual.

Spheres Required: Fire 3

Type: Area (Expanding)

Dice Pool: AGI + MAG – 1d

Casting Time: 15 seconds (3 Rounds)

Range: Ranged

Base Cost: 3

Opposing Roll: None

Effect: You do 1d Energy damage per Grade, with Bleeding 1, in an Expanding area centered in the target fire.

Find Hollows

You can detect and locate hidden doorways and spaces by detecting the absence of stone or other earthen-based construction materials within the nearby area. Anything from a one-foot cube of space and up can be detected.

Spheres Required: Earth 1

Type: Information (Ranged & Fixed Sphere)

Dice Pool: INT + MAG – 2d

Casting Time: 5 seconds (1 Round)

Range: Self or Ranged

Base Cost: 1

Opposing Roll: None

Effect: Success indicates you detect the location of any hidden spaces within a Fixed Sphere area of effect centered on a point of your choice. The size of the area of effect is determined normally.

Find Water

Determine the direction, distance, and relative quantity of the nearest source of fresh water. You can exclude any known sources of water if specified before your casting roll.

Spheres Required: Water 1

Type: Information (Extended Range)

Dice Pool: INT + MAG

Casting Time: 5 seconds (1 Round)

Range: Extended

Base Cost: 1

Opposing Roll: None

Effect: For every Grade you learn the location of one source of fresh water in order from the one closest to your location to that farthest from you out to an Extended Range based on the Grades you gained.

Flaming Weapon

Flames spring into life along your weapon's blade or other part intended to harm your opponent.

Spheres Required: Fire 5

Type: Regular

Dice Pool: INT + MAG – 1d

Casting Time: 25 seconds (5 Rounds)

Range: Touch

Base Cost: 5

Opposing Roll: None

Effect: Add 1d Energy damage per Grade to your melee weapon. If your weapon is bladed, and both the weapon and flames cause damage to your opponent, reduce Bleeding from the attack to 0. Only a melee weapon you hold can be targeted by this ritual. Calculate duration normally. The weapon is unharmed by this spell.

Healing

This ritual allows you to heal Wounds someone has suffered.

Spheres Required: Life 3

Type: Regular

Dice Pool: INT + MAG

Casting Time: 15 seconds (3 Rounds)

Range: Self, Touch, or Ranged

Base Cost: 3

Opposing Roll: None

Effect: You heal the target 1 Wound for each Grade.

Identify Plant

This simple ritual gives you information about a plant, such as its name, whether it is edible, poisonous, etc.

Spheres Required: Wood 1

Type: Information (Ranged)

Dice Pool: INT + MAG

Casting Time: 5 seconds (1 Round)

Range: Touch or Ranged

Base Cost: 1

Opposing Roll: None

Effect: You gain one piece of information about a plant per Grade.

Increase Water

Increase a cup of water into gallons.

Spheres Required: Water 3

Type: Regular

Dice Pool: INT + MAG – 2d

Casting Time: 15 seconds (3 Rounds)

Range: Touch or Ranged

Base Cost: 3

Opposing Roll: None

Effect: You increase an amount of water targeted by weight based on the number of Grades you gain. Roughly 1 gallon = 8 lbs. Water not consumed reverts back to its original volume, minus that consumed proportionately. Calculate prolonged duration normally.

Know Temperature

Determine the temperature of an object or spot chosen in an area.

Spheres Required: Fire 1

Type: Information (Ranged)

Dice Pool: INT + MAG

Casting Time: 5 seconds (1 Round)

Range: Touch or Ranged

Base Cost: 1

Opposing Roll: None

Effect: Only 1 Grade is needed to determine the exact temperature of an object or spot chosen in an area.

Possession

With this ritual you can suppress your target's mind, allowing you to psychically take over his body.

Spheres Required: Mind 5

Type: Regular

Dice Pool: MAG + PRS – 2d

Casting Time: 25 seconds (5 Rounds)

Range: Touch or Ranged

Base Cost: 5

Opposing Roll: Willpower

Effect: If you succeed with your casting roll, you gain complete control over your target's body. Whenever you perform an Action, you use your target's Physical Attributes for physical Actions, and your own Mental and Social Attributes for all other Actions. You do not gain access to your target's memories. This ritual can affect only a target with a conscious mind, though he doesn't need a biological body. While you are in possession of your target's body, *your* body is alive, but comatose. You have no way of discerning your body's condition, cannot sense anything from it, and cannot use it in any normal way. If your body should be killed while you are in another person's body, the ritual ends immediately and *you're dead!* Calculate duration normally.

Protection from Missiles

Create a swirling mass of leaves, small sticks, and pebbles, or gusts of wind and small flames that helps defend you against all ranged attacks utilizing a missile made of stone, metal, or wood.

Spheres Required: Earth 2 & Wood 2 *or* Air 2 & Fire 2

Type: Regular

Dice Pool: MAG + INT – 2d (If you use Air 2 & Fire 2 to cast the spell apply an additional -1d DP)

Casting Time: 15 seconds (3 Rounds)

Range: Self, Touch, or Ranged

Base Cost: 3

Opposing Roll: None

Effect: You gain a +1d DB to all of your Defense Rolls per Grade. Calculate duration normally.

Purify Air

Temporarily remove all impurities in the air within the area of effect centered on yourself. This will neutralize poisonous gasses and other toxins in the air, as well as refresh used air.

Spheres Required: Air 4

Type: Area (Fixed Cube or Sphere)

Dice Pool: INT + MAG – 4d

Casting Time: 20 seconds (4 Rounds)

Range: Self

Base Cost: 4

Opposing Roll: None

Effect: Before making your casting roll you must choose whether the area of effect will be a sphere or cube. If one Grade is gained, all the air in the area of effect is purified. The area of effect is determined normally, whether a Sphere or Cube, based on the number of Grades gained. Calculate prolonged duration normally. Air breathed does not revert to its original form.

Raise Fog

You create a thick bank of fog in an area. You must target a significant source of water, such as a large barrel of water that transforms into the fog. (A pitcher of beer won't work, but a barrel of beer will.) The fog acts normally according to the wind and lay of the land. You have no control over the fog once it is created.

Spheres Required: Water 4

Type: Area (Fixed Sphere)

Dice Pool: INT + MAG – 4d

Casting Time: 20 seconds (4 Rounds)

Range: Touch or Ranged

Base Cost: 4

Opposing Roll: None

Effect: A fog bank is created, centered at the middle of the source of water targeted. The number of Grades gained gives the thickness of the fog. Each Grade gives a +1d to Cover when making a Defense Roll against ranged attacks and vision rolls within and into the fog. Determine the radius of the sphere and prolonged duration normally.

Reading the Heart

By gazing at your target you can learn his hopes, dreams, loves, fears, hates, temptations, and jealousies.

Spheres Required: Mind 4

Type: Information (Ranged)

Dice Pool: MAG + PRS

Casting Time: 20 seconds (4 Rounds)

Range: Touch or Ranged

Base Cost: 4

Opposing Roll: Willpower

Effect: For each Grade you learn the feelings of the target for one emotion. For example, with 1 Grade you can learn his greatest fear is spiders.

Ruin

With this ritual you can shatter and destroy large structures, such as bridges, towers, houses, and the like. The structure targeted must be composed primarily of stone, metal, and/or wood.

Spheres Required: Earth 4 & Wood 4

Type: Regular

Dice Pool: INT + MAG

Casting Time: 25 seconds (5 Rounds)

Range: Touch or Ranged

Base Cost: 6

Opposing Roll: None

Effect: You bend, twist, and crack the structure, doing massive damage to it. Calculate the amount of



material affected by the number of Grades as normal, based on weight. If the weight from the Grades is not sufficient to cover the entire structure, a portion of the structure is affected, though this may be enough to cause part of the structure, or even the whole thing, to fail anyway. Note that you are not causing actual direct damage to the structure. You are merely altering the shape of the materials in the structure causing it to fail; e.g. bending girders, twisting pillars, warping walls, etc.

Sense Consciousness

You can detect consciousnesses in the nearby area. Usually this means a thinking creature such as a Human or Edel Feen, but it also includes unseen consciousnesses spirits and Anian Feen. You cannot detect dead or non-sentient creatures (animals, insects, etc.) with this spell. Note that it will detect Anidums, Animals, Automatons, and Insectoids as they have a consciousness.

Spheres Required: Mind 1

Type: Information (Extended Range)

Dice Pool: INT + MAG

Casting Time: 5 seconds (1 Round)

Range: Extended

Base Cost: 1

Opposing Roll: None

Effect: For every Grade, you learn the location of one sentient creature in order from the one closest to your location to that farthest from you out to an Extended Range based on the Grades you gained. You can choose a specific type of sentient being (e.g. Human, Edel Feen, Insectoid, etc.) to refine your search.

Sense Life

Choose a life form – Human, Edel Feen, bear, dog, etc. You can detect such creatures in the nearby area. You cannot detect dead or non-living creatures (e.g. Automatons) with this ritual. Note that Anidums are living creatures despite their non-biological construction.

Spheres Required: Life 1

Type: Information (Extended Range)

Dice Pool: INT + MAG

Casting Time: 5 seconds (1 Round)

Range: Extended

Base Cost: 1

Opposing Roll: None

Effect: For every Grade, you learn the location of one creature of the type you chose in order from the one closest to your location to that farthest from you out to an Extended Range based on the Grades you gained.

Shatterblade

You cause one weapon primarily composed of metal to shatter into metallic dust.

Spheres Required: Earth 4

Type: Regular

Dice Pool: INT + MAG – 2d

Casting Time: 20 seconds (4 Rounds)

Range: Touch or Ranged

Base Cost: 4

Opposing Roll: None

Effect: You do 1d Untyped damage per Grade to the targeted metal weapon.

Sleep

You make your target fall asleep. This ritual only affects targets that normally require sleep. It will not affect Anidums and Automatons, for example. You can choose multiple targets.

Spheres Required: Mind 4

Type: Regular

Dice Pool: MAG + PRS – 1d (If you choose multiple specific targets apply the DP listed on the Multiple Targets table)

Casting Time: 20 seconds (4 Rounds)

Range: Touch or Ranged

Base Cost: 4

Opposing Roll: Willpower

Effect: If you gain even 1 Grade, your target falls asleep. If your target is standing, falling down does not wake him. Your targets cannot be awakened by any means before the duration expires. Calculate duration normally. When the duration expires, all targets awaken normally.

Steal Vitality

A shadowy tendril extends from you to your target siphoning his health to heal your own wounds. This ritual works only on living beings with a biological construction. Anidums, Automatons, and the like are immune to the ritual.

Spheres Required: Life 3

Type: Ranged Attack

Dice Pool: AGI + MAG – 3d

Casting Time: 15 seconds (3 Rounds)

Range: Touch or Ranged

Base Cost: 3

Opposing Roll: Active Defense – Dodge, Total Defense – Dodge, or Passive Defense

Effect: You do 1d Untyped damage per Grade, with no Bleeding, to your target, while you heal the number of Wounds caused to your target.

Stone Missile

By blowing on a small stone in your hand, it shoots off at your target like a bullet causing damage.

Spheres Required: Air 3

Type: Ranged Attack

Dice Pool: AGI + MAG

Casting Time: 15 seconds (3 Rounds)

Range: Ranged

Base Cost: 3

Opposing Roll: Active Defense – Dodge, Total Defense – Dodge, or Passive Defense

Effect: You do 1d High Velocity damage per Grade, with Bleeding 1, to your target.

Strengthen Armor

This ritual makes the metal, leather, or cloth armor you or an ally are wearing tougher, providing better protection. The type of armor you can affect depends on the Sphere(s) you know.

Spheres Required: Earth 3 for Metal Armor, Life 3 for Leather Armor, or Wood 3 for Cloth Armor

Type: Regular

Dice Pool: INT + MAG – 1d

Casting Time: 15 seconds (3 Rounds)

Range: Touch or Ranged

Base Cost: 3

Opposing Roll: None

Effect: For each Grade you gain, increase the targeted armor's Damage Reduction by +3, as well as its Initiative Penalty and Move Penalty by +1. Calculate duration normally.

Stupidity

You make your target into an idiot. (Or even more of an idiot.) This ritual affects only targets with a conscious mind. It will not affect animals, for example, though it will affect Animals.

Spheres Required: Mind 3

Type: Regular

Dice Pool: INT + MAG – 1d

Casting Time: 15 seconds (3 Rounds)

Range: Touch or Ranged

Base Cost: 3

Opposing Roll: Willpower

Effect: Reduce your target's INT by 10 XP per Grade. If you do not gain enough XP to lower your target's INT by at least 1d, the ritual fails. If your target's INT is lowered to 0d, he falls unconscious for the duration of the ritual. Calculate duration normally.

Thunderclap

You destroy the air in a spherical area, causing a thunderclap as the surrounding air rushes in to fill the vacuum. A side effect of this is most of those within the area of effect will be deafened for some time.

Spheres Required: Air 5

Type: Area (Fixed Sphere)

Dice Pool: INT + MAG

Casting Time: 25 seconds (5 Rounds)

Range: Self or Ranged

Base Cost: 5

Opposing Roll: None

Effect: All the air within the Fixed Sphere area of effect is destroyed if you gain even 1 Grade. Anyone within

the area of effect must succeed at a CON + TOU roll with a SP equal to the number of Grades you gain or be deafened for a like number of minutes. Small fires and the like will also be extinguished within the area of effect.

Vanquish Blood

This excruciatingly painful ritual causes the blood in a target to simply vanish!

Spheres Required: Life 5 & Water 5

Type: Regular

Dice Pool: INT + MAG – 2d

Casting Time: 30 seconds (6 rounds)

Range: Touch or Ranged

Base Cost: 8

Opposing Roll: CON + TOU

Effect: You do -1d Untyped damage to your target per Grade with no Bleeding. Armor (natural or worn) provides no protection against this ritual.

Veil

This ritual shields you or your target from being detected through the use of the Life and Mind Spheres.

Spheres Required: Life 1 & Mind 1

Type: Regular

Dice Pool: MAG + PRS – 3d

Casting Time: 10 seconds (2 Rounds)

Range: Self, Touch, or Ranged

Base Cost: 2

Opposing Roll: None

Effect: You gain a +1d per Grade to all of your target's Opposing rolls against the use of the Life and Mind Spheres to detect the target. If the target is not normally allowed an Opposing roll to not be detected, they gain one with a dice pool equal to the number of Grades rolled. Calculate prolonged duration normally.

Wall of Stone

You create a wall of stone, using one yard cubes.

Spheres Required: Earth 5

Type: Area (Contiguous)

Dice Pool: INT + MAG – 3d

Casting Time: 25 seconds (5 Rounds)

Range: Touch or Ranged

Base Cost: 5

Opposing Roll: None

Effect: You gain up to three, 1-yard stone cubes per Grade to construct your wall. Stone cubes can be placed only on inanimate objects. Calculate duration normally.





The High Elements

From the arrival of Lurline, the Land of Oz became inhabited by Feen; both noble (Edel) and nature (Anian). There are distinct differences between the two, perhaps the most notable being the ability of Edel Feen to reincarnate. Although long-lived, Anian Feen do not share this singular advantage. When Anian Feen die their bodies revert to an inanimate form, gathered by their brothers and sisters in the area and taken to ancient locales sacred to them. While these remains resemble other natural substances, they still contain a great amount of potential energy. This energy is released in unique ways making them extraordinarily useful, and valuable, to Humans and the other races of Oz, especially to technologists. The temptation became too great when large deposits (graveyards) of Gaulau and Kehan were discovered by prospectors from the Emerald City over 120 years ago. Since then great amounts of the two High Elements have been mined for use by the Ozmites. But Anian Feen do not take kindly to people robbing their ancestors' graves to steal their loved-ones' bodies for their own selfish ends.

Although the Edel Feen know of the relationship between Anian Feen and the High Elements, they purposefully do not tell anyone of the true nature of the High Elements for fear it would encourage other races, especially Humans, to seek the corpses of their dead cousins.

Gaulau

Gaulau is a coal-like substance that burns ten times hotter than any kind of actual coal, allowing for more efficient and smaller steam engines. Usually, Gaulau is not found in coal deposits, leading some technologists to believe it is not formed in the same manner. When Gaulau is burned, its smoke clings to buildings, particularly those constructed of stone. When cleaned, the black soot will come off the stone, leaving behind an emerald green stain – hence the renaming of Central City to the Emerald City.

Unknown to nearly all who use Gaulau, the substance is actually the remains of Zúlon. It takes centuries for the pressures of the earth to turn the corpses of the Zúlon into Gaulau. This is far less than the time it takes for coal to form from vegetation. The Zúlon *hate* Ozmites and, if the circumstances are in their favor, will attack on sight.

There are large Gaulau mines in the Mountains of Mog, the Porphyro Mountains, and The Mbuji-Mbuji. New mines have opened in the last decade in the Elta Ryza Mountains and, most recently, the Serene Mountains. When possible the Gaulau is shipped by canal boat or railroad to its final destination in the furnaces of the Emerald City.

The Wizard maintains a monopoly on Gaulau, although he sells it to the Ozmites at a price far lower than its actual worth. In this way the Wizard subsidizes

the creation of new machines using Gaulau as its power source. But exactly how much Gaulau is left in the Land of Oz? Calculations by the Vaporism Academy estimate there is only enough Gaulau remaining to last at the current rate of consumption for another 12 years. Expeditions have been raised to explore beyond the Deadly Desert, but to date, all have failed. The need for more Gaulau may fuel the machines of war into action, before they are left still and empty.

Kehan

Kehan comes from the deserts of the Winkie Country. Wells are drilled there to retrieve the pockets of Kehan gas that are, like the other High Elements, the remains of dead Anian Feen, in this case Aerasians. Kehan is very rare as the bodies of dead Aerasians quickly turn into Kehan and dissipate if not captured by their relatives for proper burial in the earth.

Kehan is much lighter than normal air, even more so than hydrogen. It can lift about ten times the weight of hydrogen and eighty times that of hot air. Unlike hydrogen, it isn't flammable, making it the ideal means for lifting aerostatic vessels.

Tales are told that the moaning heard among the Anawinki ruins in the Canyon of Wailing Spirits is not "just the wind." In truth, the living descendants of the dead Aerasians are mourning the loss of their ancestors. The mourners do not tolerate trespassers into their sacred grounds, and will protect the territory swiftly and violently.

Specialized raiding parties sent from the Emerald City venture far into the Shining Desert of Winkieland to reach the Mesas of Tlaxipoliclan and the Canyon of Wailing Spirits, where the pockets of Kehan are found, risking their lives for their honor and, hopefully, wealth. On finding a pocket of Kehan, the raiders unfurl special "portable" aerostats used to capture the escaping gas. Once an aerostat is filled and the winds are blowing in the right direction, the raiders lift-off, heading back to the Emerald City.

After capturing the Kehan in aerostats, the Aerasians refuse to attack the airships as the bodies of their relatives will be lost forever and, thus, denied the proper burial they deserve. The real dangers of the mission are in the skies where winged monkeys, griffons, and other horrible creatures are often sent by the Wicked Witch of the West.

When enough of the Kehan filled aerostats reach the Emerald City, the Air Corps pumps the gas into newly constructed airships, ready and waiting for the gas to lift it off the ground. The raiders are lauded as heroes and receive a large bonus to their pay, enough that a raider can retire with a sizeable savings after only a few missions.

Osho

Osho is composed of the remains of Nerians. Its form is that of an intensely cold ice that sublimates

when heated to very high temperatures. At normal temperatures it will rapidly freeze water and anything else around it. Large amounts of Osho are responsible for the formation of the ice fields in the far south and the glaciers of Oogaboo.

The Wizard learned of Osho thanks to, ironically, one of the Edel Feen, Omby Amby. The future marshal had returned from the far south at the head of a caravan carrying a quantity of Osho. Omby gave the Osho to the Wizard in hopes that its unusual properties could be used by the Wizard or his technologists. In this, Omby Amby's faith was well founded. It was discovered that when Osho sublimates, a tremendous amount of pressure is created as the solid instantaneously expands into an extremely thin gas that soon dissipates. Along with the explosion is a blast of intense cold, freezing anything not destroyed. Even a small piece of Osho the size of a Human fist is enough to destroy a building when heated. The Osho Cannon was the culmination of the research into the applications of Osho.

There is now only a tiny amount of Osho left to the Ozmites, kept in a top secret military vault, one of the most highly guarded places in the Emerald City. The Wizard and his scientists are now doing everything they can to obtain a new supply of Osho. Their sights have been set particularly on the small Realm of Oogaboo, where it is suspected (rightly) that Osho is to be found in the glaciers. But thus far, the Queen of the diminutive kingdom has refused to allow any mining.

Quinox

Unlike the other Anian Feen, Purkajians do not leave behind any remains when they die. That is, all except one - Asterians...stars. Quinox comes from meteorites, bits of stars thrown across space by a nova; the death of a star. Shooting stars have been seen in the night sky over Oz, of course, but it is doubtful it would be a piece of Quinox. The only piece of Quinox known to exist fell to Oz over 4,500 years ago in an event recorded as "Starfall." It was claimed by Nam'yl who made it into a pair of shoes - the Silver Shoes.

Quinox is dangerous to all those who come into close proximity with it for even short periods of time. Living creatures, whether plant or animal, die from the intense radiation emitted by the silver-like metal. Thankfully, Nam'yl managed to reduce the amount of radiation emitted by the Silver Shoes many years ago by enchanting them. It is still deadly enough through prolonged exposure that Nam'yl's palace walls are lined with lead sheets.

Rumor has it Nam'yl talks to the Quinox in a conversational manner. Whether or not the Quinox possesses a remnant of the Asterian's intelligence after death is not known by anyone else as only Nam'yl has worn the Silver Shoes. Since no other piece of Quinox is known to exist in the Land of Oz, the only way to

discover the truth would be to kill the Wicked Witch of the East.

Like nearly everything about this substance, exactly what Quinox's properties are is unknown. However, on a few occasions, such as during a Witches' Duel between Nam'yl and a challenger named Sada'ko "the Loser," the Witch of the East has been seen to click the heels of the Silver Shoes together. Immediately after, whatever she was trying to do succeeds in the most expedient manner possible. In the case of the Duel, Sada'ko was reduced to a putrid pile of bubbling goo.

Rushul

The last of the High Elements, Rushul, is made from the dead bodies of Geans. It takes the form of jewels in all the colors of the rainbow, as well as shades of black and white. Each species of Gean is transformed into a different color stone. Exactly which species becomes which color is only known to the Geans. It takes millennia for Rushul to be created from the bodies of Geans by the pressures and temperatures deep within the earth.

When cut and polished, Rushul are more beautiful than any other gemstone. The fire of the light they reflect is as great as that of a perfect diamond, yet their complex crystalline matrices resemble star rubies and sapphires. Obviously, their value is tremendous for their appearance alone. But Rushul have another property. Unlike Gaulau, Kehan, and Osho, which are largely useful only to technologists, and Quinox which is rare enough not to be even considered, Rushul can be used by magicians to enhance the spell-casting. Geans are literally part of the land and Rushul still retain some trace of this connection.

Each color of Rushul is linked to a Tradition of Magic. It is as if the Rushul acts as a lens through which the magic is focused, bending it to the particular view of the Tradition. Only a few color and Tradition links are generally known; red to Witchcraft, orange to Totemism, and green to Sorcery. Needless to say, Edel Feen and Anian Feen do not use Rushul in their magic due to ancient taboos, even though they would likely benefit from its use. Usually, Rushul is found in collections of the same color, as the extended family of each species of Gean buries their dead near one another. Other Geans respect this and find other locations to bury their dead.

Perhaps more than any other Anian Feen, the Nomes hate and despise those who would use any of the High Elements. The Nomes were charged in one of the Commandments binding all Feen to safeguard the remains of the Anian Feen. In essence, they are the caretakers of the Anian Feen graveyards. But since the Guphanbulic War, there are so few Nomes in the Land of Oz they cannot effectively protect all the gravesites. When they can, they cause mining accidents and other incidents, but they stop short of outright attacks for fear of extermination.





Chapter VII: Technology

“Airships are not so bad, after all,” declared Dorothy. “Some day they’ll fly all over the world, and perhaps bring people even to the Land of Oz.”

– Dorothy, *The Emerald City of Oz*,
L. Frank Baum

Technology is not new to Oz. Some Academies of Technology have been around for millennia. But technology never reached the advanced point in Oz that it had in the Outside World. In most ways, scientific thought lagged far behind. This state of affairs was overturned with the arrival of the Wizard. Besides bringing Vaporism to Oz, he caused an explosion of scientific thought and invention. This rapid expansion exposed the dichotomy between magic and technology – then expanded it.

The Academies of Technology, much like the Traditions of Magic, each have their own way of looking at and explaining the world around them. However, unlike the Traditions that are simply different points of view with respect to magic and the world around them, the explanations and theories of technologists *form* the world, solidifying cause-and-effects.

This chapter looks at how technology is used in Oz. It covers the Technology Aspect, an Extraordinary Aspect, along with Philosophies and Schematics, the Vitalism Academy, and patterns for use by vitalists.

Technology Aspect

Technology (TEC) is represented as an Extraordinary Aspect; an eleventh Aspect. You can have only one Extraordinary Aspect, thus precluding you from becoming a magician as well as a technologist. TEC has an XP cost the same as INT; i.e. 20 x the level purchased and is recorded in the space provided on your character sheet next to the Aspect Tree. TEC can be increased up to 5d. You must have the Capability Technology Academy in order to purchase TEC. Note that you cannot allocate dice to TEC in Step Three of character creation, it must be purchased with XP in Step Five.

Notice that the Extraordinary Aspect is not linked to any other Aspect. That’s because an Extraordinary Aspect can be linked to any other Aspect, as needed. However, you can never add a Talent or Skill to any roll when TEC is part of your dice pool.

Philosophies

Possessing any level of TEC gives you access to Ozian advanced technology, but it doesn’t actually allow you to create anything technological. You must purchase the Philosophy for your chosen Academy; e.g. if you are a vaporist, you must buy the Vaporism Philosophy. Philosophies have an XP cost of 3 x the level purchased. You must purchase each level separately. Philosophies can be raised up to +5.

The level you possess in your Academy Philosophy limits the technology you can create. See Schematics, below.

Whenever you roll your TEC in a dice pool, add the bonus from your Philosophy to your roll.

Schematics

You can put XP into a schematic listed later in this chapter, or a schematic of your own creation, using the technology design rules in *The Magic & Technology of Oz*. Schematics are specialties of your Philosophy, just like Skills are specialties of Talents. You can put XP only into Schematics that are part of the Philosophy you possess. Schematics have an XP cost of 1 x the level purchased. You must purchase each level separately. Schematics can be raised up to +5.

When you make a roll to perform a pattern or create a construct or device, add the bonus provided by the required Schematic. In order to attempt to perform a pattern, or create a construct or device, you must have at least a +1 in the Schematic for it.

Using Magic

Using artifacts can be frustrating at best, and dangerous at worst, for technologists. When a technologist uses an enchanted item; e.g. an artifact, subtract his TEC level from the roll as a Dice Penalty! This means successfully using an artifact is unlikely for powerful technologists. Simply *carrying* artifacts or relics can make performing a pattern or creating a construct or device more difficult. For every artifact and relic carried, technologists suffer a -1d DP to their rolls to perform a pattern and create a construct or device. As soon as he drops an item, the DP it imposes is lost. Both DPs are cumulative!

Academies of Technology

Academies of Technology are groups of technologists who have the same philosophical beliefs about science, have shared customs, train using similar methods, and create similar experimental devices. The Vitalism Academy described below is one of the many found in Oz.

The entry for Vitalism includes a brief description of some of the defining qualities for the Academy, the name by which technologists of the Academy are known, the races that can be a member of the Academy, the parameters within which the technologist can invent schematics for patterns, constructs, and devices, any special rules, and stereotypes held by members of the Academy about members of other Academies as well as magicians in general.

You can belong to only one Academy at a time. The philosophies followed by each Academy are mutually exclusive. Once you become a member of an Academy, you are a member for life. To try and change from one Academy to another is nigh impossible. You would have to completely change the way you look at the universe, as well as all your beliefs of how it functions. It would be like trying to convince yourself the color red is actually

green and being able to prove it to others - an improbable task, but not impossible.

More Academies are described in *The Magic & Technology of Oz*, including Aetherism, Alchemy, Fulmanism, Horology, Ingénierie, and Vaporism.

Names

Technologists have a tradition of taking a new name once they become a Master in an Academy. It represents the illumination the Supreme Master has bestowed upon them. In game terms, once a technologist has raised his Philosophy to +5, he is eligible to participate in the naming ceremony within his Academy.

The names chosen are those of famous technologists from times past. The original bearers of the names lived during the Classical Period of the Emerald Age, or even earlier – long before most Academies were formally constituted.

A Master technologist chooses a single name to replace any he may currently have, plus a sequential number. The number tells how many others have preceded him with the same name and is called the Master's "Order." For example: Zosimos Tetartos means the technologist who chose the name Zosimos is the fourth such person to do so.

All Master technologist names are recorded by special record-keepers who share the information between Academies to ensure there are no duplicate name and number combinations.

Some Masters keep their new names secret to all but other technologists. This may be for some personal reason, or perhaps there is some secret reason known only to the Masters.

Male – Agathokles, Alexandros, Alkibides, Anaxagoras, Anaximander, Demetrios, Epikrates, Gelon, Hylaeos, Isodoros, Ixion, Kallithenes, Megas, Nikokhares, Pelopidas, Philoxenos, Sostratos, Themistokles, Zosimos.

Female – Alkinoë, Alkimene, Anaxarete, Arete, Ariadne, Arsinoë, Aristonike, Asteria, Galatea, Hilara, Hypatia, Ino, Kallisto, Lysianassa, Melitta, Polyxena, Praxagora, Zoë.

Order – Deuteros, Tritos, Tetartos, Pemptos.

Titles

Technologists are similar to magicians in how they gain their title. Magicians gain a title for the highest Tier in each Sphere of Magic they know, though they are usually called only by the highest title they possess. Technologists have only one Philosophy and, therefore, only one title. The specific title depends on the Degree (analogous to a Tier in a Sphere of Magic) a technologist has attained and the Academy he belongs to. The table below gives the titles for the Vitalism Academy.

It should be noted that many vitalists have medical degrees from a university. So even

though they may be a Master, they are often still called "Doctor."

Vitalism

The Vitalism Academy was founded in the Gillikin capital of Shiz almost 1,000 years ago. But what do vitalists believe? And what do they do? The answers to those questions confuse many who are not vitalists themselves.

Vitalists believe the functions of a living organism are due to a vital principle rather than biochemical reactions. This principle is called "élan vital," a term taken from the Edel Feen language meaning "vital essence" or "vital force." Munchkin vitalists often call this principle "chi." Whatever it is called, élan vital is responsible for life. It can be increased, to energize a person, decreased, such as when a person is ill, or even altered to extend life to a mechanical prosthetic. Through a series of meditations and special diets, a vitalist can temporarily alter his own élan vital. Using mesmerism and surgical techniques, a vitalist can temporarily or permanently alter someone else.

Élan vital can be manipulated through the five humors; fluids in every living biological creature. Giving a

Vitalism Titles	
Degree	Title
1 st Degree	Student
2 nd Degree	Surgeon
3 rd Degree	Physician
4 th Degree	Doctor
5 th Degree	Master



person more of one of the humors, or taking some away can greatly influence their behavior. If, for example, you bleed someone, releasing some of their blood, they will become calmer and less prone to anger. Unfortunately manipulation of the humors only produces temporary results. Repeated applications are required for long term treatment. Vitalists understand the exact amount of humors that must be added or removed to produce specific results.

The five humors and the fluids linked to them are: sanguine, linked to the blood; choleric, linked to yellow bile; melancholic, linked to black bile; phlegmatic, linked to phlegm; and cerebral, linked to cerebrospinal fluid. The five humors are also linked to the five elements: sanguine to air, choleric to fire, melancholic to earth, phlegmatic to water, and cerebral to wood. Since all food is a mixture of the five elements, they have specific effects on a person based on the balance of their humors. Though not as effective as increasing or decreasing the humors directly, special diets can give patients long-term treatment, as long as they remain on the diet.

Vitalists can perform surgeries to affect permanent changes. These surgeries replace limbs or organs with prosthetic replacements usually made of metal. By extending and altering the patient's élan vital during the surgery, an artificial mechanical prosthetic can effectively replace missing or injured limbs. They can replace even healthy limbs as the prosthetics can be made stronger and more durable than the patient's original limb. Interestingly, vitalists cannot perform surgeries with donor organs. Using biological replacements, even from a close blood relative, simply won't work. They are rejected by the patient's body as their élan vital simply will not give life to a formerly living part of someone else. Vitalists explain that it is possible for élan vital to bring life to the lifeless (e.g. an iron prosthetic arm), but not to something that once had its own élan vital (e.g. a donor's arm). Because of this vitalists can reattach severed limbs to their original owner as long as he is still alive. If the limb is severely damaged it will not function properly when reattached. In such cases vitalists will attach a prosthetic.

Like nearly all technologists, vitalists train through formal education, usually in a college or university, completing their studies as an apprentice under a vitalist in order to graduate. The two most prestigious, and largest, institutes for learning Vitalism are the University of the Emerald City, College of Vitalism and the University of Shiz, Royal College of Vitalism.

Vitalists have not always been trusted. Many have accused them of being necromancers. However, there are clear distinctions between Vitalism and Necromancy. Unlike Necromancy, Vitalism does not rely on magic to achieve results. Vitalists cannot give life, or a semblance of life, to the dead. Once something has lost its élan vital, it cannot hold the energy again. Lastly, vitalists can replace lost limbs and organs with technological prosthetics, something impossible for necromancers. Unfortunately, the distinction between Vitalism and Necromancy is splitting hairs for many, especially the

uneducated and overly religious. There are many rural areas in Oz where vitalists find themselves unwelcome at best, disfigured or killed at worst. Vitalists are advised to stay well away from any dead bodies or cemeteries when traveling in the countryside.

Name

Vitalist

Races

Humans, Insectoids, Animals

Parameters

Vitalism can only affect living biological beings. This includes altering them with non-living materials, but the target of the vitalist must be a living being. Thus, for instance, they cannot affect Anidums or Automaton.

Special Rules

Like other technologists, vitalists can perform patterns and create devices; but in their case, creating devices is called performing a surgical procedure. They cannot create constructs at all, or devices for themselves; i.e. perform surgery on themselves.

Vitalists can perform medical procedures not possible by ordinary surgeons. Unless a surgeon or physician is a vitalist, he cannot perform any of the patterns or devices listed for vitalists. This may seem strange, but it must be remembered ordinary medical practitioners do not have the same philosophical beliefs or training in applying those beliefs as do vitalists.

Although a vitalist can create the various parts needed for a procedure, the procedure itself must be performed on a target. Only then is the modification complete.

A vitalist's devices cannot be given to anyone else to use. He can give the parts needed for a procedure to someone else, such as a prosthetic leg, but they provide no modification until used in a procedure by a vitalist.

Stereotypes

Aetherists are dreamers, looking for a substance that simply doesn't exist. We wish them the best of luck.

If only alchemists understood that their potions affected a patient's élan vital, they could leave behind their chemicals and achieve greater feats of healing.

Fulminates; who?

Horologists are adept at creating simulacra of living beings, but they will never be able to bring life to their metal creations.

Ingénieurs are nothing more than gifted craftsmen. They provide us with some of the best prosthetics.

Steam is a vaporist's élan vital. Beyond that, we have nothing in common.

Magicians are simply too lazy to apply a systematic approach to their methods. Their claims of helping their fellow being are ludicrous. They are beneath contempt.

The Tin Men

Soon after arriving in Oz the Wizard created the Secret Service, or simply “SS.” It was their duty to protect the Wizard from all possible threats. Thanks to their diligence, for the first few years of its existence there were no major incidents that threatened the Wizard. During the 1st Great War, in late 31 PA, the enemies of the Emerald City set in motion a plot they had been organizing for at least two years. The Wizard periodically went to the hospitals where severely wounded soldiers were being cared for. At the first hospital the Wizard was delayed speaking with a visiting family. It was pure luck that he didn’t arrive at the next appointed hospital in the tour on time. A massive gas leak combined with hidden barrels of gunpowder caused the entire hospital to explode in a fiery inferno. It was determined that the SS was not at fault for not uncovering this plot, though it was responsible for not adequately searching the hospital. The Secret Service’s mandate simply did not include uncovering such subversive and well thought-out plots.

By the time a plan of action was decided upon by the government the 1st Great War ended. It came to the attention of the Wizard and his Ministers that many of the soldiers who had been recently discharged did not have a job to return to, nor in some cases even a family. Many of these veterans were wounded horribly in combat. Only a few had the money needed to buy prosthetics from a vitalist.

A decision regarding the creation of a new investigative agency was made. A single stroke of genius solved all these problems. First, all wounded veterans from the Great War, and any future wars, were to be given free medical care for their service to the Emerald City. This included prosthetics. Second, as the veterans were given treatment, for which they were very grateful, they were screened to find those who did not have a job or family. These ex-soldiers were offered a new job for which they would be well paid. However, they had to undergo a procedure to remove their heart. The heart being the seat of emotions, without it, they could not be swayed by sentiment, mercy, or even love.

Officially, the veterans became new members of the SS. In reality, the former members of the SS were gradually retired, replaced with the heartless veterans. Unofficially, many of the veterans who became members of the SS were to live out their lives as normal, without any seeming duties to perform. In truth they were trained to observe people in excruciating detail. Whenever they were in a restaurant, at the park, or at a friend’s house for a dinner party, they were watching and listening. If they found anyone who was suspicious, arrangements were made to pick them up. This was usually done in a public place by multiple SS agents dressed in plain clothes. The person arrested would be questioned...thoroughly. If they were found innocent, they were released. But for the rest of their lives an SS agent would look in on them from time to time. They just wouldn’t know who the agent was. If the suspect was found guilty, they were never seen again.

Over time the true nature of the SS agents became known to the public, though its operations beyond the protection of the Wizard have never been officially acknowledged. The public took to calling the agents “tin men” as they all had some metal prosthetics. The SS itself now uses the name.

Exactly how many Tin Men there are is unknown to everyone save the Wizard himself. Though it is suspected that for every one visible Tin Man openly guarding the Wizard, there are ten in plain clothes. With the vast multitude of people who have prosthetics, it is impossible to determine exactly who is watching for the Man in the Iron Mask.

Everyone knows to keep their head down and mouth shut if they witness someone being taken away, lest they too come under the scrutiny of the Tin Men.

The manner in which new Tin Men are brought into the service is kept secret. It is widely thought you can only become a Tin Man after military service, but this has been proven false on several occasions. In all likelihood a Tin Man must first take an interest in you. After a period of surveillance, during which they determine your loyalties and political leanings, you are approached by a Tin Man. He will probably be someone you know....



Schematics

A technologist must create a schematic before he can perform a pattern or create a construct or device, though he only needs a physical copy of the schematic when creating a construct or device.

To design a schematic, a technologist must make a Simple roll of his INT + KNO, adding the appropriate Talent, either Medicine, Science, or Technology, as well as an appropriate Skill. (Note: You cannot have a Skill in a specific Academy!) Do not add the bonus from the technologist's Philosophy. The DiN is equal to 20 + the XP cost of the Aspect raised, Capability granted, negative XP cost of the Hindrance removed, or Construction Cost of a construct or device, divided by 5, rounding up. The table below gives the maximum XP cost or Construction Point cost. For Aspects, or if the Trait has levels, apply the XP cost for the highest level you can afford based on your Degree. It takes 10 minutes per XP or Construction Point to design a schematic. The roll is made at the end of the required time. You need not work on the schematic non-stop. You can work on it whenever you have at least one hour to spend on the schematic (it takes a little to pick up where you left off).

Schematic XP Limits	
Degree	XP Limit
1 st Degree	10
2 nd Degree	25
3 rd Degree	60
4 th Degree	150
5 th Degree	375

Example: As a vitalist you decide to create a schematic for a pattern to grant the Capability Hardy. You have the Vitalism Philosophy at +3 making you a 3rd Degree Vitalist. You can create a schematic worth up to 60 XP. In this case Hardy costs 5 XP per level, so you can potentially grant up to Hardy 4, which is worth 50 XP. You must spend 8 hours and 20 minutes (50 XP x 10 minutes = 500 minutes) working on the schematic. At the end of that time, you make a Simple roll of your INT + KNO, adding your Medicine Talent and Élan Vital Skill to the roll, with a DiN of 30. You make the roll and succeed! You now have a Vitalism schematic for Hardy 4.

Once you have a schematic you can put XP into it. You must put at least 1 XP into a schematic before you can attempt the pattern or create the construct or device written on the schematic. You can spend XP on schematics any time you want. You do not need to wait for a Montage.

Once you have created a schematic for a Trait with levels, you do not need to create another schematic for the same Trait if you increase the level of your Philosophy.

Example: Continuing from the previous example, you have increased your Philosophy to a +4, making you a 4th Degree Vitalist. Although you now can perform a pattern granting a much higher level of Hardy, you already have put XP into it, so you don't need to design a new schematic.

Schematics can be traded to other technologists from the same Academy, but they can only spend XP on it if the schematic is one they could have potentially made themselves, using all the normal rules and requirements.

If a target already possesses a Capability granted by a pattern, the levels are not cumulative. The target gains only the effect of the pattern if it grants a level higher than that already possessed.

Aspects raised by a pattern *can* go higher than the target race's maximum, but no more than 2d over the maximum!

Patterns

Some technologists can perform patterns; temporary effects that take a relatively short time to accomplish. The rules in this section, and the patterns listed, concern vitalists only as they are the only Academy presented in this book.

All of the patterns listed below are mesmerism patterns and can only be used by vitalists. A vitalist can use mesmerism patterns on himself and others, as long as they are willing participants. If a person isn't willing to cooperate, any attempt at mesmerism fails; meaning they can't be affected by the pattern. Targets must be within hearing distance as you must speak to them clearly in a language they understand. The target must also be in a calm and quiet area.

Remember, you must have a Schematic with a +1 or higher in it in order to perform a pattern. As a vitalist you can make a schematic for any Trait on the Vitalist Pattern List (following), or for the AGI, CON, PCN, STR, or TOU Aspect, with an XP cost equal to or less than the limit on the Schematic XP Limit table above. A vitalist

Pattern Duration	
# of Grades	Duration
1	5 minutes
2	15 minutes
3	30 minutes
4	1 hour
5	2 hours
6	6 hours
7	12 hours
8	1 day
9	2 days
10	1 week
11	2 weeks
12	1 month
13	2 months
14	6 months
15	1 year
>	And so on....

can design a schematic only for a pattern that raises one Aspect, grants one Capability, or removes one Hindrance.

If you are able to grant more than 1d to an Aspect, or if a Trait has multiple levels, you can always perform a pattern granting less levels than the maximum you are allowed. You must state this when you choose the pattern you are attempting to perform. You do not need a different Schematic for a lessened effect of the same Aspect or Trait; e.g. if you have a Schematic for Breath-Holding, and can perform a pattern granting a maximum of 4 levels (as you happen to be 2nd Degree), you can instead perform the pattern granting only 3, 2, or even 1 level using the same Schematic.

Some Capabilities listed have a Hindrance they counteract. For each level of the Capability granted to the target, he loses one level of the countered Hindrance, until he has none left, then he begins to gain levels in the Capability as normal. A character's body still limits the potential to which his élan vital can enhance his abilities.

To perform a pattern, make a Graded Simple roll of your INT + TEC (if you are the target) or PRS + TEC (if someone else is the target), adding your Philosophy and Schematic bonus, with a DiN equal to 20 + XP cost divided by 5, rounding up. If you succeed, the target increases the Aspect, gains the Capability, or loses the Hindrance you chose. Look up the number of Grades gained on the table below to determine the duration. You can always choose to give the pattern a shorter duration than what you gained, but you must state exactly how long immediately after your roll. Remember, don't add any Talent or Skill to your roll!

Each attempt takes one minute per XP the Trait chosen costs. If you are interrupted during this time for more than five seconds (1 Round), you fail to perform the pattern and must start over.

You gain 1 Fatigue for each Grade used, with a minimum of 1 Fatigue even if you fail. If you are interrupted before completing the pattern and must start over, you gain 1 Fatigue. As usual, you must make a Weariness Check from gaining the Fatigue.

A target cannot be subject to more than one pattern at a time. This includes the vitalist himself! If a pattern is successfully performed on a target that is already subject to a pattern whose duration hasn't run out, the new pattern overrides the first, ending it.

Vitalists cannot restore lost physical abilities (such as with Blind, Deaf, or Lame) without a permanent physical replacement and creating a device; i.e. perform a surgical procedure. Mental and Social Aspects and Traits can be affected by using humor patterns. Humor patterns, as well as constructs and devices, are detailed in *The Magic & Technology of Oz*.

Vitalist Pattern List			
Capability	Counters	Levels	Cost
Agile Arms	-	25	3
Breath-Holding	-	10	2
Fast Healing	Slow Healing	1	15
Hard to Kill	Easy to Kill	10	2
Hardy	Easily Winded	10	5
High Pain Tolerance	Low Pain Tolerance	10	4
Keen Sense	Matching Impaired Sense	10	2 or 1
Leap	-	10	7
Less Sleep	More Sleep	4	2
Natural Armor	-	30	2
Night Vision	Night Blind	15	1
Quick Reflexes	Poor Reflexes	10	4
Reduced Consumption	Increased Consumption	4	3
Regeneration	-	5	20
Resilience	Fragile	10	2
Resistance (Any except Physical)	Matching Weakness	5	5
Speedy	Slow	10	4
Strong Arms	-	25	3
Strong Legs	-	25	3
Counter Addiction (Physical Addictions only)	-	10	-5
Counter Chronic Pain	-	10	-5

Civilization vs. Nature Dice Modifier

While magicians find it more difficult to use magic the closer they are to the Crystal Palace in the Emerald City, the opposite holds true for technologists. The *farther* a technologist is from the Crystal Palace the more difficult it is for them to perform patterns and create constructs and devices.

From the Crystal Palace out to 30 miles, technologists suffer no DP. For each additional 30 miles (rounding up) away from the Crystal Palace, they suffer a cumulative -1d DP, to a maximum DP of -10d at 330 miles or farther, whenever they roll to perform a pattern or create a construct or device.

Chapter VIII: Equipment

“The explosives you call gunpowder were invented four hundred years ago. Maybe earlier. But the rulers made its manufacture and use illegal. Anybody caught with it was hanged. The witches and wizards did not want everybody who’d like to kill them to be able to do so from a half-mile away. Any competent magician can prevent any lay person from killing him within a quarter-mile range by arrows. So... no powder and no guns.”

– Sharts talking to Hank Stover,
A Barnstormer in Oz,
Philip José Farmer

In this chapter you will find a selection of the equipment available in Oz; in particular, items from the Emerald City. Clothing, outdoor supplies, weapons, and armor can all be found here.

During Step Eight of character creation you will be allowed to purchase your starting equipment. For characters from Realms other than the Emerald City, your Director will need to estimate how much a starting set of clothing will cost.

If you are an Outsider, do not use any of the equipment listed below. Instead choose your equipment from that available in real life to someone from your country. As an Outsider, your Director may or may not allow you to have one or more weapons. Many of those listed in the following weapons tables are based on designs originally from the Outside World. If that is the case, the common Outsider name is given for ease of reference.

Emerald City Equipment

The equipment listed here and on the following table gives a selection of goods available in the Emerald City. Some of the items may be available in other Realms, but the prices will certainly be different. For the most part, these items can be found only in Emerald City territory and in select shops that carry goods from the Emerald City. Such shops may be found in Shiz, Roadsend, Ozcot, and Diggsville.

Some of the items available for purchase listed on the Emerald City Equipment List require a few comments. Such notes can be found below.

Items marked with an asterisk “*” in the Emerald City Equipment List table are Adtech. See sidebar below.

More equipment lists will be published in other supplements, in particular *The Land of Oz*.

Clothing, Men’s

Gentleman’s Outfit: Includes detachable celluloid cuffs and collar, fine wool frockcoat and matching



waistcoat, fine wool trousers, white dress shirt, suspenders, silk top hat, patent leather dress shoes, silk cravat, gold stickpin, 7-jewel movement pocketwatch, and gold watch chain. This outfit is typical for a lower upper class or high middle class gentleman’s evening wear.

Pince-Nez: These eyeglasses remain in position by pinching the nose. They compensate for the Hindrance Impaired Sense (Eyesight).

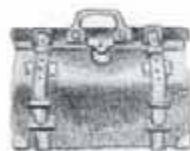
Clothing, Women’s

Evening Gown: The cost listed is for a common evening gown. The cost increases dramatically for fashionable designs.

Handbag: The cost listed is for a common handbag. Fancy handbags can be very expensive.

Hat with Feathers & Ribbons: The cost listed is for a simple hat. Hats that are “in fashion” cost far more.

Lady’s Outfit: Includes silk and setay bone corset, muslin drawers, pair of silk hose, crinoline, evening gown, high cut button-up boots, hat with feathers & ribbons, and cameo brooch. This outfit is typical for a lower upper class or high middle class lady’s evening wear.



Containers

Duffle Bag: A long cylindrical cloth bag with an opening at one end. Has handles on one end and side.

Phlegming Bag: Made of canvas with leather cor-

ners. It is 24 inches long. It is named after one of the Wizard's Ministers of State.

Storage Trunk, Large: Zinc-lined, nearly airtight, with a handle on each of the smaller ends. It measures 38" x 20½" x 21".

Storage Trunk, Small: Zinc-lined, nearly airtight, with a handle on each of the smaller ends. It measures 29" x 17½" x 18".

Entertainment and Dining

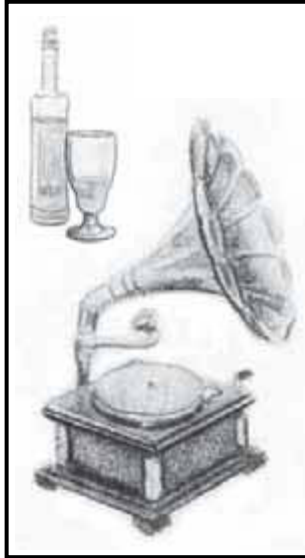
Absinthe: A ½ quart bottle of absinthe, usually served with sugar cubes and warm water.

Laudanum: A 2 oz. bottle of a tincture of opium in alcohol.

Newspaper, *The Emerald City Times*: Printed once daily, available in the morning.

Phonograph, "The Nightingale": This includes a small kit to keep the phonograph in proper working order.

Phonograph Disc, Pre-Recorded: These discs contain recordings, usually of music and occasionally of speeches.



Illumination

Lantern, Dark: Can be hand-held or clipped to a belt. A metal shutter can close off the lens, preventing any light from escaping. Uses setay lamp oil.

Lantern, Storm: Flame is enclosed in glass making the lamp wind-resistant. Uses setay lamp oil.

Lighter: Requires very refined alcohol. Flame is created by a metal wheel rubbed against a bit of flint.

Oil, Setay Lamp: This oil comes from the setay. Cost is per gallon.



Medical Equipment

First Aid Kit: Includes everything from the small first aid kit, plus salt tablets, ammonia inhalants, analgesics, antibiotic ointment, and water purification tablets. Grants a +2 SB when stabilizing or performing first aid.

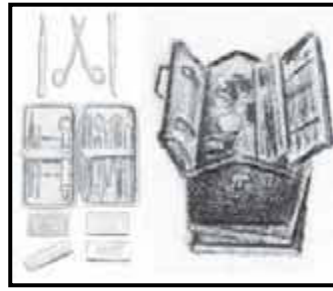
First Aid Kit, Small: Includes bandages, gauze, and instruments in a tin case.



Eliminates the No Tools SP when stabilizing or performing first aid.

Surgical Case, Portable: This briefcase-sized kit includes a multitude of surgeon's knives, hypodermic needles, scissors, and other instruments. Eliminates the No Tools SP when performing surgery.

Surgical Kit: Includes everything in the portable surgical case, plus more specialized instruments and extra sterilized needles and scalpels. Grants a +2 SB when performing surgery.



Outdoor Equipment

Binoculars, Lumex Prism: Maximum magnification of 12x. It is adjustable to compensate for the difference in the viewer's eyes. Gives a +3 SB to vision rolls involving the Observation Skill when viewing things at a distance.

Compass, Pocket: Comes in a brass pocketwatch-style case.

Emergency Rations, Canned: Includes 12 cans for one day of food.

Pocketknife, Combination: Includes a 3 ½" blade and eight other tools: corkscrew, file, hook, punch, descaler, scissors, screwdriver, and tweezers.

Spyglass: Maximum magnification of 30x. Three feet long when extended, 10 inches when closed. Gives a +5 SB to vision rolls involving the Observation Skill when viewing things at a distance.

Tent, Wedge: Measures 7' x 7' x 7'.

Tinderbox: A brass box containing a bit of steel and flint, one foot of treated wick, and a magnifying glass.

Water Bottle, Tin: Holds one quart of liquid. Covered in cloth.

Transportation

Bicycle: A man's bicycle. It must be back-peddled to stop.

Carriage, Family: A four-seater. Price includes a cover.

Carriage, Hillton: A four-seater. Price includes a cover.

Carriage, Phaeton: A two-seater. Price includes a cover.

Horse: The cost listed is for a common horse, best only for pulling wagons. Better breeds are much more expensive. Presumed not to be an Animal.

Mule: Presumed not to be an Animal.

Steamcar, Brewster & Constable (139 PA): A luxury item. A 3-seater, with a top speed of 40 mph. Gaulau is used as fuel.

Writing Implements

Fountain Pen: The cost listed is for a common steel-nibbed fountain pen. The cost jumps precipitously for fancy pens.

Ink Well: The cost listed is for a glass inkwell with a steel cap. Decorative inkwells can cost much more.

Typewriter: This is a visible typewriter; that is, the text is visible as it is written.

Typewriter Ribbon: One ribbon can be used to type 100 pages of text.

Miscellaneous Equipment

Box Camera: Includes one roll of film with 100 exposures. Having one roll of film developed costs \$20.00.

Gas Mask: A leather mask connected to a filter bag, containing various alchemical substances, worn slung over one shoulder. It filters out any gas or other airborne



toxins. It also protects the wearer's eyes and face. When worn the wearer gains the Hindrance Anosmia. More advanced, and smaller, gas masks are available for military use only.

Lockpick Set: Eliminates the No Tools SP when lockpicking. Double the price for an exceptional set that provides a +3 SB to lockpicking. Illegal in the Emerald City.

Oilcan, Tin: Holds one pint of setay lubricating oil.

Roll of Film: The roll has 100 exposures.

Weapons

When all else fails, or when your back is to the wall, it's time to pull out the implements of destruction... weapons. Weapons are grouped based on how they inflict damage and whether they are melee or ranged. All weapons have some basic information pertaining to their use included in the listing in the weapon tables.



Initiative Penalty (IP)

A weapon's IP is a penalty applied to your Initiative roll based on the weight, balance, and ease of use of the weapon, though not the time it takes to actually draw the weapon.

Damage

This is the damage inflicted when the weapon is used. In some cases this is a set amount, while in others a number of dice must be rolled, or your STR rolled. In some it is a combination of these amounts. In all cases where you roll dice, remember that one of them must be a Luck Die.

Bleeding. Bleeding is an amount of actual bleeding or internal physical trauma that will worsen your condition, causing more Wounds until you are stabilized. Bleeding causes additional Wounds in Phase 1) Upkeep. All weapons cause Bleeding 1, unless otherwise noted in their listing on the weapon tables. If you are struck by multiple weapons, all with Bleeding 1, the amount you bleed is not increased. You still suffer only one additional Wound in each Phase 1) Upkeep, until stabilized.

Damage Type

The weapon tables are split by the type of damage the weapon inflicts.

Low-Velocity includes all muscle-powered weapons, such as swords, bows, and crossbows. Hand-to-hand combat inflicts Low-Velocity damage.

High-Velocity includes nearly all firearms and other projectile weapons.

Energy includes all weapons that deal damage through energy, usually in the form of fire and heat.

Particulate includes gasses and exotic weapons that often affect an area.

A few weapons inflict damage in more than one way, either simultaneously or sequentially, such as most explosives. Such weapons will have this noted.

Notes

A few weapons have special rules which will be in the Notes section on the weapon tables. Additionally, some specific terms used in the Notes need explanation, as follows:

Accuracy (Acc). A SB or SP applied to your attack roll by the weapon due to its exceptional or poor quality or balance.

Bleeding. A quality some weapons have to reflect the extremely grievous wounds they cause. Instead of the usual 1 point of Bleeding damage a victim takes during each Phase 1) Upkeep of a Round, he suffers a number of Wounds equal to the weapon's Bleeding rating. If a victim is hit by more than one weapon with different Bleeding ratings, he suffers only the highest Bleeding rating per Round. They are not cumulative.

Destroying. These weapons literally destroy part of the armor that protects your opponent, reducing its

Adtech

Advanced Technology, or "Adtech," will function ever more improperly the farther it is taken from the Emerald City. Any technology beyond a carriage, a firearm that uses shells, or that was created by a technologist is subject to this phenomenon.

From the Crystal Palace out to 30 miles, there is no effect. For each additional 30 miles (rounding up) away from the Crystal Palace you suffer a cumulative -1d DP, to a maximum DP of -10d at 330 miles or farther, whenever you make a roll that involves the use of Adtech.

Example: You shoot a Killan M29 SAA and are 91 miles from the Crystal Palace. You suffer a -3d DP to your attack roll.

If the piece of Adtech is used, but not in a roll, you must roll a die. On a roll of 0 or more the equipment functions properly. However, for every -1d DP you would suffer if the equipment were used in a roll, increase what you need to roll on the die by 1. For example, if you were striking a match, which aren't usually used in a roll, and would normally suffer a -5d DP to rolls when using Adtech, you need to roll a 5 or higher on the die for the match to ignite properly.

Any equipment listed in the tables marked with an asterisk "*" next to its name is Adtech.

DR by 1 each time you are hit, *even if no Wounds were inflicted, until repaired*. You add your entire Overage to your damage roll, and the armor's DR is not subtracted from damage!

Hafted. Melee weapons in the shape of a long pole, possibly with a blade at one end.

Parry. Some melee weapons have a SM applied to your roll when it is used to Parry.

Penetrating. These weapons completely ignore the listed armor; meaning, you add your entire Overage to your damage roll and the armor's DR is not subtracted from the total!

Piercing. These weapons prevent an armor's DR from being subtracted from your damage. You do *not* gain your Overage to your damage roll.

If both a weapon you are using and the armor worn by your target have Notes, the weapon's Notes are applied first, then the armor's. This should decide any potential contradictions that may arise.

Weight

A weapon's weight is listed here, rounded to the nearest 0.25 lb. to make it easier to calculate encumbrance.

Cost

All weapons have a cost listed in the currency of the Emerald City. If a weapon is available in another Realm,



Emerald City Equipment List

Clothing, Men's	Weight	Cost	Illumination	Weight	Cost
Gentleman's Outfit	5 lbs.	\$404.60	Candles, Box of 6, Beeswax	1 lb.	\$1.60
Cravat, Silk	Neg.	\$4.00	Lantern, Dark	1½ lbs.	\$5.00
Cuff & Collar, Detachable, Celluloid	Neg.	\$1.40	Lantern, Storm	1 lb.	\$4.80
Frock Coat & Waistcoat, Fine Wool	3 lbs.	\$48.00	Lighter	Neg.	\$3.20
Pince-Nez	Neg.	\$60.00	Matches, Box of 50, "Strike Anywhere"*	Neg.	16¢
Pocketwatch, 7-jewel Movement	Neg.	\$66.00	Oil, Setay Lamp	4 lbs.	\$2.40
Pocketwatch, 20-jewel Movement, Gold Hunter	Neg.	\$480.00	Outdoor Equipment	Weight	Cost
Shirt, Dress, White (Detached Cuffs & Collar)	Neg.	\$12.00	Binoculars, Lumex Prism*	1 lb.	\$104.00
Shoes, Dress, Patent Leather	1 lb.	\$96.00	Blanket, Cotton	2.5 lbs.	\$2.50
Stickpin, Gold	Neg.	\$24.00	Blanket, Wool	4 lbs.	\$3.60
Suspenders	Neg.	\$3.20	Compass, Pocket	Neg.	\$2.30
Top Hat, Silk	½ lb.	\$90.00	Emergency Rations, Canned	20 lbs.	\$9.60
Trousers, Fine Wool	½ lb.	\$24.00	Grappling Hook	4 lbs.	\$3.00
Walking Stick, Ebony w/Gold Head	1 lb.	\$144.00	Pocketknife, Combination	Neg.	\$6.50
Watch Chain, Gold	Neg.	\$36.00	Rope, Hemp, 50'	1¼ lbs.	\$2.00
Clothing, Women's	Weight	Cost	Spyglass*	3 lbs.	\$40.00
Lady's Outfit	3 lbs.	\$390.20	Tent, Wedge	25 lbs.	\$26.00
Boots, High Cut, Button-Up	1 lb.	\$88.00	Tinderbox	Neg.	\$1.50
Brooch, Cameo	Neg.	\$48.00	Water Bottle, Tin	1 lb. (full)	80¢
Corset, Silk & Setay Bone	Neg.	\$52.00	Transportation	Weight	Cost
Crinoline	Neg.	\$14.00	Bicycle	13 lbs.	\$40.00
Drawers, Muslin	Neg.	\$5.00	Bridle & Reins	2 lbs.	\$5.00
Evening Gown	2 lbs.	\$160.00	Carriage, Family	700 lbs.	\$640.00
Handbag	Neg.	\$8.00	Carriage, Hillton	500 lbs.	\$400.00
Hat with Feathers & Ribbons	Neg.	\$20.00	Carriage, Phaeton	400 lbs.	\$320.00
Hose, Silk, Pair	Neg.	\$3.20	Cart, 2-wheel	200 lbs.	\$100.00
Entertainment & Dining	Weight	Cost	Halter	1 lb.	\$1.25
Absinthe	1 lb.	\$12.00	Harness, Single Buggy	15 lbs.	\$16.00
Laudanum	Neg.	\$2.40	Horse	1,500 lbs.	\$1,200.00
Newspaper, <i>The Emerald City Times</i>	Neg.	40¢	Mule	900 lbs.	\$160.00
Phonograph, "The Nightingale"*	10 lbs.	\$64.00	Saddle	25 lbs.	\$200.00
Phonograph Disc, Pre-Recorded*	Neg.	\$3.20	Saddle Bags, Large, Leather	4 lbs.	\$24.00
Quoits Set	25 lbs.	\$3.20	Saddle Blanket, Wool	1 lb.	\$4.00
			Steamcar, Brewster & Constable (139 PA)*	1,800 lbs.	\$240,000

your Director will need to exchange the listed cost into the currency of that Realm.

Availability

Availability lists the major Realms the weapon is typically found for purchase. It is possible, of course, weapons may be found in other Realms, but it is unlikely at best. The letter abbreviations used are: E = the Emerald City, G = Gillikinland, M = Munchkinland, Q = Quadlingland, W = Winkieland, and U = Universal. Universal means the weapon is available in all five major Realms.

Melee Weapons

Melee weapons are designed to be used up close and personal. All melee weapons have a Reach.

Reach

Some melee weapons are quite long, allowing combatants to attack their opponent at a greater distance than most melee weapons. Reach is the number of yards away you can attack an opponent. This will often allow you to attack someone without fear of them retaliating.

Normally, on the first Round of combat when two opponents meet for the first time in melee combat and

Emerald City Equipment List Continued

Containers	Weight	Cost	Medical Equipment	Weight	Cost
Duffel Bag	1 lb.	\$2.80	First Aid Kit*	2 lbs.	\$12.00
Phlegming Bag	1½ lbs.	\$9.60	First Aid Kit, Small	1 lb.	\$4.40
Storage Trunk, Large	12 lbs.	\$24.00	Surgical Case, Portable	5 lbs.	\$24.00
Storage Trunk, Small	8 lbs.	\$16.00	Surgical Kit*	15 lbs.	\$148.00
Writing Implements	Weight	Cost	Miscellaneous Equipment	Weight	Cost
Fountain Pen	Neg.	\$2.25	Box Camera*	1½ lbs.	\$24.00
Ink, Black, 4 oz.	Neg.	48¢	Gas Mask*	4 lbs.	\$100.00
Inkwell, Glass	Neg.	90¢	Handcuffs, Double Lock	Neg.	\$2.00
Paper, Fine Linen, ¼ Ream	Neg.	60¢	Lockpick Set	Neg.	\$50.00
Typewriter	10½ lbs.	\$96.00	Oilcan, Tin	Neg.	\$1.60
Typewriter Ribbon, Black	Neg.	\$1.20	Roll of Film*	Neg.	\$12.80

both have weapons with the same Reach, the combatant whose weapon has the *best* Initiative Penalty strikes first, if he wants, regardless of who has the highest Initiative. He must still have a UDM or perform an Interrupt Maneuver to make the attack.

Reach trumps weapon Initiative Penalties when determining who strikes first when a new melee combat is instigated. The character with the weapon with the highest Reach *always* goes first. If the combatant with the weapon with the highest Reach hits his opponent, even if no damage is done, his opponent's miniature is moved back to the distance in inches indicated by the weapon's Reach, most likely moving him out of Reach of his own weapon, not allowing him to retaliate.

Example: A Gillikin using a pike (Reach 5) is attacked by a Munchkin who is using a jian (Reach 1). The Munchkin has just moved to within 1 yard of the Gillikin. The Gillikin attacks first regardless of initiatives as his weapon has the higher Reach. He successfully hits the Munchkin, but the Munchkin's armor helps prevent him from being injured. The Munchkin is pushed back 5 yards (equal to the pike's Reach), directly along the path he took to engage the Gillikin. The Munchkin's jian is too short to allow him to attack the Munchkin back.

If both combatants have a weapon with the same Reach and IP, the combatant with the highest Initiative has the opportunity to attack first.

A Reach of Close means your character's miniature must be touching your opponent's miniature on the tabletop (or be in an adjacent hex/square) in order to use the weapon.

Unless a weapon has a Reach listed, its Reach is 1. That means when measuring distances on the tabletop, your opponent can be up to 1" away, while on a hex or square grid map your opponent must be no more than one hex/square away with nothing in the intervening hex/square.

Ranged Weapons

Ranged weapons are designed to inflict harm at a distance. All ranged weapons have a number of traits melee weapons lack.

Rate of Fire (RoF)

A weapon's RoF is the maximum number of shots that can be fired in a single Round of combat. However, a weapon cannot be fired at more than 3 targets, or the total number of shots its magazine holds, whichever is less, in a single Round, unless otherwise listed in a weapon's Notes.

Magazine

The number of shots, whether bullets, arrows, or other projectile, the weapon holds that can be used before a reload is required.

If the number of rounds includes a "+1," that means one round can be loaded separately and is not included in the other rounds, which are in a clip together. The extra round always takes an additional 1M to load.

Short Range

Short Range is listed as a number before and after a "+" sign, followed by a number in parenthesis; e.g. 10+15. The number before the + is known as the Close Range and is how many yards away a target may be attacked with the weapon without a Dice Penalty being imposed from the range. The number after the + is known as the Range Increment. For every multiple of the Range Increment (rounding up) a target is beyond the Close Range, a -1d DP is applied to your attack roll.

Example: A B&P .38 Bang-Bang has a Short Range of 10+10. If you attempt to attack a target 7 yards away, you will suffer no DP for the range. However, if you attempt to attack a target 53 yards away, you will suffer a -5d DP to your attack roll.

Aimed Range

Some ranged weapons have a Close Range and Range Increment listed in the Aimed Range column. These weapons can benefit from the Maneuver Aim, see pg. 128. The numbers listed replace the weapon's Short Range, Close Range and Range Increment when it has been aimed. Ranged weapons without a listing in the Aimed Range column cannot benefit from the Aim Maneuver.

Note that “Aimed” has nothing to do with whether you aim your weapon. It is automatically assumed you aim with your ranged weapons before shoot. “Aimed” is a game term for when you use a weapon specifically designed to be used at very long ranges and take the extra time needed beyond the 5 seconds of a Round to carefully position and aim the weapon on a very distant target.

Maximum Range

This is the maximum possible range at which you can use the weapon; you cannot target anything beyond this number.

Reload

Reloading a weapon takes either a number of UDMs (listed as M on the weapons tables) that must be used reloading the weapon before it can be fired again, or a number of Rounds (listed as R) that must be committed to reloading the weapon, without performing any other Maneuver *or moving* (voluntarily or involuntarily). You may only declare one maneuver in Step 3 of a combat Round when you are reloading a weapon that requires one or more Rounds to reload. If multiple UDMs or Rounds are required, a pause can occur, but this does not bring the weapon any closer to being ready to fire.

Example: A recurve bow has a reload time of 1 UDM, so during Phase 4) Action! During combat, you can notch an arrow using one of your UDMs, then fire it in the same round as an Attack Maneuver, using another UDM. Remember that each Maneuver you declared for a Round in Step 3) Declare Maneuvers over one imposes a -1d DP on *all* Maneuvers you attempt in the Round that require a roll. You can attempt only as many Maneuvers in a Round as you declared in Phase 3.

Example: The Axinville Rifle takes 4 Rounds to reload, during which you can neither perform any other Maneuvers, nor move at all. If while reloading you decide to perform another Maneuver that Round instead of reloading, or move at all, you do not make any progress toward reloading, but retain the Rounds of reloading already finished.

Some weapons require a number of UDMs or Rounds to reload a single shell, arrow, bolt, or other projectile. In these cases the Reload is listed as “2M/S,” the “S” standing for “shot.”

A few rare weapons cannot be reloaded in combat as they either require a long time or intricate procedures to do so. Such weapons have “NIC” listed as their reload.

Additional Notes

Automatic

Automatic weapons, give a combatant a few extra options when in combat other than simply firing a single shot. All ranged weapons with the Automatic trait in their Notes can perform the following variant attack forms.

Concentrated Fire allows for multiples of 5 shots to be fired with a single Attack Maneuver, each multiple of 5 granting +1d DB to your Attack roll. If your Overage

is negated by your opponent’s armor, you still apply half (rounding down) of your Overage to your damage! Note that damage is not calculated for each of the 5 shots; it is applied only once. Concentrated Fire can be used only if at least 5 shots remain in the weapon’s magazine. You can fire as many shots as you want up to your weapon’s Rate of Fire, as long as it is in multiples of 5 when using Concentrated Fire.

Spray Fire allows you to fire shots at more than one target with a single Attack Maneuver. For each 5 shots fired at a target 1 square inch (or hex), everything in that square inch is attacked by a single shot. You can target multiple square inches with a single Attack Maneuver. All square inches targeted must touch at least one other square inch. The maximum number of square inches that can be targeted is equal to your weapon’s Rate of Fire divided by 5, rounding down.

When you Spray Fire, make your Attack roll only once. This lets everyone know how well you have blanketed your target area. Any targets already in or who enter your targeted area must make a Defense roll for each square inch they enter. For each square inch a target is in or enters and rolls less than your Attack roll, proceed with your damage vs. the target’s TOU as normal.

Anyone who enters your target area until your turn next Round during Phase 4) Action! or you move, whichever is first, may be hit by your shots.

Note that you *cannot* choose who gets hit within your target area! *Everyone* who enters your target area may be hit.

Example: The Maximus I has a Rate of Fire of 10 and has the notation Automatic. You can Spray Fire the weapon, using all 10 shots, into two contiguous hexes/square inches. You make your Attack Roll and get a 23. Any targets in or who enter the 2 hexes/square inches is attacked by a single shot until your turn in the next round during Phase 4) Action! or until you move, whichever is first.

Performing Concentrated Fire and Spray Fire comes with a potential cost. If you fire 15 shots or more, you cannot have attempted any other Maneuvers before you shoot, or any Maneuvers after you shoot in the Round, except Active Defense and Total Defense. If you fire 30 or more shots, you cannot attempt *any* other Maneuvers during the Round, and you cannot have moved over half your Move before you shoot, or move more than half after you shoot.

If you perform either Concentrated Fire or Spray Fire and your weapon has the Accuracy trait, the bonus is lost.

Bows & Crossbows

Bows use your STR to calculate damage up to the number of dice in the parenthesis, which is the bow’s maximum damage. Crossbows have a set STR when constructed and can only be pulled or cocked by someone with the number of dice listed as damage in their STR or higher.

The maximum range for muscle-powered ranged weapons is equal to your STR (up to the maximum number of dice for damage) x 100 yards.

Example: You are using a shortbow and have a STR of 3d. The maximum damage dice for the shortbow is 3d, so the maximum range for you using the shortbow is 300 yards. If your STR was 5d, your maximum range would still be 300 yards because of the maximum damage dice is 3d.

Flamethrowers

Flamethrowers have a Fixed area of effect attack in the shape of a large teardrop. The small end of the teardrop is placed at the point on the tabletop pin-pointed within the weapon's Range, with the large end facing directly away from you. Everything along a straight line to the small end of the teardrop may be hit by the attack. Make a single Attack roll that is used for all potential targets.

Flamethrowers do the same amount of damage on the next Round as they did for their initial attack if target is flammable. Each Round thereafter, the damage is reduced by -5.

The cone template can be found in the back of the book.

Thrown Weapons

Thrown weapons are weapons designed to be thrown at an enemy using the throwing rules (see pg. 135). All thrown weapons have an Arrow Dynamic rating.

Arrow Dynamic is a special notation all thrown weapons possess that includes a number; e.g. "Arrow Dynamic 4." The number replaces the usual 2-inch increment when applying the DP for range. Remember that your attack roll cannot be reduced below a Pure Luck Die; if it would be, you cannot make the attack.

Example: You throw a short spear with Arrow Dynamic 4 at an opponent. You have a dice pool of 3d for the attack. For every 4" (rounding up) away from you your target, apply a -1d DP to your Attack roll. In this case your opponent is 7" away, imposing a -2d DP on your attack roll, reducing your dice pool to a Luck Die. If your opponent had been from 8" up to 12" away, your dice pool would've been reduced to a Pure Luck Die! If your opponent is farther than 12" away, you cannot make the attempt; you would automatically fail.

Firearms in Melee Combat

In melee combat you cannot shoot any firearms except pistols. Larger firearms can be used as a light or heavy club in melee combat. Some ranged weapons can have a bayonet or knife attached becoming a short spear, but with a Reach of only 1.

Weapon Descriptions

The weapons below are grouped together as Melee (which all do Low-Velocity damage), Ranged Low-Velocity, Ranged High-Velocity, and Ranged Energy. Some of the weapons require a few comments, for one reason or another, sometimes just because they're kinda'

cool. Those notes are given below. Weapons with no extra notes still have a picture for reference, except for clubs, knives, and such, which are so generic a picture is not needed.

Melee Weapons

Macuahuitl: This paddle shaped sword has blades of obsidian embedded in its edge that cause horrible wounds. A Fumble permanently reduces its damage by -1 to a minimum of STR+2. A Critical Failure breaks the sword rendering it useless.

Main-Gauche: Can be used offensively or defensively. When paired with a rapier or smallsword, provides a +5 to Parry, rather than its usual bonus.

Tessen: A razor edged folding fan. The listed price is for a common tessen. Fashionable decorated tessen can cost much more.

Ranged Low-Velocity Weapons

Atlatl: The atlatl is a javelin thrower. You will need extra javelins, each of which weigh 1 lb. and cost \$1.50.

Blowpipe: This weapon uses small darts as ammunition. Ten extra darts weigh 0.5 lbs. and cost 50¢.

Bows: Ten extra arrows weigh 1 lb. and cost \$1.00.

Chukonu: The chukonu is a repeating crossbow. It uses crossbow bolts as ammunition.

Crossbows: Ten extra bolts weigh 0.5 lbs. and cost \$1.50.

Ranged High-Velocity Weapons

Adolphus Double Rak Rifle: The Adolphus is a double-barreled rifle chambered specifically for the .600 Nitro Express round, made by Adolphus Machinery Company in the Emerald City. It is the most powerful rifle in production.

The origins of the weapon are interesting to say the least. While on a trip to Oogaboo, Adolphus Muckraker swears he was attacked by a rak. Ever since his mission has been to make a gun which could take a rak down.

Not a single rak has yet been harmed with this impressive rifle.

If the shooter has a STR less than 3d, he must make a Simple roll of his STR (alone) with a DiN equal to 10 or be knocked back one yard and prone.

Both barrels can be fired simultaneously, but the shooter must make a Simple roll of his STR (alone) with a DiN equal to 20 or be knocked back one yard and prone.

Axinville Rifle: This is an excellent example of the typical flintlock rifle found in various parts of Gillikinland and Munchkinland. It uses a 17.5mm lead ball as ammunition.

B&P .38 Bang-Bang: The Bang-Bang is a revolver chambered with the .38 Wallak round made by Bertollo & Payne Munitions Company of Rigmorole Town. It is popular with law enforcement throughout the Emerald City's territory mostly because of its ridiculously cheap price and its sound design.

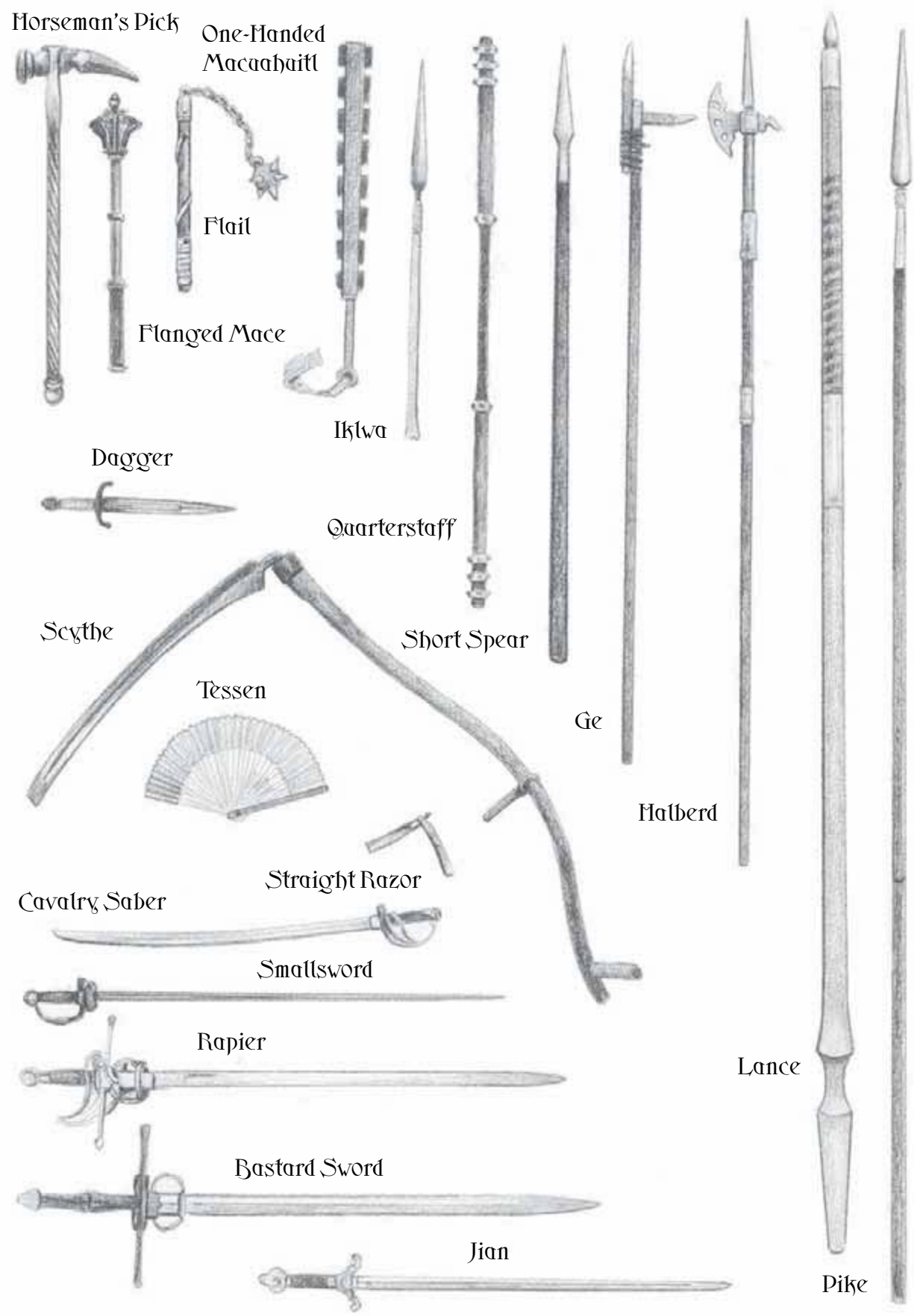


Melee Weapons Table						
Weapon	IP	Damage	Notes	Weight	Cost	Avail.
Axe, One-Handed	-2	STR + 7	-1 Parry	2 lbs.	\$2.00	U
Axe, Two-Handed	-4	STR + 14	-2 Parry	4 lbs.	\$3.00	U
Baton	-2	STR + 6		4 lbs.	\$1.00	E, G, Q
Brass Knuckles	0	STR + 5	Cannot Parry; Reach Close	0.25 lbs.	\$2.50	E
Bullwhip	-8	STR + 4	Reach 6; Cannot Parry; Half of damage, rounding up, is Fatigue; Defeated by any armor	2 lbs.	\$1.00	U
Club, Heavy	-3	STR + 8		8 lbs.	-	U
Club, Light	-2	STR + 5		3 lbs.	-	U
Dagger	-2	STR + 5	Reach Close	1 lb.	\$2.00	U
Flail	-4	STR + 12	Reach 2; -1 Parry	8 lbs.	\$5.00	G
Garrote	0	STR	Used in a Grapple; Defeated by neck guard; Inflicts Fatigue instead of Wounds; Cannot Parry	Neg.	15¢	U
Ge	-4	STR + 11	Reach 2; -2 Parry; Hafted	10 lbs.	\$6.00	M
Halberd	-5	STR + 12	Reach 2; -2 Parry; Hafted	12 lbs.	\$7.50	G, M
Iklwa	-3	STR + 7	Reach 3; Bleeding 2	4 lbs.	\$1.55	Q
Jian	-2	STR + 7		3 lbs.	\$35.00	M
Knife, Small	-1	STR + 2	Reach Close	0.5 lbs.	\$1.50	U
Lance	-4	STR + 12	Mounted; Reach 4; Min. Reach 2; Cannot Parry; If used unmounted treat as long spear	6 lbs.	\$3.00	G
Mace, Flanged	-2	STR + 10	Bleeding 2	5 lbs.	\$6.50	G
Macuahuitl, One-Handed	-3	STR + 5	Bleeding 3; See text	3 lbs.	\$25.00	W
Main-Gauche	-2	STR + 6	Reach Close; +2 Parry; See text	1.25 lbs.	\$2.50	G
Pick, Horseman's	-4	STR + 5	-2 Parry; Reach 2; Penetrates all types of physical armor	3.5 lbs.	\$3.50	G
Pike (18 ft.)	-8	STR + 9	-2 Acc; Cannot Parry; Reach 5; Min. Reach 4	20 lbs.	\$9.00	G
Quarterstaff	-2	STR + 8	+2 Acc; +2 Parry	3.5 lbs.	50¢	U
Rapier	-1	STR + 5	+2 Acc; +1 Parry; Reach 2; Breaks if Parry roll is a Critical Failure	2.5 lbs.	\$25.00	E, G, M
Saber, Cavalry	-2	STR + 8		3 lbs.	\$25.00	E, G, M
Scythe	-4	STR + 8	-1 Parry; Bleeding 2; Hafted	5 lbs.	\$2.00	U
Sickle	-2	STR + 4		1.5 lbs.	75¢	U
Smallsword	-1	STR + 5	+2 Acc; +1 Parry; Breaks if Parry roll is a Critical Failure	1.5 lbs.	\$20.00	E, G, M
Spear, Long (8 ft.)	-4	STR + 10	Reach 3; -2 Parry; 2-Handed; Hafted	5.5 lbs.	\$3.00	U
Spear, Short (6 ft.)	-3	STR + 10	Reach 2; -2 Parry; 2-Handed; Hafted	4.5 lbs.	\$2.50	U
Straight Razor	0	STR + 4	Reach Close; Bleeding 2; Cannot Parry; Defeated by all Types of armor	0.25 lbs.	\$1.75	E, G, M
Sword, Bastard	-2	STR + 8		5 lbs.	\$32.50	E, G, M
Swordcane	-1	STR + 5	+1 Acc	1 lb.	\$3.20	E, G
Tessen	-1	STR + 3	Cannot Parry; Reach Close	1 lb.	\$2.00	M

It amazes a lot of people to know where the gun is made and that previous iterations had been made of wood, clay, and even fur. Finally, Bertollo de Manognok settled on metal as the ideal material for the weapon. Equally surprising is just how good this revolver is.

Bradley Pepperbox, .31 Caplock: This precursor to the six-shooter revolver uses firing caps rather than

flint as its method of ignition. The trigger is unreliable and pressure sensitive. Whenever you fire the pistol to shoot between one and five shots, roll 1d and divide in half (rounding up) to determine the number of shots that actually go off, up to the maximum shots left. All six shots can be fired at once without needing to roll.



Gunpowder

Some things in the Outside World come from such a different source in Oz that they are nearly unimaginable. One of the most important to the modern era is gunpowder. Without it, warfare would be very different. In Oz, gunpowder grows on trees, literally.

Gunpowder trees grow up to 50-feet tall in the temperate climate zones of Oz, predominantly in the southern portion of Gillikinland, the central portion of Munchkinland, and the northern section of the Quadling Country. Although gunpowder trees can, and do, grow in the central part of Winkieland, the Shining Desert restricts them to the eastern area of the Realm.

Gunpowder is harvested by growing the tree for two years and then coppicing it; that is, cut off the tree trunks very close to the ground. The next year about a dozen shoots will form from the roots. These shoots are then stripped of their bark, which is left to dry. Only the thin (1/32") inner bark is used; the outer woody portion is removed, leaving yard-long gunpowder strips that curl into rolls ("quills") on drying. Each dried quill comprises strips from numerous shoots packed together. These quills are then cut into 2.5–5 inch lengths for easy transportation in small, gallon-sized barrels.

At the ammunition factories the quills are carefully ground into powder. The size of the granules determines the burn rate of the gunpowder; the larger the granule, the slower it burns. The powder is then loaded into cartridges of various sizes to make bullets or sold in premeasured flasks for use in flintlocks.

Gunpowder is very expensive and the trees themselves are worth their weight in gold. The trees present an unique problem. In the hands of the Ozmites the trees are a necessary resource for the continuance of their army. If during a war they are captured by forces hostile to the Emerald City, the trees are often simply worth too much to destroy. The Wicked Witches very rarely burn the trees when a farm falls into their hands as this leaves the area devastated and infertile to most crops for many years.



Assegai



Atlatl



Shortbow



Recurve Bow



Composite Bow



Regular Bow



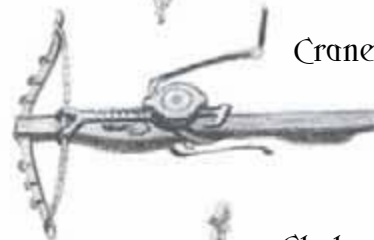
Longbow



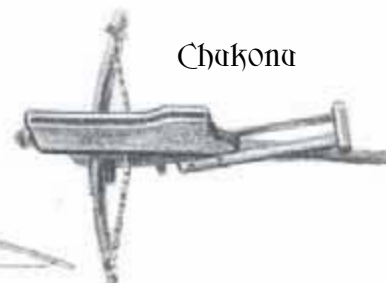
Pull Lever Crossbow



Cranequin Crossbow



Chakona



Ranged Low Velocity Weapons Table											
Weapon	IP	RoF	Mag.	Range	Max. Range	Damage	Rld.	Notes	Wgt.	Cost	Avail.
Assegai	-4	1	1	Thrown	-	STR+8	1M	Arrow Dynamic 4	4 lbs.	\$2.00	Q
Atlatl	-7	1	1	Thrown	-	(STRx2)+3	1R	Arrow Dynamic 4	3 lbs.	\$2.50	W
Axe, One-Handed	-1	1	1	Thrown	-	STR+2	1M	Arrow Dynamic 2	2 lbs.	\$2.00	U
Blowpipe	-2	1	1	5+5	50	STR/2	1M	Cannot be used in Melee	1 lbs.	\$1.50	Q, W
Bow, Composite	-3	1	1	35+35	Spec.	STR (4d)+5	1M	Bow; Cannot be used in Melee	5 lbs.	\$45.00	U
Bow, Recurve	-3	1	1	30+30	Spec.	STR (4d)+2	1M	Bow; Cannot be used in Melee	4 lbs.	\$7.00	M
Bow, Regular	-3	1	1	25+25	Spec.	STR (4d)	1M	Bow; Cannot be used in Melee	2.5 lbs.	\$5.00	U
Chukonu	-4	1	10	10+10	200	8+1d	1R/S	Bow; Cannot be used in Melee	10 lbs.	\$25.00	M
Crossbow, Cranequin	-4	1	1	20+40	500	24+1d	3R	Crossbow; Piercing vs. all physical armor; Cannot be used in Melee	12 lbs.	\$38.00	G
Crossbow, Pull Lever	-3	1	1	15+30	400	16+1d	2M	Crossbow; Piercing vs. all physical armor; Cannot be used in Melee	6.5 lbs.	\$7.50	G, M
Dagger	-2	1	1	Thrown	-	STR+2	1M	Arrow Dynamic 2	1 lb.	\$2.00	U
Javelin	-4	1	1	Thrown	-	STR+3	1M	Arrow Dynamic 4	1 lb.	\$1.50	W
Knife, Small	-1	1	1	Thrown	-	STR+1	1M	Arrow Dynamic 2	0.5 lb.	\$1.50	U
Longbow	-4	1	1	30+30	Spec.	5+5d	1M	Bow; Cannot be used in Melee	4.5 lbs.	\$10.00	G
Shortbow	-2	1	1	15+15	Spec.	1+3d	1M	Bow; Cannot be used in Melee	2 lbs.	\$2.50	U
Spear, Short, Metal-tipped (6 ft.)	-3	1	1	Thrown	-	STR+6	1M	Arrow Dynamic 4	4.5 lbs.	\$2.50	U
Spear, Short, Stone-tipped (6 ft.)	-3	1	1	Thrown	-	STR+5	1M	Arrow Dynamic 4	4.5 lbs.	\$2.00	Q

Bull Blunderbuss & Bull Blunderbuss Pistol, 11G Flintlock: Both of these firearms can use just about anything that is durable and can fit into their muzzles as ammunition. The usual ammunition is a small handful of lead balls.

Da'feng Lobbergun, Flintlock: The Da'feng Lobbergun has been the primary weapon of the Munchkin special forces for generations. This unusual weapon can be used in two ways. The first is as a flintlock short-rifle, which uses a large bore lead bullet and does 10+3d damage, with a Range of 10+10 (165) and a Reload of 4R.

However, it is usually fired with a blank shot that fires a glass ampoule affixed to the muzzle of the gun. The stats listed on the table below are for this mode of firing. The ampoule can hold nearly any kind of alchemical compound the Munchkins can devise...and that's quite a few. Two types of ampoules are detailed here.

Liquid Fire ampoules do 5d Energy damage in an expanding area of effect, igniting anything that takes damage and is flammable (including people). Continuing damage is 1d Energy per Round, until a 1 is rolled when the fire goes out. Nothing short of total immersion in water will put the fire out. Five liquid fire ampoules weigh 0.5 lbs. and cost \$15.00.

Ice ampoules must hit a living biological being to have any effect. The target, if hit, must make a Death Check with a DiN equal to 5 + the Overage gained from the attack. If successful, nothing happens and the liquid spills on the ground freezing it solid. If the Death Check is failed, the target freezes solid and is killed! Five ice ampoules weigh 0.5 lbs. and cost \$750.00. The sheer cost of Ice ampoules prohibit their use on any but the most important of missions.

Frasier's Gentlemen's Assistant: "The Frasier," as it is commonly called, is a semi-automatic pistol

Ranged High Velocity Weapons Table

Weapon	IP	RoF	Mag.	Short Range	Aimed Range	Max. Range	Dam.	Rld	Notes	Weight	Cost	Avail
Adolphus Double Rak Rifle, .600 Nitro Express*	-5	2	2	10+25	500+350	4,600	25+3d	1M/S	+3 Acc; All damage dice explode	17 lbs./ 0.5 lbs.	\$475.00/ \$40.00	E
Axinville Rifle, 17.5mm Flintlock	-4	1	1	5+5	100+100	1,200	15+1d	4R	Fails to fire on a Fumble	9.5 lbs./ Neg.	\$7.50/ 40¢	E, G, M, Q
B&P .38 Bang-Bang*	-2	3	6	10+10	110+110	1,200	10+1d	2M/S	+1 Acc	2.25 lbs./ 0.25 lbs.	\$5.00/ 90¢	E
Bradley Pepperbox, .31 Caplock*	-1	1-6	6	5+5	-	50	5+1d	2R/S	See text	1.75 lbs./ Neg.	\$7.50/ 60¢	E, G, Q
Bull Blunderbuss, 11G Flintlock	-3	1	1	Med. Cone	-	-	5d	3R	Shotgun	7 lbs./ Neg.	\$10.00/ 50¢	E, G, M, Q
Bull Blunderbuss Pistol, 11G Flintlock	-2	1	1	Short Cone	-	-	5d	3R	Shotgun	5 lbs./ Neg.	\$8.50/ 50¢	E, G, M, Q
Da'feng Lobbergun, Flintlock	-4	1	1	10+10	-	165	Special	5R	See text	7 lbs./ Neg.	\$40.00/ 40¢	M
Frasier's Gentleman's Assistant*	-1	3	10	10+10	100+100	1,100	16	2M	+2 Acc; With Stock increase IP to -2 and Aimed Range to 120+120	3.25 lbs./ 0.25 lbs.	\$37.50/ \$2.00	E
Frasier's Peek-a-boo*	-1	3	7	3+3	70+50	800	10	1M	-1 Acc	1 lb./ Neg.	\$1.75/ 70¢	E
Frasier's Walking Stick*	-3	1	1	10+10	100+100	1,200	10+2d	4M		1.5 lbs./ Neg.	\$9.00/ 20¢	E
Killan M29 SAA*	-2	3	6	10+10	100+100	1,300	12+1d	2M/S	+1 Acc	3.5 lbs./ 0.25 lbs.	\$20.00/ \$3.00	E
Killan M75*	-2	3	7+1	10+10	100+100	1,600	15+1d	1M	+1 Acc	3 lbs./ 0.5 lbs.	\$52.00/ \$4.00	E
Killan M137 SMG*	-2	30	20+1	20+20	100+75	1,000	20	1M	+2 Acc; Automatic	8 lbs.	Military Only	E
Locksmith Emerald SP*	-2	1	1	Long Cone	-	-	15+2d	1M	Explodes on a Crit. Failure; All damage dice explode	4 lbs./ 0.25 lbs.	\$125.00/ \$10.00	E
Locksmith M62, 7.92x57mm*	-3	1	5	10+10	600+350	4,600	28	1M	+4 Acc	10 lbs./ 0.5 lbs.	\$21.00/ \$4.00	E
Locksmith M75 LAR, .30-06*	-6	20	20	5+10	500+300	4,500	38	1M	+4 Acc; Automatic	18 lbs./ 2 lbs.	\$350.00/ \$16.00	E
Locksmith M132 LRP*	-2	6	12	10+10	120+120	3,000	18	1R	+1 Acc; Virtually noiseless	2.75 lbs./ Neg.	\$52.00/ \$1.20	E
Maximus I Auto Gun*	-5	10	25	20+10	500+400	4,500	35+3d	2R	+3 Acc; Automatic; See text	465 lbs./ 2 lbs.	\$750.00/ \$2.50	E
Maximus II Auto Gun*	-5	65	250	20+20	300+300	3,300	35	2R	+3 Acc; Automatic; See text	40 lbs./ 22 lbs.	\$275.00/ \$25.00	E
Mazobourg Pistol, .45 Flintlock	-2	1	1	5+5	100+50	800	4+2d	4R	-1 Acc	2.75 lbs./ Neg.	\$5.50/ 20¢	E, G, M, Q
Wadling Gun*	-5	See text	40	10+10	500+250	2,500	30	1R	+2 Acc; Automatic; See text	560 lbs./ 8 lbs.	\$800.00/ \$12.00	E
Windcaster Model 22, .44-40*	-4	3	15+1	20+20	300+200	2,200	2+3d	1M/S	+2 Acc	9 lbs./ 0.75 lbs.	\$19.50/ \$9.60	E
Windcaster Model 63, 12G*	-4	2	5+1	10+10	150+50	800	5d	1M/S	+7 Acc; See text	9 lbs./ 6.5 lbs.	\$18.00/ \$4.20	E
Windcaster Model 138, Blastgun*	-4	1-6	6	Long Cone	-	-	5d	1M/S	Shotgun; See text	12 lbs./ 6.5 lbs.	\$210.00/ \$4.20	E

Maximas II Auto Gun



Adolphus Double Bar Rifle



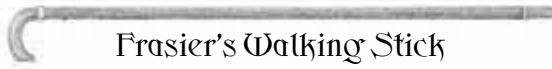
B&P .38
Bang-Bang



Da'feng Lobbergun &
Ice Ampoule



Frasier's Walking Stick



Killan M29 SAA



Ball Blanderbass &
Ball Blanderbass Pistol



Locksmith
Emerald SP



Locksmith M132 LRP



Killan M75



Locksmith M75 LAR

Axinville Flintlock Rifle



Frasier's Gentleman's Assistant
Mazobourg Flintlock Pistol



Killan M137 SMG



Windcaster Model 22 Repeating Rifle



Locksmith M62 BAR



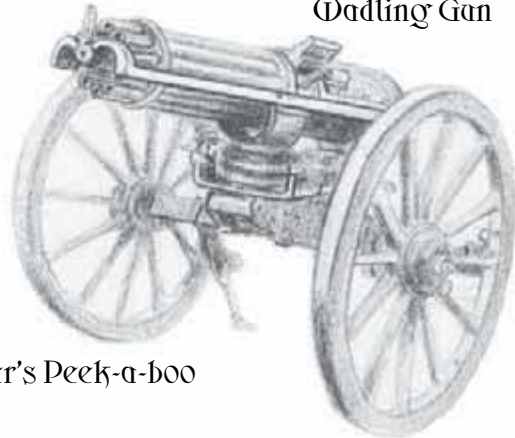
Windcaster Model 63, 12G



Windcaster Model 133
Blastgun



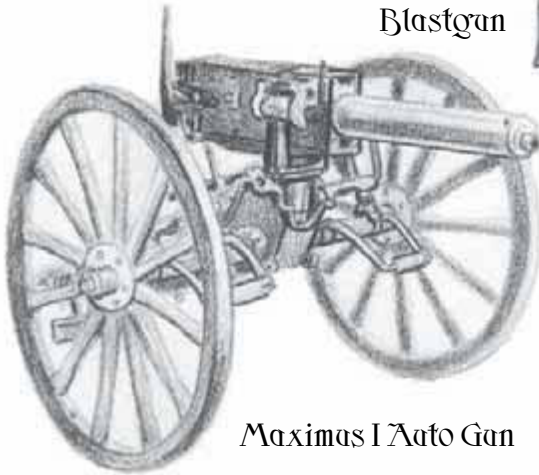
Wadling Gun




Bradley
Pepperbox



Maximas I Auto Gun



Frasier's Peek-a-boo



chambering the 7.63x25mm round, made by Frasier Accouterments. Originally designed for the military, "The Frasier" did not make the selection and was doomed to be forgotten until an upper-class citizen asked Douglas Frasier to give him a weapon that would be appropriate for social gatherings but still be quite up to the task. Taking his prototype, Frasier engraved it and put on a beautiful wood stock and sold it. Upper-class citizens of the Emerald City soon clamored to have one. It is now sold at Frasier's high-end shops.

Fraiser's Peek-a-boo: The Peek-a-boo is a small holdout semi-automatic pistol using the .25 Frasier cartridge made by Frasier Accouterments. Designed for the ladies of upper society to hide within their bodices or purses. The small gun carries seven rounds and, even though small, can be quite formidable. It is also available in pastel colors and a variety of precious metals at much higher prices than that listed on the table.

Fraiser's Walking Stick: A popular accessory amongst the idle rich, the Walking Stick is a cane that doubles as a rifle chambering a single .32 Frasier cartridge. A single shot weapon, the Walking Stick is designed to be used when reaching for your other Frasier weapon is inconvenient or socially improper.

Killan M29 SAA: Created near the beginning of the 1st Great War, the Killan M29 SAA (Single-Action Army) is an easy-to-use and maintain revolver issued to the officers of the Emerald City's army. It was, and still is, produced by Mercie Killan Arms Manufacturers. The single-action revolver uses the .45 Long Killan cartridge.

Killan M75: Designed to replace the M29, the Killan M75 is a magazine-fed, recoil-operated, semi-automatic pistol chambered for the .45 Killan cartridge. The current sidearm issued to the Emerald City military is manufactured by Mercie Killan Arms Manufacturers.

The Killan M75 is one of the finest handguns ever made. It has been copied by several other manufacturers each leading to lawsuits ultimately upholding Killan's patent.

The M75 is still restricted to active military personnel. To be found with one illegally is a felony. The cost listed is the M75's black market value.

Killan M137 SMG: The M137 is a sub-machine gun chambered with the new 10mm cartridge introduced by "The Colonel," leader of the bounty hunter group, The Troubleshooters.

Based on the guns that the Colonel's forces use, Mercie Killan Arms Manufacturers made a model for use by the Emerald City military for close-quarters combat. The M137 is light, maneuverable, and has a high rate of fire. The entire production run for the next three years has already been purchased by the Emerald City military.

The M137 is restricted to special military personnel. To be found with one illegally is a felony. To date the M137 has not found its way into the black market due to its tightly controlled production.

Locksmith Emerald SP: The Locksmith Emerald SP (Steam Pistol) is so called because it fires a roll of dimes worth \$10, or 1 Emerald. The dimes are kept in plain paper rollers for easy reloading. It uses a small canister of steam for propulsion, which must be replaced every four shots. Canisters can be filled at a steam boiler using an included special attachment.

This devastating weapon is new to the market and in high demand. Its cost is, therefore, sky-high and finding one for sale is extremely difficult.

Locksmith M62 BAR: The M62 BAR (Bolt-Action Rifle) has been the mainstay of the Grand Army for over 75 years. Although it is a fine weapon, it is due to be replaced. By what, is still top secret. The rifle uses 7.92x57mm rounds.

A bayonet can be attached to its end, acting like a dagger with a Reach of 2. The bayonet adds 1 lb. to the gun and costs 55¢.

Locksmith M75 LAR: The Locksmith M75 LAR (Locksmith Automatic Rifle) was created in 75 PA, a couple of years before the start of the 2nd Great War, by Locksmith Arms Company in the Emerald City. It is the main-stay automatic machine gun used by the Emerald City's military forces, and uses the .30-06 Emerald cartridge. It features a 30-round magazine and an optional 200 round drum magazine for squad deployment.

The inventor of the weapon, Nigel Locksmith, was just a regular locksmith a couple of years ago, working in the family business. A year after a trip through the Gillikin Country, he happened across the remains of an Outsider dressed like a soldier carrying weapons he had never seen before. Taking the weapon, he brought it back to his factory and after reverse engineering it he brought a production prototype to the military brass of the Emerald City. After seeing the effectiveness of the weapon, Locksmith was ordered to begin immediate production to replace the current issued weapon.

The Locksmith M75 LAR is restricted to specific, active military personnel. To be found with one illegally is a capital offence. The cost listed on the table is the M75's black market value.

Locksmith M132 LRP: The M132 LRP (long-range pistol) is a steam action pistol using small .32 steel balls, manufactured by Locksmith Arms Company. It was primarily made for long-distance, silent assassinations where a rifle would be impractical to use. It has an incredible range and works by using steam pressure to fire the ball at high velocities with virtually no noise.

Twelve steel balls are held in a revolving cylinder. The balls weigh 0.25 lbs. and cost 25¢ per dozen. The gun needs to have its steam reservoir refilled at a boiler using an included special attachment after 12 shots.

Maximus I Auto Gun: The Maximus I was the first automatic machine gun produced for the Ozmite forces during the 1st Great War. It was manufactured by a couple of factories, under guidance of Charles Maximus of Maximus Fabricators. The gun saw service toward the end of the war, but its effect was tremendous due to its

higher rate of fire than the earlier Wadling Gun. Finally phased out, it was replaced by the Maximus II.

Like the Wadling Gun it is mounted on a two-wheeled carriage. The Maximus I uses 25-round fabric belts of 94mm ammunition. It requires two men to reload, or increase Reload to 4R.

Maximus II Auto Gun: The Maximus II was an evolution to the design of the Maximus I. It is a water-cooled machine gun, with many design improvements made over the first generation Maximus. Its claim to fame was its reliability. The "Max 2," as it was commonly called, could be fired in many adverse conditions and was easy to maintain. There were even stories of Maximus units holding back advancing units of the Munchkins with just a couple of the guns firing continuously for hours with only barrel replacements needed. It was eventually replaced by the Locksmith M75, but it can still be found in use by local militias.

The Maximus II uses 250-round fabric belts of .303 rounds that weigh 22 lbs. in their wooden case. It requires two men to reload, or increase Reload to 4R. It has an optional tripod that decreases the IP to -3 and increases the Aimed Range, Range Increment to +330 and the Accuracy to +5. The tripod weighs 45 lbs. and costs \$135.00.

Mazobourg Pistol, .45 Flintlock: This smooth-bore flintlock pistol is the most accurate ever made. It is still handcrafted by the Mazobourg Manufacturing Company.

Wadling Gun: The Wadling Gun is a multi-barreled weapon, mounted on a two-wheeled carriage, used by Emerald City forces during the early part of the 1st Great War. It was made by various factories and used by automations and vehicle-based units. It has ten rotating barrels and is cranked by hand. It fires the .45 Killan cartridge.

The Wadling Gun was made obsolete by the Maximus I, but it can be found in remote regions and museums. Its descendants are steam-powered and still used on aerostats.

The Wadling has a 40-round magazine that weighs 8 lbs. A separate 400-round drum can be purchased that weighs 60 lbs. and costs \$25.00. The 400-round drum needs to be rotated by hand after every 20 shots, requiring 1 UDM.

Windcaster Model 22 Repeating Rifle: The Model 22 is a lever-action repeating rifle using the .44-40 Windcaster cartridge, made by Windcaster Repeating Arms Company. This is without doubt the rifle of choice for hunters and outlaws alike.

Windcaster Model 63, 12G: The Model 63 is a pump-action shotgun designed to fire the 12-gauge Windcaster round, both made by Windcaster Repeating Arms Company.

This devastating gun is used by hunters and many people in the more dangerous areas of Oz needing a powerful, easy to maintain, firearm. It has a shorter range than rifles, but

the shot it fires will usually kill anything that gets in its owner's way.

Windcaster Model 138 Blastgun: The Model 138 is a breech-loading, six-barreled shotgun using the 12-gauge Windcaster round, designed by Windcaster Repeating Arms Company.

It was designed to provide a maximum amount of firepower in a small package. Easily concealable, the Model 138 is one of the most devastating firearms available. Few things can stand up to six shotgun blasts at the same time and, hopefully, you'll never run into one.

When the Model 138 is fired, you have the option to shoot one shot, which is the damage listed on the table, or all the remaining shells! If all six shells are fired at the same time and your STR is less than 3d, you must make a Simple roll of your STR (alone) with a DiN of 15 or be knocked back one yard and prone, as well as take 1d Low-Velocity damage from the recoil.

Ammunition

The cost to fully reload once any of the ranged High-Velocity weapons is listed after the slash in the cost column. To find the cost of a single round of ammunition, divide the ammunition's listed cost for the weapon by the magazine listing. The cost listed includes a clip if the weapon uses them.

The weight of one full reload is likewise listed after a slash in the weight column.

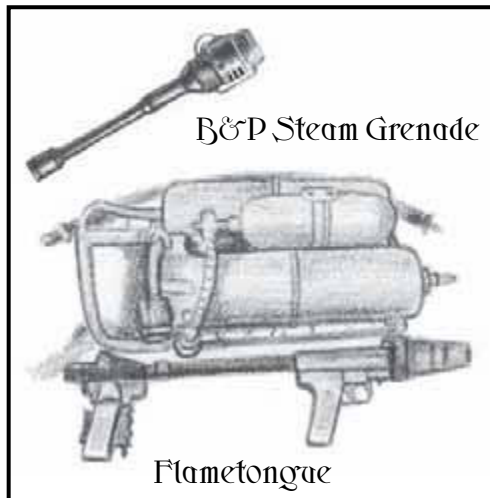
Ranged Energy Weapons

B&P Steam Grenade: The steam grenade is a reusable armament designed to release a lot of steam in an area, providing easy concealment and burning nearby enemies without causing massive concussive damage. Originally B&P intended the grenade to be used to steam clean an entire room of clothes, but the military had other ideas.

The Steam Grenade must be filled at a steam boiler. Then it must be used within 4 hours or the heat will dissipate and the steam will condense rendering the grenade inoperable.

As with all grenades, the Steam grenade is restricted to active military personnel. To be found with one illegally is a felony. The cost listed on the table is its black market value.

Flametongue: The Flametongue is a back-mounted flamethrower produced by Axinville Alchemical Company. Introduced at the end of the 2nd Great War, it was highly effective at clearing out trenches and enemy fortifications. It is rumored Axinville Alchemical Company has a more advanced prototype undergoing military testing.



Ranged Energy Weapons Table

Weapon	IP	RoF	Mag.	Range	Dam.	Rld.	Notes	Wgt.	Cost	Avail.
B&P Steam Grenade*	-3	1	-	Thrown	6d	-	Timed; Arrow Dynamic 2; Expanding Area of Effect; Reusable; See text	1.5 lbs.	\$80.00	E
Flametongue*	-5	1	10	2+2 (20) + Long Cone	5+2d	NIC	Flamethrower; Takes 2R to prepare for each firing	68 lbs.	Military Only	E

The Flametongue is restricted to special active military personnel. To be found with one illegally is a capital offense. The flametongue has yet to be found on the black market, probably because they are relatively unstable and easy to trace.

Explosives

Explosives can be used for clearing obstacles or while in combat. Explosives do an amount of damage that is half High-Velocity and half Energy (giving any remainder points to Energy), unless otherwise noted, in an Expanding area of effect (see pg. 133). Divide armor's DR in half (rounding down) when it is applied against an explosive weapon. This usually means most armor will at best protect against half the damage.

Explosives can be either Timed or Impact.

Timed explosives, which include most grenades, always go off in Phase 1) Upkeep during combat. The fuse length of a timed explosive must be at least 5 seconds, meaning it will explode on the very next Phase 1) Upkeep.

Impact explosives go off when struck or immediately after landing after being thrown.

Grenades

Grenades are thrown weapons with an Expanding area of effect. Grenades are usually timed; when thrown, it will go off in the next Phase 1) Upkeep, unless otherwise noted. Some grenades are impact explosives and will detonate as soon as they land.

Explosives

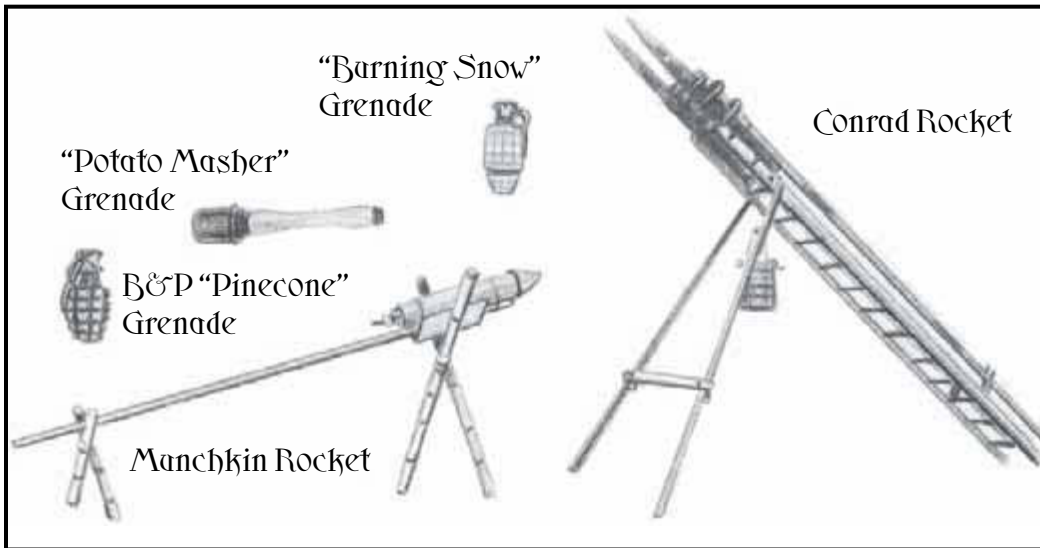
All explosives are restricted to active military personnel. To be found with one illegally is a felony. The cost listed on the table is the grenade's black market value.

B&P "Pinecone" Grenade: The "Pinecone," so-called because of its shape, is a fragmentation grenade made by Bertollo & Payne Munitions Company of Rigmarole Town. Originally designed as a party favor, Payne could not get it to the point where it wouldn't kill all of the party guests. A survivor at one of the "test parties" happened to be in the Emerald City military. Realizing its destructive potential, he placed a large order with the munitions company. Activated by pulling a pin.

"Burning Snow" Grenade: This grenade is filled with white phosphorous. When it explodes a cloud of white smoke is created in the blast area that lasts for one minute, or less, depending on the wind. Anything that takes any Energy damage has some burning phosphorous on them. Every Round for 12 Rounds it continues to do 4d damage + 1d cumulative Energy damage to the wounded

Explosives Table

Weapon	IP	RoF	Range	Max. Range	Damage	Notes	Wgt.	Cost	Avail.
B&P "Pinecone" Grenade*	-3	1	Thrown	-	6d	Timed; Arrow Dynamic 3; Explodes 1 Rd. late on Fumble	1.25 lbs.	\$20.00	E
"Burning Snow" Grenade*	-3	1	Thrown	-	4d Energy	Timed; Arrow Dynamic 1; See text	1.5 lbs.	\$50.00	E
Conrad Rocket	-6	1/3	20+50	500	10d	Impact; Min. Range 20	32 lbs.	\$40.00	G
Dynamite*	-1	1	Thrown	-	7d	Timed; Arrow Dynamic 2	0.5 lb.	\$1.50	E
Gunpowder	-	-	-	-	6d	Timed	1 lb.	\$1.00	U
Gunpowder Grenade	-3	1	Thrown	-	4d	Timed; Arrow Dynamic 2; Explodes prematurely on Crit. Failure; See text	2.25 lbs.	\$10.00	E, G, M
Munchkin Rocket	-5	1/6	20+15	150	4d	Impact; Min. Range 20; Explodes prematurely on Crit. Failure	6.5 lbs.	\$7.50	M
Nitroglycerin*	-2	1	Thrown	-	7d	Impact; Arrow Dynamic 2	0.25 lbs.	\$15.00	E
"Potato Masher" Grenade*	-4	1	Thrown	-	5d	Timed; Arrow Dynamic 2; Explodes 1 Rd. late on Fumble	1.5 lbs.	\$20.00	E
TNT	-2	1	Thrown	-	10d	Timed; Arrow Dynamic 2	1 lb.	\$9.00	E



target, unless it is brushed off with a simple roll of your AGI + INT with a DiN equal to 5 + the Energy damage initially taken. Activated by pulling a pin.

Conrad Rocket: This rocket does not require a launcher. It is mounted on a stick that is stuck into the ground, requiring 3 Rounds to set up. The rocket must have its fuse lit, which requires 1 UDM, presuming there is a readily available flame.

Dynamite: Old dynamite sweats nitroglycerin, making it extremely dangerous. Sticks of dynamite are about 1.25 in diameter and 8 inches in length. Dynamite is usually lit by a burning fuse.

Gunpowder: Gunpowder is packed in kegs in increments of 10, 20, or 100 lbs. A single shot from a flintlock uses 100 to 200 grains. There are 7,000 grains to the pound. Gunpowder is lit by a burning fuse.

Gunpowder Grenade: The Gunpowder Grenade is a heavy metal sphere with a hollowed-out center filled with gunpowder. The top is sealed with a wick extending down into the gunpowder. The grenade must have its fuse lit by a flame before thrown. This requires 1 UDM, presuming there is a readily available source of fire.

This grenade is primarily used by grenadiers in Gillikinland. It is outdated in the Emerald City and rarely used in Munchkinland in favor of more specialized alchemical grenades.

Munchkin Rocket: This requires a launcher that must be set into the ground requiring 5 Rounds to set up. The rocket must have its fuse lit, which requires 1 UDM, presuming there is a readily available flame. It weighs 10 lbs. and costs \$93.75.

Nitroglycerin: A heavy, colorless, oily liquid that is highly explosive. Sudden jolts and high temperatures can cause detonation, making this explosive very dangerous to transport. If dropped or impacted, roll one die. On a 1-3 it explodes. Nitroglycerin is usually kept in 4 oz. glass bottles.

"Potato Masher" Grenade: Must twist the can at one end to activate.

TNT: This explosive typically comes in 10 lb. blocks. It is lit by a burning fuse.

Armor

Besides cover, armor is the best option when protecting yourself from damage. All armor has the following traits listed on the armor and shields table.

Shields

Shields provide extra protection when in combat and other dangerous situations. Apply a shield's DR only when you have successfully used it in an Active Defense – Block or Total Defense – Block Maneuver, or when you are attacked by an area of effect.

Damage Reduction (DR)

All armor has a DR rating, which is the amount of damage negated by the armor when you are hit. A hit can be reduced to 0 damage from the protection of armor. The DR listed takes into account the materials the armor is constructed from, as well as the amount of coverage it provides to the wearer.

Type

Armor protects against the same types of damage weapons inflict: Low-Velocity, High-Velocity, Energy, and Particulate. If you are hit by a weapon with the same type as your armor, your opponent's Overage is reduced to 0 *before* he adds his damage.

Armor can protect against more than one type of damage. If an attack does any type of damage your armor does not protect against, the attacker's Overage is *not* reduced to 0!

If your attacker's weapon type does not match one of your armor's types, the armor's DR is halved, rounding down. This means even though your armor isn't necessarily designed to counter the type of damage inflicted upon you, it does provide some protection.

Notes

Some armor has special rules. These are listed under Notes.

Defeats. A notation found for a few armors, "Defeats" means whatever type of weapon is listed is completely ineffective against an opponent wearing the armor. No matter how hard you hit with the weapon listed, no damage is inflicted.

Armor & Shields Table						
Armor/Shield	DR	Types	Notes	Wgt.	Cost	Avail.
Munchkin Infantry Armor	26	Low-Velocity		50 lbs.	\$110.00	M
Ozmite Infantry Helmet	1	Low-Velocity & High-Velocity		4 lbs.	\$2.00	E
Hide Shield, Large	2	Low-Velocity		6 lbs.	\$2.25	Q
Gillikin Cavalry Armor	14	Low-Velocity & High-Velocity	½ DR vs. High-Velocity damage	39 lbs.	\$105.00	G
Gillikin Pikeman Armor	8	Low-Velocity		22 lbs.	\$30.00	G

However, your Move can be reduced to 0 through the penalty from encumbrance.

Weight

The primary drawback of armor is weight. Make sure you calculate your encumbrance, adding any weight from armor you may be wearing. Your

encumbrance affects your ability to perform Physical Actions, your Initiative, and Move. See pg. 114 for more on encumbrance.

Cost

All armor has a cost listed in the currency of the Emerald City. If a specific armor is available in another Realm, your Director will need to exchange the listed cost into the currency of that Realm.

Availability

Availability lists the major Realms the armor is typically found for purchase. It is possible, of course, that armor may be found in other Realms, but it is unlikely at best. The letter abbreviations used are the same as for weapons.

Field. A notation found on a few rare armors that means an energy field is generated, either through magic or technology, providing protection. It completely encases the wearer and is not considered physical armor.

Fixed. Shields listed as Fixed in their Notes can only be used in mounted combat. They are attached to your mount and allow you to roll *the mount's* STR, instead of your STR when making your AGI + STR (Melee Combat) rolls when performing an Active Defense – Block or Total Defense – Block. You *cannot* choose to roll your STR instead of your mount's STR when using a fixed shield.

Initiative Penalty (IP). Some armor imposes an additional penalty to your Initiative beyond that from encumbrance.

Move Penalty. Restrictive armor sometimes imposes a penalty on your Move beyond that from encumbrance. Your Move cannot be reduced below 1 from this penalty.



Chapter IX: The Good & The Wicked

"I am Oz, the Great and Terrible. Who are you, and why do you seek me?"

– The Wizard, *The Wizard of Oz*,
L. Frank Baum

The greatest and least of the people of Oz can be found in the pages of this chapter. Although the chapter is entitled "Heroes & Villains" the iconic characters detailed here are not listed as either a hero or villain. Whether they have the role of protagonist or antagonist is up to you, the Director, and what actions the Actors have chosen. All of them are for your use as Director in your Series.

The information presented in Chapter I: The History of Oz and Chapter II: The Land of Oz should be considered common knowledge that anyone from Oz might know. The information in this chapter, however, is only known to a character if the Director says he knows it or is passed on to the character through roleplaying. It is therefore suggested for Actors not to read this chapter.

The Director should give all characters Social Qualities based on their description and the needs of the Series, as well as equipment, in addition to any special equipment listed.

Unless otherwise noted, all characters have one Destiny Point.

Characters that are a member of a Magic Tradition do not have any Rituals listed. The Director should give them whatever Rituals he sees fit for them to have. Likewise, members of a Technology Academy do not have any Schematics listed. They should be given any that fit the character and the Director's Series.

Ron Soforth, Queen of Oogaboo

The queen of Oogaboo is a peculiar woman. Having grown up in the coldest region of Oz can make someone see things in a different light. The cold reaches of Oogaboo, surrounded by one of the highest mountain ranges in Oz make the land particularly inaccessible, except for through the Soforth Pass. The pass itself is frozen over for most of the year except for a three-month stretch of time during the middle of summer when enough of the ice melts to allow travelers and trading caravans to reach the hostile land. Why anyone cares to go to this frigid place is for the exotic goods that can be purchased here: the purest ice and water, precious metals, and gems from the inner mountains of Oogaboo.

With all the riches at their disposal, the ruling Soforth family has become one of the most decadent in all of Oz. Even some of the more

blue-blooded Edel Feen wished they had the splendor and audacity members of this family displayed in their quest to while away the boring winter months of their frozen land.

The legendary Festival of High Summer draws travelers across the harsh pass, some even dying along the way. And the most incredible party during the month-long festival is the Queen's Ball, hosted by the current ruler of Oogaboo. It is the court event of the year and everyone of note in Oz makes it a point to be there. Remarkably travelers to and from the Festival are considered untouchable, as long as they stay on the Yellow Brick Roads or are within the borders of Oogaboo. Even the Witch of the West honors this tradition.

Ann is one of the few women who have reached the throne of the harsh kingdom of Oogaboo, and some say she's equally as harsh as the weather can be. When not concerning herself on the finer points of Ozian style, she enjoys partaking of whatever the most eligible men of the kingdom have to offer. Her prowess during these private affairs is legendary. All her suitors are required to stay masked and not utter a word. Legend has it that, during one of these encounters, a young nobleman smitten with Ann dared remove his mask to ask for her hand, only to be cut down the length of his body with her long knife. No one has seen him since, but there was a rumor she kept a part of him somewhere in her private rooms.



The truth of her bloodlust is more horrific than most realize. Ann has had quite a number of lovers in her time, but once she has her fun with them, she makes a point of vivisecting them in a ceremony. She likes to keep the most attractive part of her lover as a memento of their encounter by freezing the keepsake within the purest water. She preserves these blocks of ice in a room deep in her apartments within the royal palace.

But as twisted as she seems, Ann is no idiot when it comes to the political realities of Oz. Not caring whether the Witches or the Wizard are in control, she likes to play the neutrality card to keep down the annoyance factors of rulership. Once, in an audacious and totally unexpected move, Ann attempted to bring all of Oz under her sway. But when the attempt failed, she fell back to Oogaboo, content with the extravagances surrounding her. Even with this failure, the military arm of Oogaboo remains strong as Ann likes to keep a small standing army to ensure that her native populace is kept in line. Ann's military force triples in strength when the mass of visitors descends on her small Realm during the Festival.

Motivations

Ann's motivations are simple: She wants whatever is best for her and will do whatever she can to improve things for herself. Anyone who gets in her way is in for a nasty surprise.

Ann is unaware of the Osho that resides in her kingdom, protected by the fierce nomads that roam between religious shrines in the farthest stretches of Oogaboo. But if she should ever find about it, she would use it to her advantage against both the Wizard and the Witches.

Appearance

Ann is an extremely beautiful woman with long white hair reaching to the small of her back, which is kept in a thick braid by an ornate diamond and onyx clasp. She always dresses in the most current fashions of the royal courts, making sure to be the first to start a new trend when she steps out in public for the Queen's Ball. Ann caused quite a stir last season with her mostly transparent ball gown.

Statistics

Aspects

AGI 3d	APP 5d	CON 4d
CUL 4d	INT 3d	KNO 1d
PCN 2d	PRS 4d	STR 2d
TOU 2d		

Talents (Skills)

Academics +3 (Geography +1, History +1, Law +2, Politics +1), Art +2, Athletics +2, Awareness +1, Coordination +3 (Dancing +2, Erotic Arts +5), Discipline +4 (Resist Guile +3, Resist Intimidation +2, Resist Torture +2), Guile +3 (Deception +3), Intuition +3 (Detect Lies +3), Medicine (First Aid +2, Surgery +2), Melee Combat +1, Military +1, Persuasion +3 (Diplomacy +1, Seduction +5)

Traits

Capabilities

Ambidextrous, Charismatic 3, Confident 4, Courageous 1, Fast Healing, Hardy 3, High Pain Tolerance 6, Indomitable 3, Less Sleep 1, Pleasant Voice 1, Resilience 3

Hindrances

Addiction (Sex) 3, Brash 3, Callous 7

Betsy Bobbin & Hank the Mule

"I'm a Sooner born, and a Sooner bred, and when I die I'll be Sooner dead!" That was the last thing young Betsy Bobbin remembered hearing from the people in her town as they celebrated her older brother leaving home to play for the families' Alma Mater. Believing that to be a victory chant, a common misjudgment of many a cheerleader, she now feels that's how all people should behave when facing tough challenges and battles in the Land of Oz.

While the girl's high school cheerleading squad was on a summer Caribbean cruise, Betsy attempted a triple somersault with a landing on Hank's back; Hank being a gift from her Uncle Hank and the school's mascot. But the ship's roll caused Betsy to careen into Hank, tossing them both overboard. Hank, raised as Betsy's pet, managed to keep Betsy afloat until they washed ashore. Upon awakening in Oz, Hank now has a keen intellect, allowing him to understand when young Betsy is about to rush headstrong against whatever opposition is in her path. Her stubbornness is only matched by her naiveté and kindness. However, Hank, as a donkey, can be even more stubborn than Betsy.

Betsy has the flaw of all young women raised in the Paris Hilton/Lindsey Lohan age; she believes all young women are princesses and should be treated as such. So when she arrived in Oz and all of the inhabitants made such a fuss over her being an Outsider, it fed into her ego. She often complains to Hank, or anyone who will listen, about her missing Prada bag that also fell overboard. She bemoans the fact that Hank wasn't able to hold the bag in his mouth and still bring them both to safety. Hank simply hangs his head and says, "It was either you or the bag, and I should have chosen the bag."

Betsy's reaction to the Emerald City, perhaps, is the most telling part of her personality. She loves the pretty color of the buildings and streets. But she has no idea that in order for the city to have its mystique the Wizard's technology must be widespread and influence even the lowest levels of the city's citizens. She complains constantly about the way the humidity frazzles her hair without her blow drier. All the while saying that, if the Wizard is so great and powerful, he should be able to make the city's many fountains squirt out some type of perfume. She refers to the Wizard as "just like her old high school principal," and says that if she can't go home the least he could do is understand that someone might want to wear a color other than green. When she rants, if Hank does not agree with her immediately, she sings to him her high school fight song until he does.

Betsy's princess mentality clouds her reality to believe everyone had the luxury of being raised as she was. She does not understand the harsh treatment the Witches inflict upon their subjects, ruling them through fear. Anytime she has the opportunity, Betsy tries to push anyone of influence, who will listen, to organize. She unabashedly uses Hank as the symbolic donkey that he is, commenting that, "even liberals know that unions are the only way for you poor people to get a fair shake."

Although Betsy gets most of the attention, Hank truly is the brains behind the duo's many successful acts of rebellion during their time in Oz. Enemies are so distracted by Betsy's energy and, oftentimes, silly tangents that they forget that in Oz some of the craftiest people are actually the Animals. Hank's soft spoken demeanor makes him a perfect undercover agent in any area. He passes information proudly, remembering the long line of military service into which he was born. His ancestors were weapons mules during World War I back in the Outside World. He brags to any other Animal that will listen, much like Betsy when she gets on one of her digressions of thought, of which she has many. Perhaps that is the key to their friendship; their ability to talk about themselves and their own interests endlessly. Hank's ability to switch his identity from beast of burden to information hub has set up many an ambush.

Betsy, finding the story of Ozma remarkable, has attempted many times to install a holiday called Ozmass, mirroring the holiday Christmas from back home, of course, including presents. Viewing Ozma as an iconic heroine figure, she consciously attempts to emulate her. Hank, however, knows that such acts of vanity and ego are likely to get them into more trouble than even their many illicit operations.

Betsy Bobbin is well known in the underground sectors in Oz, although she has no known contact with Jinjur Enspice. It is quite possible the two simply do not get along, their personalities and intellect being quite the opposite of each other. Betsy insists that, if possible, uniforms bearing a logo of a mule and a bonnet be worn to illustrate to their enemies that fashion and dedication work hand in hand. These unusual requirements cause the other rebel leaders to think twice before enlisting Betsy's help.

Although extremely difficult to work with at times, Betsy and Hank make an effective pair of operatives. She has the look and charm needed to finance the operations, while Hank has the skills and subtleness required to actually organize and execute the plans. The attention and ability they bring to any operation makes it hard for their antics to go unnoticed. Although the authorities in the Emerald City are fully aware of their activities, they firmly believe it is "better the devil you know, than the



devil you don't." Therefore, it is in the city's best interest to let Betsy and Hank continue their operations as it is easy to keep them under watch. If they were exiled or found floating near the docks, some unknown would take up the cause who might not be as easy to track. Betsy is the perfect spark to light a fire, but it is Hank who smooths the edges, causing the agents to move in the right direction. So many rebels in Oz look for Betsy because she is easy to spot, but in the end they all follow the mule.

Motivations

Despite the occasional personality conflicts between Betsy and the other rebel leaders, she and Hank have teamed up with many other Outsiders to rescue those newly arrived from the Outside World or to challenge the authority of the leading factions in the Emerald City. Her plan, or rather, Hank's plan, is to spread democracy amongst the many regions and areas of Oz, beginning with the Emerald City. He believes that only the will of free people can stand against the long history of chaos that has existed and continues to exist in the Land of Oz.

Appearance

One would think that a person like Betsy Bobbin, an Outsider, would not fare well in Oz, but in fact her beauty attracts enough suitors to keep her in comfort, if not in the lavish style she was accustomed.



Betsy and Hank's appearance could not be more opposite. Betsy looks like the stereotypical blonde, blue-eyed, head cheerleader, prom queen you expect her to be. She dresses in the most expensive and fashionable clothing she can squeeze from her lovers. Hank is what he is – a gray mule. He doesn't wear any type of adornment as he sees this as a sign of humanization, which he vehemently opposes.

Statistics (Betsy Bobbin)

Aspects

AGI 3d	APP 5d	CON 2d
CUL 2d	INT 2d	KNO 1d
PCN 4d	PRS 3d	STR 2d
TOU 2d		

Talents (Skills)

Academics +1, Animals +1, Athletics +4 (Cheerleading +3), Awareness +1, Coordination +2 (Acrobatics +3, Dancing +2), Discipline (Resist Seduction +3), Expression +1, Guile (Deception +1), Intuition +1, Larceny +1, Persuasion +4 (Seduction +3), Vehicles (Automobiles +2)

Traits

Capabilities

Charismatic 2, Courageous 5, Empathic 3, Less Sleep 2, Pleasant Voice 1, Quick Reflexes 1

Hindrances

Forgetful 2, Impulsive, Insecure 3, Short attention Span 5

Statistics (Hank the Mule)

Aspects

AGI 1d	APP 2d	CON 4d
CUL 3d	INT 4d	KNO 1d
PCN 3d	PRS 3d	STR 4d
TOU 3d		

Talents (Skills)

Academics +1 (Politics +1), Animals +1, Athletics (Hiking +2), Awareness +2 (Observation +4), Discipline +4 (Resist Guile +4), Guile +4 (Appear Innocent +5), Hand-to-Hand Combat (Kicking +3), Intuition +3 (Detect Lies +1, Psychology +1), Persuasion +3 (Diplomacy +2), Survival +1

Traits

Capabilities

Common Sense, Confident 2, Danger Sense 2, Hardy 4, Keen Sense (Taste/Smell) 2, Natural Armor (Low-Velocity) 1, 2x Natural Weapon (Hooves) 4, Stable 3

Hindrances

Quadruped, Short Lifespan 1, Slow (Walking) 1

Billina

Raised on a small farm in the American South, near a town that's not on most maps in Georgia, Billina was privileged to hear both sides of how a person is to be

treated. Unlike most places, the town kept segregation alive and well. Being just a chicken, Billina didn't understand or even pay much attention to the bigotry and prejudice that surrounded her. But some of what she saw and heard must've made an impression on her.

One day Billina was sold along with the rest of her flock to a fried chicken fast-food shack. On her way to her death the battered red pick-up truck her coop was carried in encountered a thunderstorm. A strong wind picked up Billina's coop, swirling it wildly up into the air. When the wind finally released the coop it crashed to the ground with enough force to break it open. Luckily for Billina, she only suffered minor scrapes and bruises.

Fluttering up to the top of the ruined coop Billina took a look around to find herself on a road made of yellow brick. Sighing she said, "Well, what am I gonna do now? CLUCK! CLUCK! I can speak now? Well...what d'yu know about that?"

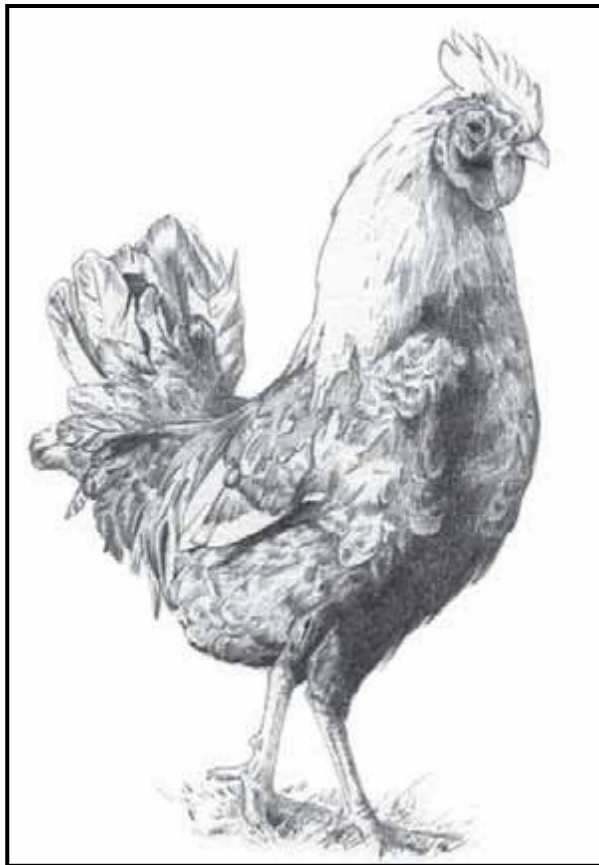
Billina travelled an incredible distance, especially for a chicken, learning what she could of the new land she passed through. Billina quickly integrated herself into the town of Diggsville. While the Quadlings were definitely strange to her, the society she found herself in was very familiar. Understanding the situation, she chose to pattern herself after the more matriarchal black mother figures that nearly all of the people in the small towns back home seemed to respect. With a sharp wit and an even sharper tongue she felt this was the best way to help guide those poor sad lost souls who find themselves with nowhere to go and little to do in Oz, Outsiders.

"Life as a chicken always lends itself to hearin' things that people think that you can't hear. And just 'cause I'm a chicken that don't mean I can't tell you when to fight." Surprising just about everyone she meets with words like these, Billina quickly earned their respect with her honesty, forthrightness, and stubborn tenacity to always do what's right.

Within six years Billina has managed to create an underground community dedicated to helping Outsiders settle down and start new lives safely away from the eyes of officials. This underground railroad is made up mostly of other Outsiders she has helped, Animals, and those persecuted in their own country for being of a different ethnicity or race. This incredible network operates in all the major Realms of Oz, including the Emerald City. Billina's calming words and hard work have helped many a lost traveler find refuge in the hidden corners of Oz.

Billina is careful not to stir up more trouble than she can handle. Thus far she has been able to avoid the notice of any of Oz's intelligence agencies. This can be in part attributed to her never failing to be kind and helpful to all those she works with.

To her few skeptics, after receiving a scolding for bowing to the terrible hopelessness of doubt, she tells how people in the Outside World have lasted through the great pains of slavery and other atrocities with song and faith that one day they would be free. Her earthy tone and nurturing spirit puts any feelings of doubt to rest and shows that what was once nothing more than an egg layer has become a protector.



But, anyone that knows the wrath of a mother's scorn warns, do not cross Billina! Although she is a chicken, she is no coward. Just ask little Jacky Dillwight who, at a community dinner after tasting Billina's legendary casserole, said that he didn't see what the big deal was. It tasted like chicken to him. Once the "mother hen" was finished with him, he was dancing around the town for the rest of the festival in a chicken costume.

Motivations

Billina feels her life now has meaning. She will continue to faithfully help those who need succor and feeding those who need nourishment. She hopes that one day her "chickadees" will be the ones to bring about freedom to all sentient beings in the Land of Oz.

Appearance

Billina often uses her appearance to make her opponents believe she is nothing more than she appears – a typical brown hen. Unfortunately, her appearance can also be devastating to those she seeks to help. An Outsider who has gone through dozens of trials and adventures to finally reach Billina in the hope that this mysterious person can help them escape Oz, finds himself confronted by a chicken. More than one Outsider has fallen into a sudden despair so deep they would've committed suicide if it hadn't been for the kind words of this mother hen.

Statistics

Aspects

AGI 3d	APP 3d	CON 3d
CUL 5d	INT 3d	KNO 1d

PCN 3d
TOU 0d

PRS 4d

STR 0d

Talents (Skills)

Academics (History +1, Philosophy +3, Politics +1), Animals +3, Athletics +1, Awareness +3 (Hiding +2, Observation +1), Coordination +1 (Dodge +4, Stealth +3), Discipline +4 (Resist Guile +2, Resist Intimidation +2), Guile +3, Hand-to-Hand Combat +1, Intuition +5, Medicine (First Aid +1), Persuasion +3, Survival +3

Traits

Capabilities

Charismatic 3, Common Sense, Confident 4, Danger Sense 3, Empathic 3, Hardy 1, Leap 3, 2x Natural Weapon (Talons) 1, Photographic Memory 1, Quick Reflexes 4

Hindrances

Cowardly 2, Short Lifespan 2

Blinkie, former Witch of the South

Blinkie was once a witch who lived in southwestern Africa with the Khoekhoe. One evening Blinkie went out during a thunderstorm to commune with the spirits on top of a hill holy to her tribe. The hill had an unusual concentration of metal in its crown and while deep in prayer a lightning bolt struck the witch. When she awoke, Blinkie found herself on another hill much like the one she began her prayers upon. But the stars were not in the same places they once were.

Blinkie soon discovered that the Tottenhot tribe in the Quadling Country was very similar culturally to the Khoekhoe. Taking advantage of this similarity, Blinkie integrated herself into the tribe as a witch – the same role she played in her native tribe. As no Tottenhot had ever heard of Blinkie before, yet in their minds she was undeniably Tottenhot, they began to believe she either self-created or was sent by the gods to punish those who were not worthy.

The colonists in Quadlingland, used to looking down on the Tottenhots, quickly learned of the previously unknown witch who would punish those who took advantage of her people. The withered crone began to be called Blinkie because the clicking sounds required by the Tottenhot language are extremely difficult for non-Quadlings to pronounce. Instead each Tottenhot known outside the tribe is usually given a, not so flattering, name based on some distinctive physical feature. In Blinkie's case, she seemed to have only one eye and was, and is, quite short.

A question asked many times since the Quadling Civil War ended is how did Blinkie become the Witch of the South? Who was the Witch of the South before her? It is very likely Glinda knows the truth, but has not yet shared her knowledge.

However she succeeded to the position, Blinkie was already the Witch of the South when she took part in the Witches Coup in 177 AA up to when the Quadling Civil War between the Quadling tribes, headed by the Tottenhots, and the Animals of the Great Quadling Jungle, broke out over 230 years later. Besides these two



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factions, unofficially, hundreds of adventure-seekers and mercenaries from all across Oz fought on both sides of the War.

Being a Tottenhot, Blinkie was naturally obliged to side with the tribe. As the Witch of the South, Blinkie ought to have seen the Animals as her subjects as well, but she had never received the fealty of the King of the Jungle and, since she was an Outsider having grown up around animals, it was hard for her to distinguish between animals and Animals.

The War escalated quickly from village raids by Animals and hunting expeditions by the native humans to full-blown battles with thousands on each side. The Animals were always conspicuously led from their front

ranks by Uprights. The greatest and most fearsome of them all was Righteous Fury, the King of the Jungle.

Blinkie, however, doesn't play fair. Using her magic, the Witch was able to displace an Elephant's spirit, forcing it into a small wooden copy about the size of a large dog, trapped in her village under guard. Blinkie, possessing the Elephant's Husk, entered the Animals' camp and told Righteous Fury about a plan where the Tottenhots and their allies could be lured into an ambush. Righteous Fury believed the wise Elephant. Blinkie returned to her village as the Elephant, then to her own body, subsequently killing the Husk.

The next day at the Battle of the Lake of Blood, Righteous Fury followed the plan to the letter, turning and fleeing with a small group of his warriors from the center

of the battlefield in the mistaken belief the enemy would pursue him. The Tottenhots did not attempt to pursue the fleeing king. Instead, they fell upon the troops hidden in ambush, surprising the Animal army on the flanks. Animals, even intelligent ones, are often driven by instinct. And their instinct was telling them all to run. The battle was over. Righteous Fury was branded a coward, stripped of his crown, shaved, and sent into exile.

Afterwards, the Quadlings treated the Animals with contempt and derision. Animals were often captured and turned into servants for the tribes, or rather, the tribal chiefs. But peace did not find a home among the Quadling tribes as life under Blinkie was never the same day to day. Her mood and whims changed more frequently than the direction of the wind.

As Witch of the South, Blinkie allowed the Quadling tribes to engage in outright warfare with each other, and simple disagreements frequently escalated into blood feuds between tribes. Blinkie often interceded on behalf of one tribe or another, changing what side of a conflict she would benefit minute by minute. The blood spilled stained the ground red giving some of the areas of Quadling Country its distinctive hue, or so the legend says.

Life magic is Blinkie's specialty, allowing her to



change her shape into that of almost any animal, or simply take on their characteristics. She can influence a person's mind or even freeze a person's heart with just a small vial of their blood.

Blinkie's rule as the Witch of the South came to an abrupt end when Glinda moved into the Realm. Blinkie found herself exiled to Jinxland, the prison colony sandwiched between Quadlingland and the Deadly Desert. Her current whereabouts is unknown, though it's thought she's still in Jinxland. At least the Quadlings certainly hope so.

Motivations

Glinda, more than anyone else, is the focus of Blinkie's hatred and ire. In the hope of regaining her position, Blinkie looks for any opportunity that will allow her to gain an advantage over the current Witch of the South. Until then, she stays well hidden with her coven of witches, looking for way to counter the enchantments permeating Jinxland that prevent their escape.

Appearance

Blinkie is a stooped old black woman in her late 70s. She's covered in wrinkles and a mane of white hair. She has all of her upper teeth, but only one lower front tooth. At some point in her past Blinkie suffered from ophthalmia and went blind in her left eye, which is now a solid milky white. She usually wears a wrap around her waist and bosom made of a lion's skin.

Statistics

Aspects

AGI 2d	APP 1d	CON 3d
CUL 4d	INT 4d	KNO 1d
PCN 3d	PRS 3d	STR 2d
TOU 4d	MAG 5d	

Talents (Skills)

Academics +2 (Occultism +3, Politics +3), Animals +4, Awareness +3, Crafts +1 (Woodworking +1), Discipline +4 (Concentration +3, Resist Guile +2), Guile +4 (Bluff +2, Con +3, Deception +3), Intuition +2, Larceny (Sleight of Hand +2), Medicine (First Aid +3), Melee Combat (Attack with Knives +1), Persuasion +2, Survival +3

Traits

Capabilities

Animal Empathy 3, Confident 2, Doesn't Eat or Drink, Hard to Kill 4, High Pain Tolerance 3, Magic Tradition (Witchcraft), Resourceful Pockets

Hindrances

Bad Back 1, Bad Smell 4, Dependency (Proximity to Familiar) 4, Disturbing Voice 1, impaired Sense (Eyesight) 2, Impaired Sense (Hearing) 5, Intolerance (Ozmites) 8, Lame 1, One Eye 1, Vulnerability (Water, 10d) 5

Notes

Spheres: Air +3, Earth (Métier) +6, Fire +4, Life +5, Mind +5, Wood +4

Blinkie's familiar is a jackal.

Destiny Points: 0

Brian Sharpe, the Scarecrow

The Scarecrow has been a figure of mystery in the Land of Oz for over 175 years. Formed by some of the darkest magic in Oz, this well known Anidum is a symbol of both wisdom and intelligence across the Land of Oz. His great knowledge is also the source of the many rumors that surround his background.

The Scarecrow woke up to find himself on a wooden cross in a field of corn outside a village not far from the Munchkin capital of Chang'an, along the First Yellow Brick Road. He had no idea who he was, where he was, or what he was. After climbing down off the cross, the Scarecrow spent many months learning about the people in the area of Munchkinland he found himself inhabiting. He quickly discovered that most people either feared or pitied him. The fear was easy to understand. The Scarecrow did not look like a normal person, neither human nor Edel Feen, and was fashioned in a form designed to inspire fear. But why people pitied him took more time for him to uncover.

Travelling across Munchkinland, the Scarecrow learned that he was created by a witch. Which witch, he did not know. And more importantly, he didn't know *why* he was created. The more the Scarecrow wandered, the more he became interested in the nature of magic; in the nature of himself. Years passed, and by the time he wandered into the Emerald City, he no longer cared who he once was.

The Scarecrow entered the Emerald City not long after the Wizard was proclaimed Pastoria. The Wizard saw in the Scarecrow, the first Anidum he encountered, a valuable propaganda tool. His Edel Feen advisors explained how Anidums were created by a witch through displacing the spirit of someone into an inanimate dummy. The witch could then use all of the person's memories by inhabiting his Husk. The Wizard turned this around by showing the Anidums as a prime example of the witches' cruelty and evil. *Anyone* could potentially have their very spirit taken from them and be replaced by a witch who had nefarious plans for their family and friends.

To further his plans the Wizard created a government sponsored program designed to assist Anidums in locating their Husks and hopefully finding a way to reunite their spirit with their body. The Scarecrow was offered the opportunity to become the director of this new program, the Body and Spirit Reintegration Agency, which he readily accepted. Crafty beyond even the Wizard's suspicions, the Scarecrow knew he was being used, but he decided to use the assets of the Wizard in turn.

The Scarecrow decided it was time to take a name for himself. He chose Brian Sharpe. He found that having a name gave him a level of self-identity that others noticed and acknowledged unconsciously. He was no longer just a thing, an Anidum. He was a person.





Brian set out to gather together the Anidums scattered across Oz. He honestly used the resources given to him in attempt to find the Anidums' Husks. But it was rare to recover a Husk without it having being damaged physically, or worse yet, having its reputation ruined as the witch inhabiting the Husk destroyed its former life. Many Anidums would find themselves wanted in their home Realm if they were reunited with their body.

Some Anidums strike out on their own once they find their Husk is no longer alive. A few go completely insane. These unfortunates are usually put down for the good of public safety by the Emerald City Metropolitan Police or special units from the army.

A staunch supporter of the Wizard when he first began his directorship, Brian has seen how the Wizard has gradually become more draconian and less empathetic with his subjects. While he still assists the Wizard and

his agents in finding witches that could be a danger to the Emerald City and the people of Oz through his Anidum connections, on occasion Brian will "forget" to mention witches who may use their abilities to help the people of their Realm, rather than prey upon them. Quietly, and very subtly, the Scarecrow is attempting to bring a measure of compassion back into the Wizard's rule.

Using the resources now at his disposal in his pursuit to find the source of magic in Oz, Brian uncovered something that he considers to be the truth about the Land of Oz. Oz is alive, and sentient, at least to an extent. He found patterns in the history of Oz. Brian saw how the Edel Feen were being negligent in their ruling of Oz and the ascension of the Witches had a direct correlation with one another. Later, the Witches overthrew Ozma and the Edel Feen, tipping the balance of magic and technology decidedly in favor of magic. Not long after, historically speaking, the Wizard showed up to counter the Witches with fantastic technology. These instances, and many other minor ones like them, convinced Brian he and the other Anidums were not created by accident, but were in truth handed a purpose to their existence by Oz itself. The people of Oz can only hope that he finds the keys to lift the current dark and terrible state of the land.

When not running down a lead on a Husk or a witch, Brian is a kind and entertaining fellow. On certain holidays he entertains children with his legendary "scarecrow dance."

Motivations

Brian now focuses his attentions on the most ancient of magic in Oz, Wizardry, a form of technomancy, practiced by the Krumbic Wizards. Whenever an Anidum comes from an area where Krumbic Wizards were said to live, he sends out a team of his most trusted friends. Officially, their mission is to search for any traces of a witch who might be practicing illegal magic in the lands controlled by the Emerald City. Unofficially they are to uncover as much information as possible concerning the area's Krumbic Wizards. Usually this entails collecting tales and legends from the locals, but on occasion strange artifacts are found by the people in hidden or buried places. These relics are quickly purchased for the Scarecrow and returned to him for inspection.

By investigating these legendary wizards, Brian hopes to find a link between Oz's apparent semi-sentient nature and the presence of magic in the land, and by extension, the truth to the existence of Anidums.

Appearance

The Scarecrow still dresses in a manner similar to that in which he found himself when he awoke in the cornfield. His dark blue trousers, vest, and coat would look sharp on a normal human, but on Brian they bulge and bend in odd places, giving him a disheveled appearance. Straw occasionally sticks out through the neck and cuffs of his shirt, as well as the bottom of his pants legs. He wears fine leather gloves that have seen better days due to their constant use, as well as brightly polished black boots. When outside he wears a Munchkin hat, the only article he still wears that he was wearing when he awoke in the corn field, and carries an ebony stick to aid him in walking. The Scarecrow's head, made from a burlap sack with twine stitching for a mouth and eyes that move when he talks or blinks, and ears painted on the sides, instantly arrests the attention of anyone he meets. Altogether, his appearance is straight out of a child's nightmare, which only serves to mask his true character, even to those he would help.

Statistics

Aspects

AGI 4d	APP 1d	CON 6d
CUL 5d	INT 5d	KNO 2d
PCN 3d	PRS 4d	STR 2d
TOU 4d		

Talents (Skills)

Academics +5 (Geography +3, History +4, Law +1, Linguistics +1, Literature +4, Occultism +5, Philosophy +3, Politics +3), Art +2, Awareness +2 (Research +4), Coordination +1 (Dancing +3), Crafts (Sewing +5), Discipline +3 (Concentration +5, Resist Guile +3), Expression +1, Guile +2, Intuition +4, Larceny (Sleight of Hand +1), Persuasion +2, Science +2, Technology +1

Traits

Capabilities

Agile Arms 3, Charismatic 2, Common Sense, Dark Vision, Doesn't Breathe, Doesn't Eat or Drink, Empathic 3, Natural Armor (Low-Velocity) 2, Non-Biological Construction, Resistance (Cold) 2, Resistance (Electricity) 1, Resistance (Heat) 1, Stable 5, Unaging, Untiring

Hindrances

Frightens Animals 3, Phobia (Fire) 12, Weakness (Fire) 5

Notes

Destiny Points: 2

Lady Glinda fon Ozcot, Witch of the South, Governor of the Quadling Country, & Contessa fon Ozcot

Glinda fon Ozcot grew up in the Gillikin Country a privileged and spoiled child. As a Conte's daughter she never wanted for anything, except the ability to choose

her own future. Glinda wanted nothing more than to pursue an interest of hers, any interest, rather than be married off by her father for political connections. Luckily for her, her mother convinced her father to allow Glinda to be enrolled in girls' boarding school in Manognok. While there Glinda showed an impressive aptitude with sorcery, although decorum limited her chances for its use.

Returning home from her recent graduation, the teenager found her family estate in the possession of the Animals employed by her father. "Employed" is to use the word generously. In fact the human nobility of Gillikinland had slowly subjugated the Animals of the Realm to perform the tasks usually reserved to mere animals. The Animals being intelligent meant human overseers were not typically needed to oversee the work. Slavery had taken a new form for the Gillikins; and the slaves had revolted.

The Animals had killed Glinda's parents, nailing them to the side of the stables. Although Lady Glinda, having inherited her father's title, was confronted by this gruesome sight, she nevertheless marshaled her will to speak to the rebellious Animals on behalf of the people of Ozcot, with the hopes of halting the rebellion's progress before it spread throughout the Realm. Glinda had no intention of dealing fairly. Before meeting with the Animals' representatives, she made a deal with the Dark Powers to become a witch. This would give her the magical power she needed to settle the dispute on her own terms. She managed to delay the meeting until she had learned the required spells. Once alone with the spokes-Animal, Glinda bewitched the Swine into agreeing with enough of her demands to pacify the Animals, but not make it seem like magic was used. The gambit worked. The Animals went back to work, with none of the rebels executed, save those that killed the Conte and Contessa fon Ozcot, who ended up in the local slaughterhouse. From then on the Animals were treated, if not fairly, at least equitably.

Glinda's achievement did not go unnoticed. Locasta, who had replaced Mombi as the Witch of the North, invited Glinda to tea. The old witch quickly saw Glinda's potential if freed from the onerous duties that now fell on her shoulders as heir to her family's estate.

Locasta sent a message informing the Wizard that she had found a likely candidate for pacifying the wild Quadling tribes without much bloodshed. Taking Locasta's suggestion, the Wizard surprised many in the Emerald City by granting the Governorship of the Quadling Country to Glinda, if she managed to replace Blinkie as Witch of the South. What many didn't understand was, that if Glinda failed, the Wizard lost nothing. In fact, it would rid him of yet another potential magical rival if she should die. If Glinda succeeded, she would owe her power directly to the Wizard. In either case, the Wizard would win out. For Glinda's part, she saw in the Wizard a kindred spirit of order. Although the Wizard used different means to achieve that order, and he was usually hostile to magicians, Glinda looked past this to see what she believed to be the more important issue, bringing peace to Oz.

Glinda decided to accept the Wizard's offer and liberate the Quadlings from the oppression of their own



ignorance. She challenged Blinkie, the then Witch of the South and ruler of the Quadlings, to a Witch's Duel. Blinkie agreed and was surprisingly easy for Glinda to beat. The old hag even surrendered being Witch of the South before her death. Suspecting Blinkie had some plan in mind after Glinda's attention was focused elsewhere, Glinda exiled Blinkie to Jinxland. Her Scarlet Guard, a special unit made up of Gillikin and Ozmite warrior-women, escorted Blinkie to Jinxland to ensure her imprisonment. The Wizard was as good as his word and sent troops, manufactured goods, and administrators to help Glinda settle the wild peoples of the Quadling Country.

Lady Glinda is a very public figure. She has an open door policy with her people. Anyone who wishes to meet with her is allowed, they simply have to appear on the steps of her Estate. One of the Scarlet Guards will meet with the petitioner and admit them after a security check. But Glinda isn't the most tolerant of rulers. She cannot abide rudeness or acts of cruelty to even the smallest of animals. In her Realm you must be good, or the consequences will be far worse than you can imagine. If you are caught being cruel or committing a crime you are likely to be warned to "be good" the first time. If violence was involved or if this is the second time Glinda or her Scarlet Guards have caught you, you will be turned into an Anidum, your spirit entrapped in a small china doll. The dolls are all extremely fragile; the slightest bump can crack them.

Chinatown is a small village encircled by a large wall where the Anidum dolls, unable to escape, reside. While imprisoned in Chinatown, your Husk will then work in the mines and the fields of her Realm. If anyone encounters your body it will be in a literal mindless state, able to follow only the simplest orders. Unlike other witches

who use Husks for their own purposes, Glinda rarely possesses a Husk. She does her best to keep her people happy so they never have a reason not to be good.

Glinda styles herself as a benevolent mother figure to the Quadlings, and hopefully all of Oz. However, she knows that rulers walk a fine line between being respected and hated by their subjects, but cares not what people think as long as they maintain the order she demands.

Motivations

Since becoming Governor of Quadlingland and replacing Blinkie as the Witch of the South, Glinda has dedicated her life to the pursuit of peace and uniformity. Further expanding the peace efforts among the Quadlings is Glinda's primary goal. Peace among the Quadlings means more trade and taxes empowering all of Quadlingland and directly benefiting the Emerald City. The colonists who continue to settle in the Quadling Country are closely watched by Glinda as they are the force that will civilize the Quadlings, pacifying their savage hearts. Anything that disrupts her attempts to secure peace in Quadlingland quickly gains the attention of the "Good" Witch of the South.

Appearance

Lady Glinda is regarded by many to be the most beautiful woman in all of Oz. Her flame red hair falls gracefully down to her mid back, with laughing green eyes and a smile to melt even the coldest man's heart. Becoming a Cardinal Witch at the relatively young age of 35 has helped preserve Glinda's beauty, as well as extend her lifespan, through her connection with the land. She wears the traditional black of a witch with blood red accents, showing her affinity for her adopted Realm, but her



dresses are cut in the latest fashions of the Emerald City, visibly demonstrating her support for the Wizard.

Glinda's familiar, a coal black mink, can often be found draped around her shoulders on cold nights in the mountains where her Estate is located.

Statistics

Aspects

AGI 3d	APP 4d	CON 2d
CUL 5d	INT 4d	KNO 1d
PCN 4d	PRS 4d	STR 2d
TOU 3d	MAG 6d	

Talents (Skills)

Academics +3 (Economics +1, Geography +2, History +1, Law +2, Occultism +4, Politics +3), Animals +2 (Calm Animals +1), Athletics +2, Awareness +4, Coordination +1 (Dancing +3), Crafts +3, Discipline +4 (Resist Guile +2, Resist Intimidation +4, Resist Seduction +2), Guile +3, Intuition +4, Medicine +2, Persuasion +3 (Diplomacy +1), Survival (Identify Plant +5)

Traits

Capabilities

Animal Empathy 3, Cardinal Witch, Charismatic 6, Courageous 4, Doesn't Breathe, Empathic 3, Hardy 3, Indomitable 2, Long Lifespan 3, Magic Tradition (Witchcraft), Photographic Memory 3, Pleasant Voice 3, Serendipity 1

Hindrances

Dependency (Proximity to Familiar) 4, Intolerance (Troublemakers) 7, Vulnerability (Air, 12d) 5

Notes

Spheres: Earth +4, Fire +5, Life +5, Mind +5, Water +4, Wood (Métier) +5

Glinda's familiar is a mink.

Prof. H.M. Wogglebug, T.E.

Life for Wogglebug has always centered on the University of the Emerald City, formerly the Royal College of Oz. Like all Insectoids, he doesn't remember his larvae stage, but he was taken well care of by a biology professor, Prof. Nowitall who had an interest in the life-cycle of the Insectoids. Unlike what most professors would have done, Prof. Nowitall took care of the larva as if it were his own child.

Once Wogglebug pupated he was taught how to read in many different languages. After learning Ozian in less than two weeks, he read a full set of encyclopedias from A to Z in a single week. Some say that it was too much knowledge too fast and made Wogglebug become the anti-social pompous, yet kind, know-it-all that he is today. But are you really a know-it-all if you know it all? Other Insectoids simply point out that his attitude is normal... for an Insectoid. Wogglebug is simply a little more fond of reason and knowledge than most. One remarkable talent that helps Wogglebug absorb information is his ability to recite from memory the exact wording of anything he has ever read.

Over the next few years Wogglebug was taught by the best minds the Emerald City had to offer and quickly absorbed all information presented to him. When he formally entered the university he chose a rather whimsical first and middle name, something other Insectoids don't have. His choice, "Highly Magnified," was certainly descriptive, but he often abbreviates his first and middle names to "H.M." as he has seen many humans do with their names.

With over a dozen doctorate degrees, two dozen lower degrees, and so many letters after his name it looks like a paragraph of military code, no one but Wogglebug ever gets them all correct. During an interview for the Emerald City Times the reporter was so confused by all his titles and degrees, Wogglebug finally said irritably, "Just put T.E. after my name!" The reporter meekly asked, "What does it mean?" "Thoroughly Educated!" came the reply. The appellation has stuck ever since.

Wogglebug's rise to the office of president of the University of the Emerald City came as a surprise to no one. He rarely teaches classes anymore, preferring instead to carry out his experiments and research. But the fact is he enjoys lecturing. Many times he'll simply drone on endlessly, running the class over time by hours before he notices the class should've ended. The astounding thing is, none of the students leave, not for fear of upsetting him, truthfully he might not notice, but because they realize whatever he is expounding upon is the absolute cutting edge information in that field. To date there doesn't seem to be a subject Prof. Wogglebug *can't* give a lecture on. Regardless of how much research the professor undertakes he doesn't ignore his students. He tries to prepare them for the world and arm them with the knowledge that they will need when they leave the safety of the University.

A vitalist, Wogglebug's exact position within the Academy is not known to non-members. The sheer fact that he *is* a vitalist is incredible considering the nearly universal human membership of the Academy. Prof. Wogglebug is one of the few who know about the current physical state of the Wizard. He has developed some truly astounding devices to keep the Wizard alive and well – at least as well as possible. The professor is so used to being privy to the highest level of state secrets he doesn't even think about the security that goes into keeping those secrets secret. A special detail of Tin Men watch out for Prof. Wogglebug day and night, but are careful not to intrude in any way upon his activities.

Once each week Prof. Wogglebug can be found at his friend Brian Sharpe's home for an evening of intellectual stimulation. The conversations the two have would leave just about everyone else lost within the first few sentences. The professor is well aware of Sharpe's theories and believes he may be on to something incredibly significant. Whenever possible, Wogglebug will send any pertinent information, or people, to his friend in an effort to support his ongoing research.





Motivations

Prof. Wogglebug is dedicated to unraveling the mysteries of life because one question haunts him, "Can a race created by magic have a spirit?" His attempts to find an answer have carried him to perform experiments most would consider gruesome and evil. But his goal is nothing short of immortality. Not immortality of the physical body, but of the essence of life – Élan Vital. If he can discover what ties this intangible force to a body, he believes, correctly, that he will be able to transfer it from one physical body to another when it breaks down too far to repair. It is an irony that Prof. Wogglebug is such a vehement opponent to magic, when magic has already discovered the very secret he searches for. Indeed, his friend Brian Sharpe is a product of that magic.

Appearance

Prof. Wogglebug is a beetle Insectoid roughly six feet tall and weighs nearly 300 lbs. On campus Prof. Wogglebug wears his emerald green and black academic robes over his tweed suits. He has a small metal box at his hip with six spectacles, any combination of which will allow his compound eyes to focus on a single object and to read at any distance in the same manner as a human. He frequently rests his spindly arms on his thorax, when not carrying any books or papers, which is rare, giving him

the appearance of having a no-nonsense attitude to humans. Typically, when walking around the city he carries an umbrella. Not because he cares about the rain, but because he does not want his tweed suits soaked.

Statistics

Aspects

AGI 2d	APP 2d	CON 5d
CUL 4d	INT 6d	KNO 5d
PCN 4d	PRS 2d	STR 4d
TOU 3d	TEC 5d	

Talents (Skills)

Academics +5 (History +4, Law +1, Literature +2, Occultism +1, Philosophy +2), Awareness +1 (Research +5), Crafts +1, Discipline +5 (Concentration +2), Expression (Teaching +3), Intuition +1, Medicine +5 (Biology +3, First Aid +5, Medical Care +5, Surgery +5), Science +5 (Chemistry +3, Physics +3), Technology +2

Traits

Capabilities

Breath-Holding 2, Dark Vision, Disturbing Voice 1, 2x Extra Arms, Hardy 4, Keen Sense (Taste/Smell) 5, Leap 1, Less Sleep 2, Natural Armor (Low-Velocity) 8, 6x Natural Weapon (Claws) 1, Natural Weapon (Horn) 5, Natural Weapon (Mandibles) 2, Photographic Memory 5, Resistance (Acid) 1, Resistance (Cold) 2, Resistance (Heat), Resistance (Poison) 2, Resistance (Radiation) 2, Short Lifespan 1, Strong Arms 5, Strong Legs 5, Technology Academy (Vitalism)

Hindrances

Argumentative 3, Impaired Sense (Touch) 5, Intolerance (Magicians) 2, Truthful 5

Notes

Philosophy: Vitalism +5

Hungry Tiger

The Hungry Tiger has terrorized Gillikinland for years, eating anything he can get his paws on. He's massive, bigger than most lions or tigers. His constant feeding has made him grow at an alarming rate. Some describe him as being large as a house and his mouth can open wide enough to allow a man to walk inside. He excels at swallowing men whole, or so the stories say. A truly frightening thing is that not only is he an eating machine, he's also cunning. The Hungry Tiger's been known to set traps to capture groups of animals or men so he can have a larger portion for his meal. His intelligence has netted him more than one victim when they underestimated him to be simply a big, dumb beast. In fact, some survivors have said he is quite the conversationalist when inclined. That is, when he can't reach you to consume your flesh.

The Hungry Tiger's favorite victims are young children; particularly plump toddlers. He has been known to

say, “There is no meat as juicy or sweet as that of a fat baby.” The Hungry Tiger features prominently in many bedtime stories told to children by their parents in the hope of frightening children into staying close to home. Unlike nearly all such creatures in children’s stories, the Hungry Tiger is very real.

The truth behind the Hungry Tiger is more complex than just some animal that can’t stop eating. At one time in his life, he was a normal Tiger and had no concern other than where would he sleep for the day or where he’d get his next meal. One day, he happened upon a traveler in a wooded area and saw that she had quite a bit of food with her. Thinking she wouldn’t miss some of it, he stole a little of the meat she carried. It was so good he didn’t realize the woman had tracked him back to his hiding place. Startled that someone had actually followed him, he attacked her but found he was unable to move. As the woman spoke, he could feel the power in her voice. The witch was upset that he stole from her, and as punishment chose to curse him. He would forever be hungry and no matter how much he ate he would never be truly sated. The hunger would drive him to madness if he didn’t keep eating, and eventually would consume him. Even though he eats whenever he can, the curse is still taking a little bit of his mind as the years slip by and he misses the occasional meal.

Many Uprights see the Hungry Tiger as both a symbol and hero. To them he embodies everything their beliefs tell them to aspire to. The curse the Hungry Tiger suffers from is usually dismissed as propaganda to discourage other Uprights from following his example.

Those who run into the Hungry Tiger would do best to just get away from him and leave him alone. He doesn’t care about talking or negotiating with people. The only thing he wants to do is eat and if you don’t move fast enough, you’ll be the next one on his dinner plate. However, if they can either trap the Tiger or make it impossible for it to get to them, they can talk to him. In his travels, the Hungry Tiger has amassed a lot of information and is a solid, though extremely dangerous, source of knowledge.

Motivations

The Hungry Tiger has but one motivation – to fill his empty stomach. He is a serial killer of children. In order not to attract too much attention, he is smart enough to move from town to town after one or two satisfying meals. On occasion, he has failed to leave when he should and was nearly caught. But thus far, his luck has held out.

Appearance

The Hungry Tiger has eaten so many children he is able to transform into a near perfect human man, with only his fangs to give him away. As a man he is tall, well-built, and handsome, with red hair. When in his Tiger form, which he rarely takes, he is a large member of that species, with a clever, hungry gleam in his eyes.

Statistics

Aspects

AGI 5d

CUL 1d

PCN 5d

TOU 5d

APP 3d

INT 2d

PRS 3d

CON 5d

KNO 1d

STR 7d

Talents (Skills)

Athletics +4 (Swimming +2), Awareness +5 (Hiding +4, Observation +3, Tracking +3), Coordination +4 (Dodge +3, Stealth +3), Discipline +1 (Resist Intimidation +4), Hand-to-Hand Combat +5 (Rake +3), Intuition +1, Larceny +2, Survival +4

Traits

Capabilities

Catfall, Confident 8, Courageous 6, Danger Sense 8, Devour the Heart, Hard to Kill 6, Hardy 3, High Pain Threshold 4, Keen Sense (Eyesight) 3, Keen Sense (Hearing) 6, Leap 2, 2x Natural Weapon (Claws) 5, Natural Weapon (Teeth) 4, Night Vision 9, Quick Reflexes 1



Hindrances

Bad Temper 15, Callous 10, More Sleep 2, Quadruped, Short Lifespan 2

Notes

Currently has 20 Shapechange Points.

Destiny Points: 0

Jack Pumpkinhead

There are few figures in Oz more strange or terrifying than Jack Pumpkinhead. Jack was created with the intent to frighten Mombi who was holding Ozma prisoner. The ungainly character shaped by Ozma didn't have the effect on the old Witch she had hoped. Mombi laughed at Jack, who she thought looked funny, and used him in to trap some unknown boy's spirit turning him into an Anidum.

Jack began his "life" as the playmate of the imprisoned queen of Oz, whom he called "mom." But as his head became overripe he started to turn melancholy, then surly. Soon he couldn't stand the presence of Ozma and demanded his release. He started to see Mombi as his real creator rather than Ozma. By the time his head was rotten, Mombi had to release Jack from his shared confinement with Ozma for fear he would harm, or even kill her.

With his head rotten, Mombi found Jack to be a rather pleasant fellow. His devotion to her seemed to deepen, so she added him to her cadre of Anidum servants. Mombi sent Jack out on a kidnapping mission and was very pleased with his performance.

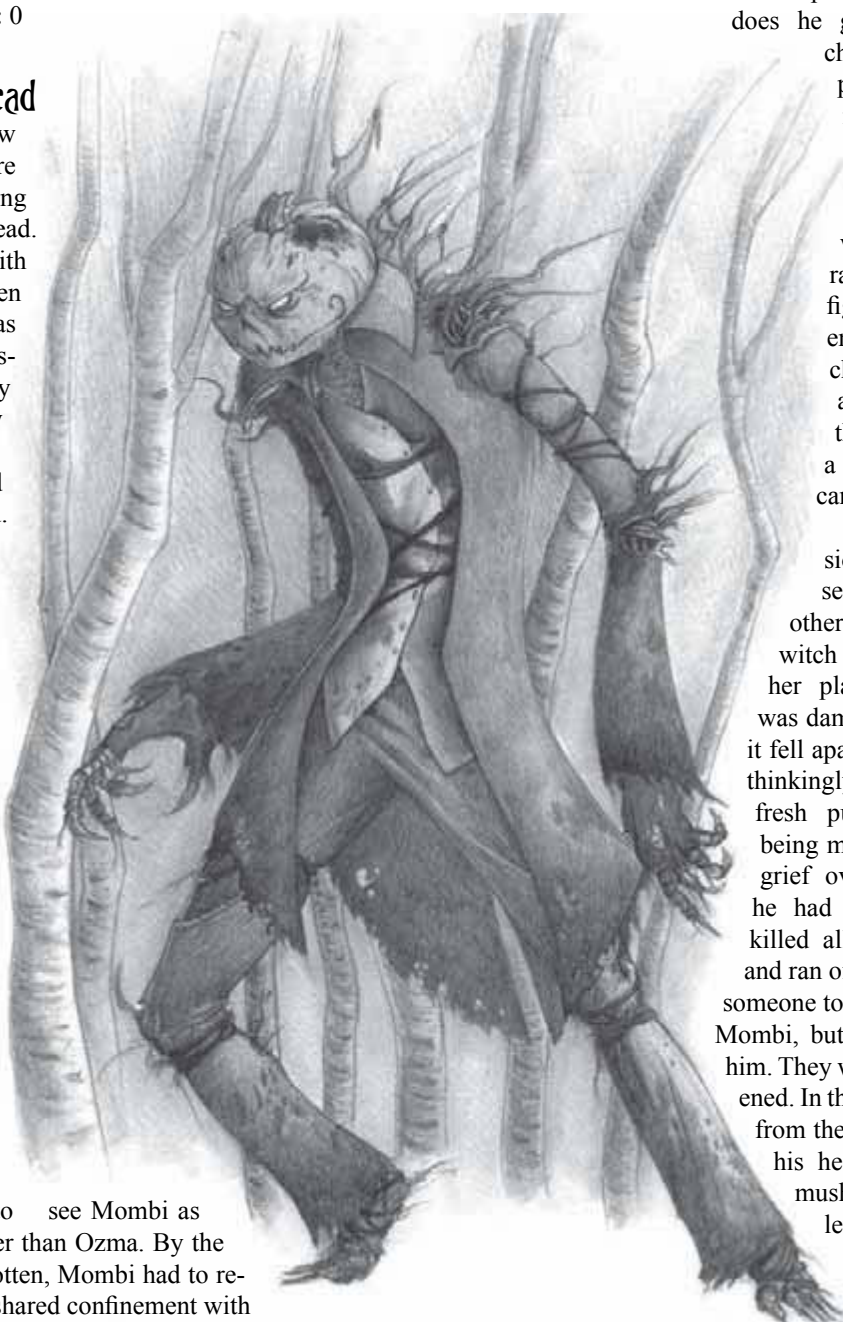
Jack's first head literally rotted off, forcing him to get a replacement. A fresh one was carved and placed on his neck. Jack immediately began crying over the terrible things he had already done and said to Ozma. Mombi had to imprison him in a cell until his new head grew overripe. Mombi started a pumpkin garden in her castle

to ensure there were always rotten pumpkins available for Jack.

Within just a few years Jack showed himself to be a quick study of guerilla and terrorist tactics. Mombi promoted him to be the chief of all her forces, both Anidum and human. More than anything Jack likes the missions where he must kidnap children. Not only

does he get to scare the children, but the parents are so terrified of him they often beg and plead with him in tears to stop what he's doing, rather than even fight him. The parents' tears and the children's screams are one of the few things that bring a smile to Jack's carved face.

On one occasion when Mombi sent Jack and some other Anidums to kill a witch who didn't know her place, Jack's head was damaged to the point it fell apart. His troops unthinkingly gave him a new fresh pumpkin head, it being mid-autumn. In his grief over the atrocities he had committed, Jack killed all his own troops and ran off. He tried to find someone to help him go after Mombi, but no one believed him. They were all too frightened. In the end he hid away from the local police until his head started to get mushy. He then sullenly made his way back to Mombi to resume his duties.



Motivations

Jack's motivations depend entirely on the freshness of his head. If his head is fresh, and Mombi rarely lets this happen, he is melancholy and tries to atone for the vile acts he's perpetrated, which often gets him into trouble Mombi has to rescue him from. He must then be imprisoned until his head gets overripe. When his head is in such a state he is surly, gruff, and generally unpleasant, but follows Mombi's orders because he enjoys the tasks the witch sends him on. Once his head is rotten Jack is

downright cruel. He takes pleasure in hurting others and spreading terror; he *gladly* follows Mombi's orders.

Appearance

Jack is a tall gangly wooden construct that belies his strength and resilience. He usually wears leather or clothing made of tough course fabrics, durable enough to last months in the outdoors. His most distinguished feature is, naturally, his head which is a large pumpkin carved with a mouth and eyes. Jack always carves his head into the most frightening visage he can think of. When he has the time to devote to this activity, his head is truly grotesque. His head rots just like a normal pumpkin so Jack changes his head for a new pumpkin whenever necessary. Mombi tries to ensure that his new heads are always at least overripe and mushy, if not nearly rotten. But at times it's rather difficult to find a large overripe pumpkin, particularly when it is out of season. On such occasions Jack is forced to wear an old head for longer than he should, giving him a ghastly appearance and a disposition that easily matches Mombi's own.

Statistics

Aspects

AGI 4d	APP 2d	CON 5d
CUL 1d	INT 3d	KNO 1d
PCN 3d	PRS 3d	STR 5d
TOU 6d		

Talents (Skills)

Athletics +2, Awareness +3 (Investigation +1, Observation +4, Tracking +2), Coordination +1 (Dodge +4), Discipline +3 (Resist Intimidation +3), Hand-to-Hand Combat +3 (Punching +2), Intuition +2, Larceny +1, Melee Combat +4 (Attack with Axes +5, Attack with Swords +3), Military +1 (Strategy & Tactics +2), Persuasion +1 (Interrogation +3, Leadership +3), Ranged Combat +2 (Crossbows +2), Science (Botany +2)

Traits

Capabilities

Amnesia 2, Courageous 3, Dark Vision, Doesn't Breathe, Doesn't Eat or Drink, Frightens Animals 5, High Pain Threshold 5, Immunity (Cold), Natural Armor (Low-Velocity & High Velocity) 7, Natural Weapon (Wooden Fist) 4, Non-Biological Construction, Resistance (Acid) 1, Resistance (Electricity) 1, Resistance (Heat) 1, Unaging, Untiring

Hindrances

Weakness (Fire) 2

Notes

As Jack's head rots he becomes more and more wicked and ill-tempered. Over time he slowly gains Callous up to 10. For every two levels of Callous, he also gains one level of Fear. These Traits reset to zero with a fresh head. Mombi usually gives him a head that is already somewhat rotten to ensure he remains loyal and efficient.

Jinjur Espice

Jinjur was born into the working class of the Emerald City with three older brothers. Her life was unremarkable until her sixteenth birthday. Unbeknownst to her and her family, Jinjur's eldest brother, Saige, was hanged for a failed assassination attempt against the Minister for Labor. Not long after, her father died from an aneurism. With her mother a hypochondriac she had to work harder than she ever had before, putting in 14 hour days, seven days a week. Work was nothing new to Jinjur as she had been working in a textile factory since she was eight years old.

The next year saw her youngest brother lose both his hands in an accident at the railyard where he worked. Without his hands, he had no way of bringing in any money to help his sister and ailing mother. Jinjur found him in his bedroom he shared with his brother hanging by his own belt. He had chosen death rather than further burden his family.

The same year her eldest surviving brother earned a scholarship to the Emerald City University where he studied law and politics. Unfortunately, he involved himself in some anti-government pamphleteering that led to a student riot, and was expelled. By law this barred he and his siblings from ever entering university.

All these experiences combined within Jinjur to spark a flame that has burned ever since. The young woman saw how the very wealthy enslaved the poor for a pittance of pay so they could live a life of luxury and indolence. Sure everyone, no matter how poor, was allowed to vote, but she had long suspected the elections were rigged. Unions had been abolished for over 40 years. No platform existed allowing the working poor a voice.

When she went to work the next day, she knew what all her co-workers felt, how exhausted and miserable they were at the long shifts, how afraid they were of accidents. The overwhelming collective sense of desperation made her flee to the bathrooms where she cried for almost half an hour. Eventually, she calmed herself and returned to her station. The overseer docked her an hour's pay for her short break. When she looked at the man she knew that he felt only contempt and superiority as he looked at her. She wanted to kill him right there, to jab the needle she had in her hand right between his eyes. He, and people like him, were the cause of all the suffering around her.

That night she thought up the idea for an underground paper. A newspaper that would be distributed to tell the truth, not the lies the government spewed in the regular papers. She called it, *Our Struggle*. She had to scrimp and borrow every cent she could to get that first issue out. But it completely sold out, even at a penny a copy. From then on the paper paid for itself.

The Wizard's Tin Men were not blind to this growing anti-establishment sentiment. They knew of *Our Struggle* and even which factory its editor worked in. But they didn't know exactly who the editor was, until one day a little girl, no older than Jinjur was when she started working in the factory, lost a finger in a loom. The foreman came over to the girl and began whipping her for bleeding on the cloth. Flailing to get away, the girl's hair





caught in the loom. The steam engine that powered the machine easily crushed the girl's head.

Picking up a shovel Jinjur smashed the foreman over the head as hard as she could. When he fell she kept hitting him until his head was a pulpy bloody mess. With the fire of conviction and anger in her voice, Jinjur led the first riot in decades among the workers of the Emerald City. From then on, her actions earned her the name "General" Jinjur.

The riot escalated until soldiers were called in to put it down. Thousands of men, women, and children were killed. When the dead were taken away and identified, Jinjur was counted among the dead. However, she was very much alive. Other workers helped Jinjur hide until she could set up a secret place of her own, from where she continued to write and print *Our Struggle*.

Her mother and last surviving brother paid the price for her actions as they were arrested and died in prison from "accidents." This only inspired Jinjur to bring all the workers of Oz together in a single commune, starting with those in the Emerald City.

Motivations

Now General Jinjur is known as the "Leader of the Army of Revolt," and has hundreds of thousands of followers at her beck and call. Real reforms have begun, small things, but changes nonetheless. Of course, Jinjur

desires nothing less than the overthrow of the Wizard and his government. Once the oppressors are dead, she desires a government comprised of all the working-people of Oz, a government by the people, for the people.

Appearance

Jinjur is a woman in her mid-twenties with pale skin and flame-red hair. Though not unattractive, she does nothing to enhance her appearance. She usually dresses in the clothes typical of a factory worker; grayish-brown overalls with a very worn long-sleeved shirt rolled up to her elbows and a workers' cap. Those who have met her say her brown eyes are her most striking feature, which seem to have a fire in them from the intensity of her conviction.

Statistics

Aspects

AGI 3d	APP 3d	CON 4d
CUL 3d	INT 3d	KNO 3d
PCN 3d	PRS 5d	STR 3d
TOU 4d		

Talents (Skills)

Academics +1 (History +3, Law +4, Philosophy +2, Politics +5), Athletics +2, Awareness +4, Coordination +1 (Dodge +3, Stealth +2), Crafts +3, Discipline +4 (Resist Guile +2, Resist Intimidation +5), Expression +1 (Writing +4), Guile +3 (Deception +2, Disguise +3), Hand-to-Hand Combat +2, Intuition +3 (Psychology +1), Larceny +4, Medicine (First Aid +3), Melee Combat +2 (Attack with Clubs +2), Military (Strategy & Tactics +2), Persuasion +4 (Leadership +3, Oratory +3), Science +1 (Chemistry +4), Survival +2, Technology +3 (Mechanics +4), Vehicles +1

Traits

Capabilities

Charismatic 5, Confident 7, Empathic 3, Face in the Crowd 3, Hard to Kill 2, Hardy 3, Indomitable 7, Less Sleep 1, Lucky 1, Stable 5

Hindrances

Argumentative 5, Bad Temper 3, Intolerance ("The Elite") 10, Intolerance (The Government) 7

Notes

Destiny Points: 2

Capt. John Fyter, the Tin Soldier

John Fyter, son of Ozmite immigrants living in the Munchkinland town of Shiens, had the bad luck to fall in love with the same girl as another man. The girl, Nimmie Amee, hinted that she liked military men; really it was men who had a steady income. So both Fyter and his rival, Nick Chopper, entered the Munchkinland army.

Fyter, ever the opportunist and lacking an honest bone in his body, cheated on the exams. Scoring significantly higher than Chopper, he turned out to be his rival's commanding officer. Lieutenant Fyter led his troops in a nighttime raid on a small village in Emerald City

territory. He made sure Private Chopper was in the squad most likely to take the highest casualties.

Miscalculating the strength of his enemy, both Chopper and Fyter were severely wounded in the engagement. After the fighting ended their unconscious bodies were picked up by the Ozmite soldiers and taken to a military hospital for recovery.

Slipping into and out of consciousness from the tremendous pain he was in, Fyter recovered from his wounds to find his body nearly completely replaced with mechanical substitutes. Even when he yelled, his voice was not his own, but that of a machine.

The surgeon responsible, Dr. Ku-Klip, calmed Fyter enough to explain what had happened to him. He was told his left leg, both arms, upper chest, neck, and head were replaced with mechanical parts. Nearly all his skin had burnt beyond recovery, leaving only his face and his right leg still partially covered in flesh. Amazingly, nearly all his internal organs were undamaged and continued to function.

Fyter lived up to his name and took the news with remarkable stoicism. Within two weeks he was able to walk about on his own and in another week was given a choice; either he could choose to remain a prisoner for however long his crimes dictated, or he could be released back into Munchkin territory as their agent. Without a second thought he chose to be released. He did think to ask, on his way out of the hospital, whether Nick Chopper had survived. He was told the private was still unconscious and was unlikely to recover. His response was simply, "Good."

The lieutenant returned to Shiens expecting to be welcomed into the arms of Nimmie. A strange woman answered the door. She explained that the girl who lived there had fallen in love with a man and moved away to marry him.

Hatred welled within Fyter. Storming away, he didn't notice the people watching and following him until a soldier stopped him in the street telling him he was under arrest. The Munchkin army gave him an offer, either he poses as a double agent or finds himself dead at sunrise. Never one to pass up an opportunity, Fyter accepted.

What the Munchkins didn't know, nor the Ozmites when they commissioned Fyter as a captain and double agent of their own, after his acquittal, was that he had become a fierce misogynist. He came to hate everyone and wanted all of Oz to pay for the ills he had suffered.

He has forgotten almost completely about his one-time rivalry with Nick Chopper and considers that chapter of his life as over. He does, on occasion, miss Nimmie Amee, but only because he didn't get the chance to make her suffer like he did. Amazingly, Fyter and Chopper never met again although Fyter has lived half his life in the Emerald City. It is likely the two never met as Fyter and Nick worked for different agencies that rarely interacted.

Motivations

As far as Fyter is concerned, if all people were to die today, he'd be the happiest person who ever lived.



Whatever he can do to move Oz closer to the next Great War, he will do. He feeds false or true information as required to the Munchkin and Emerald City armies to further his goal. He is always on the lookout for something new to exploit. This includes Outsiders. Though he has never met any, he knows of them and is constantly on the lookout for them.

Appearance

John Fyter wears sharp uniforms, whether as a Munchkin officer when in Munchkinland, or an officer in the Grand Army of the Wizard when in the Emerald City. These uniforms are always perfectly clean and pressed. But whatever he wears is usually overlooked as significant portions of his body have mechanical replacements. Most of these are hidden by his clothing, but his head is always visible. In fact, his entire head and neck are mechanical, with his natural skin stretched over much of his face. With an obvious artificial voice, he is often mistaken for some sort of nightmarish automaton.

Statistics

Aspects

AGI 3d	APP 1d	CON 4d
CUL 2d	INT 2d	KNO 2d
PCN 3d	PRS 2d	STR 4d
TOU 5d		

Talents (Skills)

Academics +1, Athletics +2, Awareness +4 (Eavesdropping +1, Observation +3), Coordination +2 (Dodge +5, Stealth +2), Discipline +2 (Resist Guile +1, Resist Intimidation +4), Guile +2 (Deception +4), Hand-to-Hand Combat +2, Intuition (Gauge Opponent +2),



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Larceny +2, Melee Combat +1, Military +3, Persuasion (Leadership +1), Ranged Combat +3 (Pistols +3, Rifles +1), Survival +2, Technology +1 (Mechanics +3), Vehicles +3

Traits

Capabilities

Danger Sense 2, Hard to Kill 4, High Pain Tolerance 5, Infravision (10), Keen Sense (Eyesight) 4, Leap 1, Natural Armor (Low-Velocity & High-Velocity) 7, Natural Weapon (Metal Fist) 5, Quick Reflexes 1, Ranged Attack (High-Velocity, Requires .45mm rounds) 3, Reduced Consumption 1, Strong Arms 3

Hindrances

Callous 5, Chronic Pain 2, Cowardly 2, Distinctive 7, Disturbing Voice 3, Impaired Sense (Touch) 3, Paranoia 1

Locasta fon Shiz, Witch of the North

From a young age Locasta attended schools for children with a gift for using magic. Enrolling in the University of Shiz, Locasta continued in her studies, graduating with honors in water magic. Many times what her bright smile and kind voice couldn't accomplish her sorcery could. Locasta's devotion to magic is such that she has never been known to be seen with a suitor, either when she was young, or in her advanced years.

Mombi ruled the Gillikin Country for all of Locasta's life. But while Mombi's wickedness was readily evident, Locasta knew the old Witch had far more power than she did, and was ever likely to have. So she contented herself by performing small acts of kindness when she could, making sure to keep a low profile. When the atrocities Mombi had been committing for years were confirmed by a few survivors, Locasta decided she needed to act for the sake of the Gillikin people.

Locasta boldly travelled by herself to the Emerald City seeking an audience with the Wizard. What exactly was said during their meeting, only the Wizard and Locasta know for certain, but what is known is that an agreement and plan was made to rid Gillikinland of Mombi, replacing her with Locasta, who would ally herself, and the Gillikins, with the Emerald City against the three "Wicked" (this being the first known official use of the term) Witches who ruled the Munchkin, Quadling, and Winkie Countries. Locasta and the Wizard parted with a new found sense of respect for one another as each understood that the other wanted only what they thought was best for their people.

The plan required Locasta to become a witch, first, as she



was only a sorceress. This she did upon returning to Shiz. For several years Locasta waited while she learned and practiced her witchcraft. At the same time the Wizard made plans for a railway to connect Ozcot and Shiz to the Emerald City. On 17 Zurline 51 PA, Locasta succeeded at taking the mantle of Witch of the North from Mombi while simultaneously returning the imprisoned children of the nobility. In one fell swoop, she became one of the Cardinal Witches and the hero of Gillikinland.

Locasta's looks belie her true character. She is a very driven woman who also happens to be a very powerful Witch. As the protector of the Gillikin Country, there isn't anything she wouldn't do to help her people. As it is, she believes that all of her actions are for the greater good. To that end, she had no problem allying herself with the Wizard. The Wizard's goals of peace and prosperity for all coincide nicely with her goals, even if magic is something the Wizard despises and technology something she distrusts. Locasta doesn't understand fully why the Gillikin Country shrank in size when she allied with the Wizard. She thinks it may have to do with rebels in her Realm attempting to subvert her authority.

Gillikinland under Locasta's rule has become a haven of free thought and expression, especially when compared to Mombi's reign. Most of the day-to-day administration of the Realm is left to Locasta's chancellor, Marzocco de Viterza, who works in her name and that of the young king. Magicians must apply for a license to use magic, which they can only use for personal reasons. However, as these permits must be obtained from Locasta herself, only those who intend to abide by the law dare to ask for one. Many of those applying for a license to use magic unknowingly find themselves working for Locasta thanks to her talent with witchcraft. Locasta has created a very extensive counter-intelligence network to stop the activities of underground rebel groups opposed to the spread of the Wizard's version of civilization.

Locasta resides in the city of Shiz, capital of Gillikinland, where she leads a rather simple and ordinary life; not what you would expect from such an important personage. She greets nearly everyone she meets by name, if she has ever met them before, and will often ask complete strangers to tea. Somewhat disturbingly, oftentimes those who dislike the Wizard and his policies leave her residence with a completely different attitude towards the Wizard and his goal of uniting Oz. Exactly what occurs during these visits is unknown as no one can seem to remember exactly what they talked about.

The "Good" Witch of the North is a master at using mind altering spells. She can completely wipe a person's memory, alter some parts, and even rewrite new memories. She uses her abilities on rebels uncovered by her growing circle of spies and the Securitate. One minute you can enter her townhouse for tea, fully expecting Locasta to threaten you to rat your friends out, only to find yourself leaving shortly after with a completely different opinion: Locasta is a very nice elderly lady who has only your best interests in mind, as opposed to your "former" friends who are obviously out to hurt people and use you as a tool or scapegoat in their plans.

Motivations

More than anything, Locasta desires peace in Oz. If a disturbance occurs that requires her attention, she does not hesitate to solve the problem. Whether that means simply talking to the wrongdoers, immediately killing them with a spell, or something in between, doesn't really matter to her. All that matters is that things stay quiet and peaceful. Locasta has confidence that the Wizard will, in the end, bring peace to Oz. But she is beginning to wonder what condition Oz will be left in when he finally accomplishes this miracle.

Appearance

Locasta looks like everyone's image of a kind elderly grandmother. She is rather short, only a couple inches over five-feet tall, a little on the pudgy side, with a bright smile and nearly white hair that is always styled in a tight bun. Usually, she wears black dresses trimmed with tasteful touches of purple, the traditional colors of a Gillikin witch. A silvery-gray, long-haired cat, Locasta's familiar, is always nearby, often curled in her lap.

Statistics

Aspects

AGI 2d	APP 3d	CON 3d
CUL 5d	INT 4d	KNO 2d
PCN 5d	PRS 4d	STR 1d
TOU 2d	MAG 6d	

Talents (Skills)

Academics +4 (Geography +2, History +3, Law +1, Occultism +5, Politics +4, Theology +2), Animals +4, Awareness +5 (Research +3), Coordination +1, Crafts +3, Discipline +5 (Concentration +3, Resist Guile +5, Resist Intimidation +1), Expression +1 (Teaching +1), Guile +4 (Bluff +5, Deception +1), Intuition +3 (Gauge Opponent +3), Medicine +3 (First Aid +3), Melee Combat +1, Persuasion +4

Traits

Capabilities

Cardinal Witch, Charismatic 3, Common Sense, Confident 5, Courageous 7, Empathic 7, Hardy 1, Long Lifespan 3, Magic Tradition (Witchcraft)

Hindrances

Dependency (Proximity to Familiar) 4, Impaired Sense (Eyesight) 1, Slow 1, Vulnerability (Earth, 12d) 5

Notes

Spheres: Air +3, Fire +4, Life +5, Mind +5, Water (Métier) +6, Wood +5

Locasta's familiar is a cat.

Mayre "Trot" Griffiths

Mayre, a young teenage girl known by her friends as Trot, embraced the Goth scene as a way to escape her overly Yuppie parents and bratty brother. Her Goth get-ups bolstered her average looks, but what really made her





special was her involvement in a band named Witches' Coven, which turned out to consist entirely of wiccans.

There were five girls in the band, and she was the lead singer and guitarist. She was also the leader of her coven, though for the most part the coven was actually just an excuse to take an ever-expanding inventory of drugs. However, Trot sometimes felt, or thought she felt, something weird inside her whenever the coven tried to cast a spell. It was like something was happening; like the spells were trying to work, but never seemed to. Maybe it was just the drugs.

Trot's relationship with the rest of her family was abysmal. In an effort to repair things between them and their daughter, Trot's parents decided to go on a surprise trip up through Southern California. The trip went well, until they reached San Francisco, and found that their previously arranged tour operator had cancelled all trips for that day. They were left to find whatever tour operator they could and ended up chartering Cap'n Bill's Tours.

The tour went badly, but Trot felt a strange attachment to the strong, scruffy looking captain. He probably had the dirtiest and nastiest beard she'd ever seen, but she could feel the raw power coming from him as he worked the boat, and she felt intoxicated by it.

Unfortunately, her parents noticed the way they were both looking at one other and took Trot aside to tell her to stop eyeing the old pervert because that they were going to end the tour immediately. Angry at her parents, Trot

spoke a spell she'd noticed once in the many witchcraft books she'd read, and felt her body tingle as she thought the spell had actually worked. The boat fell into a whirlpool that sucked them all down into the sea.

In fact, the spell she cast did not work. Cap'n Bill had failed to check the navigational charts, as usual. A fast-moving storm drove them off course into the whirlpool, inadvertently bringing Trot and Cap'n Bill to Oz. In Oz she felt different, like she'd come home and decided to stay with Cap'n Bill, now her lover, and travel everywhere they can.

With all the drugs Oz has to offer, all of which are typically legal, Trot has experimented with whatever she can get her hands on. She hasn't become addicted to anything yet, well nothing expensive or too dangerous. Cap'n Bill is always watching out for her in case she gets in over her head.

Motivations

Trot isn't too concerned with the Cold War and looks only to slake whatever desires they may have and see all there is to see. Trot is happy in Oz with Bill, and doesn't miss her old life whatsoever. If she had enough money she'd love to learn real magic. Or if she could find a sorcerer or witch willing to allow her to work for lessons, she'd jump at the chance, though she won't do anything to risk her relationship with Bill. Finding a magician in Verdigris City is unlikely, but not impossible, so she keeps looking.

Appearance

Beneath her black eye makeup, clothes and multiple body-piercings, Trot is really an unremarkable girl. She is now 20-years old, about five and a half feet tall, when not wearing high heeled platform shoes, has very pale skin, and long, dyed black hair with different colored streaks about each week.

Statistics

Aspects

AGI 3d	APP 3d	CON 4d
CUL 2d	INT 2d	KNO 1d
PCN 2d	PRS 4d	STR 2d
TOU 2d		

Talents (Skills)

Academics +1 (Occultism +2), Art +1, Athletics +2, Awareness +1, Coordination +2 (Dodge +1), Crafts +2 (Cooking +2), Discipline (Resist Seduction +4), Expression +3 (Guitar +3, Singing +2), Guile +2, Intuition +1, Melee Combat (Attack with Knives +1), Persuasion +2, Survival +1, Vehicles (Powerboats +1, Sailboats +2)

Traits

Capabilities

Confident 5, Courageous 5, Pleasant Voice 1, Stable 3

Hindrances

Addiction (Opium) 3, Brash 4, Depression 2, Truthful 3

Notes

Destiny Points: 2

Mombi d'Ozzygorod, former Witch of the North

Mombi terrorized the Gillikin Country for over 250 years as the Witch of the North. She removed the king from the throne of Gillikinland, forbidding any successors from taking his place. She kept the first born of all the duchi prisoner to ensure their loyalty. She even tried to forbid the use of all magic, except her own.

Perhaps Mombi's most powerful, if not faithful, servant is one she didn't intend to create. Jack Pumpkinhead was constructed by Ozma in a childish effort to scare Mombi. The old witch laughed at the gangly figure, but used it nonetheless to bind a child's spirit to it. The Anidum was at first quite taken by his "mother" Ozma, but as his head rotted, he turned from her to Mombi as his real creator. Jack now serves as Mombi's majordomo.

It was Mombi who held Ozma imprisoned for almost 170 years, finally discovering a way to banish Ozma from Oz for good. This was no easy task and required the blood of many victims. The mirror into which Ozma was banished still stands in Mombi's throne room. However, there is nothing to indicate it is anything more than a normal mirror. Although Mombi keeps it just in case.

One of the wondrous magical items Mombi possesses is her castle Cyplenok. This immense wooden castle can transport Mombi and all its contents to wherever the witch would like to go and there is enough clear land, though it has never appeared any closer to the Emerald City than just outside the Ring of Iron's steam cannon's range. The castle fascinates many because it is known neither sorcerers nor witches can teleport. Where then did Mombi get the castle? Did she make it, or did someone make it for

her? Can it go beyond the Impassable Desert? It is very likely Mombi has killed all those who can answer these questions besides herself.

Mombi's rule as Witch of the North came to an end thanks to Locasta, who at the time, seemed nothing more than a grandmotherly old witch. Locasta invited Mombi for afternoon tea. While Mombi could've easily ignored the invitation, she wondered why the woman wanted to meet her, so she accepted. No one's fool, Mombi took every precaution before she knocked on Locasta's door.

From Mombi's point of view, she entered the mansion, had tea and a bite to eat, while the two exchanged polite, if stilted, conversation on everything from the type of cheese best used in a recipe, to the best age for children to be used in the making of an Anidum. Then Mombi got up to leave and suddenly found herself no longer the Witch of the North!

What really happened was Locasta discovered the element Mombi was weakest against was water. The tea Mombi drank wasn't ordinary tea at all. It was a special concoction of Locasta's that puts the imbiber into a state similar to deep mesmerism. In a short ritual, Mombi was forced to give up the mantle of Witch of the North. Locasta then woke Mombi, informing her that she had seven days to return the children of the Gillikin nobility. Locasta explained that along with the tea Mombi had drunk, a

very special poison had been mixed with it. A poison made not with magic, but with alchemy, meaning Mombi was unlikely to find a cure even if she could identify the poison. The poison wouldn't harm Mombi in any way as long as she wasn't given the second part, which could be administered by as small a dose as a pinprick or raindrop. Forced to do as Locasta ordered, Mombi released the children. She now actively avoids Locasta in case the old woman decides to be rid of her, though that certainly doesn't stop Mombi from plotting and actively working against the new Witch of the North.



Mombi uses both mercenaries and Anidums as her servants. Both come from the same source. She kidnaps the children of noted soldiers from Gillikinland, holds them ransom, thus forcing their fathers to serve as her warriors. This, of course, means the “mercenaries” aren’t paid for their services. The children are then subjected to becoming Anidums of all shapes and sizes, without any memories. Mombi keeps the Husks of the children in special cells where they are fed the bare minimum to survive. Each week or so Mombi possesses the body of some of the children, writing notes to their fathers telling them of the kindnesses Mombi bestows upon them. Since Mombi has all the children’s memories, she can write the letters in the children’s own handwriting.

No longer a Cardinal Witch, Mombi is forced to find other ways to extend her unnaturally long life. As old as she is, she knows if she didn’t constantly battle death, she would quickly succumb. Her favorite way of extending her life is when one of her mercenaries die. Mombi drains the mercenary’s child’s Husk of all its remaining days. Unfortunately, Mombi gains only a short amount of time from the children, so she is constantly on the lookout for more mercenaries. Mombi always commits her mercenaries to especially dangerous missions.

Motivations

Revenge on Locasta and the Wizard, who she now knows aided Locasta in her downfall, and gaining back her position as Witch of the North are Mombi’s obsessions. She has not forgotten her days of power nor forgiven Locasta for her current situation. She never stops scheming ways to hurt her, whether directly or through people she tries to help. Mombi will take advantage of any situation that might put her in a dominant position over Locasta. On top of her hatred of Locasta, she is petty and holds grudges indefinitely.

Appearance

Mombi looks like at least an 80-year-old woman, with pale, wrinkled, liver-spotted skin. She dresses in the traditional, yet simple, clothing of a peasant from the western part of the Gillikin Country, in the black and purple of a Gillikin witch. The black of her old worn dress matches that of her eyes, which seem to have no irises. Most people never actually see Mombi’s familiar as it is a milk-white spider that hides in the tangled mass of the witch’s white hair.

Statistics

Aspects

AGI 2d	APP 2d	CON 4d
CUL 3d	INT 4d	KNO 1d
PCN 4d	PRS 4d	STR 2d
TOU 3d	MAG 5d	

Talents (Skills)

Academics +3 (Geography +4, History +4, Law +1, Occultism +5, Politics +1), Awareness +4 (Research +5), Coordination +1 (Dodge +2), Crafts +4 (Sewing +3, Woodworking +1), Discipline +5 (Concentration

+4, Resist Intimidation +5), Guile +5 (Deception +5), Intuition (Detect Lies +2), Medicine +2 (First Aid +1), Melee Combat +2 (Attack with Daggers +4), Persuasion +3 (Interrogation +4, Intimidation +5), Survival +3 (Identify Plants +4)

Traits

Capabilities

Charismatic 4, Confident 7, Courageous 3, Danger Sense 5, Doesn’t Eat or Drink, Hard to Kill 7, Hardy 3, High Pain Tolerance 3, Keen Sense (Hearing) 2, Magic Tradition (Witchcraft), Quick Reflexes 1

Hindrances

Bad Smell 1, Bad Temper 5, Callous 10, Dependency (Proximity to Familiar) 4, Humorless, Impaired Sense (Taste/Smell) 2, Lane 1, Vulnerability (Water, 10d) 5

Notes

Spheres: Air +4, Earth +4, Fire +5, Life +5, Mind +5, Wood (Métier) +6

Mombi’s familiar is a spider.

Destiny Points: 0

Muab, Witch of the West & B’akab of Winkieland

Muab is feared by all the people of Oz. Even though Nam’yl, the Witch of the East, is far older, and Mombi, the former Witch of the North, more cunning, it is the Witch of the West about whom tales are told to little children to scare them until they shake in their beds with the covers over their head.

Muab herself does not remember much of her former life in the Outside World; however, she does recall a life as a high priestess to a people who lived in a city surrounded by jungle. And she certainly never forgot any of her magic, which in Oz works frighteningly well. How she came to Oz, only Muab can guess. Unlike all other magicians born in the Outside World, Muab did not arrive in Oz alive. In fact, she had been dead, perhaps, for centuries before her arrival in Oz.

In 1,313 AA, the darkest year recorded in Oz, Muab awoke. Freeing herself from the sarcophagus she found herself entombed within, she caused the stone and earth surrounding her burial chamber to shift and move, allowing her access to the outside. Muab emerged from a ruined version of the temple she had been interred within. The city that once surrounded the temple was likewise in ruins, with no sign of inhabitants. In turn, the ruined city was surrounded by a lush jungle. Muab hobbled forth from the ruins intent on finding living beings to rule over once again.

The city-states of Winkieland fell like dominoes quickly swearing allegiance to Muab for fear of what she may do to them if they didn’t. Using the troops now at her disposal, Muab subdued the remaining towns and outlying areas of Winkieland within two months. The Edle Feen in Winkieland alerted Ozma that a potential threat to her rule had arisen in the Winkie Country. But Ozma did not see Muab as a true threat until she heard rumors



of Muab *consuming* the spirit of the Ajaw of Moleku and several Edel Feen who tried to assist him in fighting off Muab's forces.

Ozma gathered an army together even though Nam'yl, Huang'huo of Munchkinland, only supplied a token force. The Royal Army of Oz and Muab's army met on the plains of the Rolling Prairie. When emissaries were sent out to negotiate before the battle began, Muab surprised Ozma by offering to swear allegiance to her in return for Ozma's recognition of Muab's rule over the Winkie Country. Muab gave her word that the story of the spirits of the Edel Feen and Ajaw of Moleku being consumed were sheer fantasies and were not true at all. Ozma believed Muab as no such thing had ever been heard of before in Oz and so agreed to Muab's rule over the Winkies. Over time, Ozma would come to regret that choice.

Legends are told of how the Witch of the West has been able to sustain her body over the centuries. According to these tales, she drains the *élan vital* directly from victims, helping to preserve and strengthen her hold over her desiccated corpse of a body. Edel Feen, in particular, are terrified of this as any Edel Feen rumored to have been drained in this way does not reincarnate...ever. But most horrifying of all is that if a magician is drained, Muab gains some of her victim's magical knowledge, increasing her own power. The witches under Muab's command gain great power from her teachings, but they know that if they ever step out of line, or she deems them expendable, they will be drained for the knowledge they hold.

Although Muab has argued or fought with all of the other Witches of Oz at one time or another, she realized that she had more in common with them than she did with Ozma and the Edel Feen. Ever so slowly, Muab captured all of the Edel Feen within Winkieland, one by one, and consumed their spirits. So carefully did she execute this plan, that by the time Ozma noticed her friends who once lived in Muab's Realm were, in fact, not returning from death. Nevertheless, there was nothing she could do as all of the Witches had agreed Ozma was their common enemy. If Ozma moved against one of them, the others would come to her aid. This stalemate did not last long as the Witches soon agreed to permanently rid themselves of Ozma. Unfortunately for Muab, the others did not allow her to consume Ozma's spirit, for they knew she would likely gain knowledge and power they could not share.

Muab's understanding of *élan vital* is unparalleled in all of Oz. Over the centuries, she has successfully created nearly all the motley composite creatures that inhabit Oz, including her most famous, the winged monkeys. Warriors, spies, and servants, she has yet to surpass these versatile and intelligent creatures. The sheer number of monstrosities Muab has created earned her the title Mali-Nal-Xochitl, "Mother of Abominations," by the Winkies.

By all accounts Muab awoke a witch in Oz, skipping the normal period of being another type of magician. But no one has seen her with a familiar, if indeed she ever had one. Her apprentices are witches who were once, usually, sorcerers and all now have familiars. Perhaps Muab

is a completely different type of magician, unique unto herself; a terrifying thought.

Motivations

Muab has come to the conclusion that the only way to rid Oz of the Wizard and his foul technology is to purge the land of all those who have come in contact with him or his inventions. To that end, she is trying to locate the sleeping dragons legends say will one day awaken to destroy Oz. Muab is confident that she and a few others will survive the apocalypse. After all, she has an eternity to wait for Oz to be repopulated. While attempting to complete this task, she has not neglected the necessity of spying on the Wizard and her sister Witches. The sight of one of her winged monkeys is not an uncommon sight in the Land of Oz. Nor has she neglected the need to build up her military forces in case the Wizard decides to attack, or she finds a weakness she can exploit.

Appearance

Muab is covered from the neck down in long dark rags that look like the funerary wrappings, which, in fact, they are. Over the wrappings she wears a tattered black robe and a long cloak made out of four-foot-long obsidian black feathers from a very rare bird that lives in the Sweltering Jungle. Her long hair is done up in a complex coif, tied together with a small headdress made of half a dozen black feathers. Over her face, Muab wears her green jade burial mask. Only her desiccated leathery hands remain uncovered. Muab is rarely seen without a staff carved from a single piece of gnarled wood, topped with a skull of clear crystal that is known to glow at times.

Statistics

Aspects

AGI 2d	APP 0d	CON 5d
CUL 4d	INT 5d	KNO 1d
PCN 5d	PRS 5d	STR 2d
TOU 5d	MAG 6d	

Talents (Skills)

Academics +3 (Geography +3, History +3, Law +1, Occultism +5, Politics +3, Theology +1), Awareness +5 (Observation +3, Research +5), Coordination (Dodge +1), Crafts +2, Discipline +5 (Resist Guile +5, Resist Intimidation +5, Resist Seduction +5, Resist Torture +5), Guile +4 (Deception +5), Intuition +3, Medicine +1 (Surgery +1), Melee Combat (Attack with Knives +4), Military +1 (Strategy & Tactics +3), Persuasion +5 (Intimidation +3), Survival (Identify Animals +5, Identify Plants +4)

Traits

Capabilities

Cardinal Witch, Charismatic 7, Confident 3, Dark Vision, Doesn't Breathe, Doesn't Eat or Drink, Fear 3, Hard to Kill 3, High Pain Tolerance 5, Immunity (Disease), Immunity (Poison), Immunity (Radiation), Indomitable 10, Infravision (10), Magic Tradition (Witchcraft),

Natural Armor (Low-Velocity) 3, Resistance (Cold) 5, Resistance (Heat) 5, Unaging, Untiring

Hindrances

Bad Temper 1, Callous 10, Dependency (Élan Vital) 3, Dependency (Proximity to Familiar) 9, Distinctive 10, Disturbing Voice 3, Frightens Animals 5, Humorous, Intolerance (Edel Feen) 5, Intolerance (Technologists) 10, Not Alive, Phobia (Water) 3, Poor Reflexes 3, Slow 3, Special Diet (Élan Vital) 3, Vulnerability (Water, 12d) 5

Typical Equipment

Golden Cap

Notes

Spheres: Air +5, Earth (Métier) +6, Fire +5, Life +5, Mind +5, Wood +4

Muab's familiar is unknown. She doesn't appear to have one, though at times she has been caught speaking to her shadow.

Destiny Points: 0

Nam'yl, Witch of the East & Huang'huo of Munchkinland

During the Mythic Age, before the coming of Lurline, Huang Shang'di unified the warring factions of Munchkinland through brute force and the considerable size of his standing army. No one was quite sure, but they suspected he was an Outsider. Regardless, his knowledge of war, tactics and administration shaped much of Munchkinland in the decades to come. Much blood was spilt in his goal to unify the land, but finally it had been attained, and a golden age in Munchkinland began.

Nam'yl, Shang'di's third daughter, led a plush life in her father's palace. She did not have much to look forward to other than to be married off to some ally in order to solidify her father's hold over them. Shang'di did not spend much time with her, instead preferring to focus his attentions on his three sons and two eldest daughters.

This gave Nam'yl quite a bit of free time, which she used to read as much of the palace library as possible. However, it was as a teenager that her interest in magic developed. At first, her mother disapproved of her dabbling, stating that her place was to be as a good wife to whomever her father so chose. Her father though, feeling sympathy for his daughter, arranged for Nam'yl to be sent to the summer palace in a remote region of Munchkinland to study the magical arts and learn to harness her developing powers as a sorceress.

And then, one night, a star fell to Oz. On impact it was as if a massive bomb exploded, flattening most of the summer palace. The majority of the palace guards, servants, and other functionaries perished in the flames and radiance of meteorite. Two of the few survivors were Nam'yl and her master, who had been away from the palace in a nearby wood when the star fell. The two rushed back to the destroyed palace to find the meteorite resting in a large crater 50 feet deep and 700 feet across. The meteorite was bright, almost hard to look at, though both felt the power radiating from it. They also felt a powerful

presence. Her master opened himself to the star, only to have his spirit engulfed by the force within. His body fell to the ground lifeless. Nam'yl, felt the same pull by the star, but held her ground.

Seeing her master perish before her eyes, Nam'yl knew she didn't have the power to prevent the same thing from happening to her. So she left the glowing meteorite alone, knowing it would prevent anyone from coming near it. For years Nam'yl studied what sorcery she could to find an answer, but to no avail.

One night she dreamt of a shadowy figure who offered her tremendous power in exchange for some of her life energy; not all at once, but a little bit over time as she used her magic. Nam'yl was going to refuse, until the shadow said she could use others' blood if she preferred. Nam'yl agreed.

On waking, the sorceress found she now had a dark brown owl familiar who greeted her by name. Her familiar informed her that she had much to learn of witchcraft and to listen intently. Nam'yl did as she was told and studied with her familiar to become a formidable witch.

Feeling she had enough magical ability to finally protect herself, Nam'yl cast many spells on herself before she returned to the star. The meteorite lay where she left it, although now its glow was faint, and surrounded by dozens of people and animal remains. Slowly she opened herself to the star.

The star's name was unpronounceable in any language of man. Nam'yl felt the vast spirit contained within the fragment in front of her. It was just a piece of the star's spirit, but even this small fragment could overwhelm anything else in Oz. What she felt coming from it were strong emotions: sadness, confusion, anger. They kept flowing over her in waves. Nam'yl understood how the spirit of the star felt. She had felt the same way about her life under her father's shadow. Her own answering emotions, including her desire to come out from under her father's authority gained the star's notice. Their empathetic feelings and emotions joined and the spirit within the fragment calmed down, shrinking in size and intensity, forming itself into a pair of silver shoes.

Her visage was forever changed because of the power of the star fragment, her skin turned a very pale white, and her eyes glowed blue. Her hair also changed from black to white. Befittingly, her familiar's feathers likewise changed from dark brown to a snowy white.

Over time, Nam'yl created a balance within herself. She turned inward and applied the magical techniques she had learned as a sorceress and witch. Eventually she and the spirit of the star came to understand one another and Nam'yl was able to control the powers held by the Silver Shoes. It was then she returned to her father's palace.

Nam'yl discovered her father had passed away years ago. Her elder brother now sat on the throne. None of Nam'yl's family had any magical understanding, and even if they did, the power granted by the Silver Shoes would have given her what she wanted. By sundown on the same day of her return, Nam'yl's entire family lay dead. The next day she was crowned Huang'huo of Munchkinland.





but especially of her own people, the Munchkins, whom she rules as their “benevolent” dictator.

The appearance of the Wizard changed things. Nam’yl found herself fighting against an opponent drawing from a power at least as great as that she herself possessed. The Great Wars were bitter and took a lot of resources out of Nam’yl until she finally chose to hold back her forces for the next time to strike.

Motivations

Nam’yl is rarely seen outside her palace. She is again spending quite a bit of time in magical research. The Silver Shoes were satisfied with their symbiosis, but now their desire to return to the sky grows. Nam’yl spends much of her time researching a way to get the star home, though she truly doesn’t want to give up such a powerful relic. Because of the constant struggle with the Wizard, Nam’yl’s strength to resist this course of action is weakening with every year. Soon she will share the same desire as the star and whatever she feels for her people will be put aside as a secondary consideration to getting the star home.

Appearance

Nam’yl’s appearance hasn’t changed since the day she put on the Silver Shoes. She looks like she is in her early twenties, but she is, in fact, thousands of years old. Both her skin and hair are pure white. Her eyes glow blue. Naturally this is unsettling to those who come into her presence, but they find her to be kind and soft-spoken. But if you cross her, you will see her heart is as cold as ice.

Unfortunately for her people, the energies of the star poisoned Nam’yl’s body, irradiating it to lethal levels. Because of this intense radiation, most of her palace walls are made of lead or have a lead lining to protect her servants. Even with this precaution, she cannot have anyone in her presence for longer than an hour, and most attendants and servants are allowed to work at the palace for no longer than a month to prevent their death. The entire area around the capital city of Chang’an is a barren wasteland from the constant radiation emitted over the millennia.

As the only remaining original Cardinal Witch, Nam’yl garners the respect and fear of all the people of Oz,

Statistics

Aspects

AGI 3d	APP 3d	CON 5d
CUL 5d	INT 4d	KNO 2d
PCN 4d	PRS 5d	STR 2d
TOU 4d	MAG 6d	

Talents (Skills)

Academics +5 (Economics +3, Geography +5, History +5, Law +4, Literature +1, Occultism +5, Politics +5, Theology +2), Art +2, Awareness +3 (Research +4), Coordination +4, Crafts +2, Discipline +4 (Concentration +3, Resist Guile +5, Resist Intimidation +5, Resist Seduction +5), Expression (Poetry +2), Guile

+4 (Deception +1), Intuition +4, Medicine +2, Melee Combat (Attack with Knives +1), Military +1 (Strategy & Tactics +1), Persuasion +5 (Diplomacy +4, Intimidation +4), Survival (Identify Plants +3)

Traits

Capabilities

Cardinal Witch, Charismatic 5, Confident 7, Danger Sense 3, High Pain Tolerance 3, Immunity (Radiation), Indomitable 8, Keen Sense (Eyesight) 5, Magic Tradition (Witchcraft), Pleasant Voice 2, Unaging

Hindrances

Callous 3, Dependency (Proximity to Familiar) 4, Distinctive 5, Intolerance (Adtech) 7, Vulnerability (Wood, 12d) 5

Typical Equipment

Silver Shoes

Notes

Spheres: Air (Métier) +5, Earth +5, Fire +5, Life +5, Mind +5, Water +5

Nam'yl's familiar is an owl.

Destiny Points: 0

Nick Chopper, the Tin Woodman

Nick Chopper was once a typical young man in love for the first time with a girl named Nimmie Amee. But being a typical young girl, Nimmie was interested in more than one man, two to be precise, and she didn't want to decide between them, though she didn't let them know that. Nimmie loved a man in uniform, so Nick set out to win the heart of Nimmie by enlisting in the Munchkinland army, just as his rival, John Fyter, did, although both were born to parents who were immigrants from the Emerald City.

Unfortunately for Nick, his rival did not have an ounce of the honor that filled Nick's heart. John managed to test higher than Nick and became his commanding officer. In a nighttime raid on a village in Emerald City territory, Nick was used as literal cannon fodder for the steam cannons of the Wizard.

Typical of failed raids, Nick was left for dead. But Nick wasn't dead. Saved by the very soldiers he was sworn to kill, Nick was taken to the nearest military hospital. The doctor on duty patched him up as best he could. Nick remained in a swoon, from which he recovered after many weeks only to discover he was a prisoner.

Tales had always spread through the troops in the Munchkin army telling of the horrific treatment prisoners could expect if taken by the Grand Army of the Wizard. The most horrific rumor being that prisoners were used in medical experiments. The rumors turned out to be true.

Nick awoke to find his mangled legs, left arm, neck, cranium, the left side of his face, as well as the majority of his chest and back replaced with shining metal parts. Nick would suffer terrible pain for the

rest of his life, forcing him to inject various parts of his living flesh with morphine on a regular basis. But at least he was alive.

The doctor who performed the miraculous surgeries, Dr. Ku-Klip, visited Nick when he learned of his awakening. Dr. Ku-Klip rationalized that while prisoners were indeed used in experiments, these experiments were not to gain secret information or for purely sadistic reasons, but were attempts to find new ways to heal. If a procedure was found to be successful on several prisoners, it would then be used on the Wizard's own troops. If it failed, well, the prisoner wasn't likely to survive the results.

Asking if there were any of his comrades who had been captured, Nick learned that five others had been given "treatment" for their injuries. Four of them didn't survive. The fifth, whose name was John Fyter, was alive, but had returned to Munchkinland while Chopper was still unconscious. It seemed his rival had planned poorly and gotten hit by the enemy as well.

Nick was told that his "voluntary" participation in the surgeries entitled him to the choice of staying a prisoner in the Emerald City, or return a free man to



Munchkinland. Nick realized no matter what he chose, he was too late, Fyter would have returned to Nimmie, and as a wounded hero no less.

Understanding that he had been set up by Fyter and had in all likelihood lost his bid to win Nimmie Amee, as she was undoubtedly told of his death by Fyter, Nick had nothing left for him back home. Disconsolate, he decided to stay a prisoner. More than the physical pain Nick endured, he mourned the loss of his love, Nimmie Amee.

While in prison Nick, learning the truth about the Wizard and his Reforms, found he agreed with them. At the end of his prison sentence, which had been reduced due to his good behavior and general kind demeanor, he was released as a free citizen in the Emerald City.

Nick returned to Shiens in Munchkinland to learn the fate of John Fyter and Nimmie Amee. To his dismay, Nick found that Fyter had been declared dead in the very raid the two soldiers were wounded. His current whereabouts were unknown. Worse yet, Nimmie was killed reportedly by an Upright Tiger.

Returning to the Emerald City, Nick immediately signed up for service in the Wizard's elite secret police, the Tin Men, so named for the unusual requirement that all applicants' hearts must be removed so as not to be swayed by pity or sentiment. Easily, Nick passed all of the tests for entrance. Nick had never gotten over Nimmie Amee. He had never looked at another woman since because he couldn't bear the pain in his heart. So, he decided to have his heart excised. It was simply a bonus that he would be handed a career as well.

For thirty years Nick Chopper was an efficient and capable Tin Man. Gaining a reputation for being a ruthless upholder of the Wizard's law by rebel, unlicensed magicians, and other serious criminals. Nick earned many commendations, as well as the admiration of his peers. But there are only so many horrors a man can face before he succumbs to despair. Nick chose to retire to his cottage back in the Munchkinland where he lives the life of a hermit. The only time people ever see him is when he goes out into the forest to chop firewood, which quickly earned him the name the "Tin Woodman."

Nick felt that perhaps he had finally found a little peace at the end of his life. However, Nick was mistaken. Nam'yl, the Witch of the East, learned of Nick's return to her Realm and vowed to punish the traitor who sold his services to the Wizard. She sent one of her best apprentices to deal with Nick.

While out chopping wood one day, the witch created a sudden storm, showering Nick with rain. The witch then cast a spell on Nick that caused his metal parts to quickly rust, freezing him in place in a form of stasis before he could attack her. But, the simple touch of another person would free him as Nam'yl wanted to deal with him personally when she had the time.

Perhaps fortunately, Nam'yl has seemingly forgotten about Nick. As far as she knows, Nick still stands with an axe in his hands unconscious of the time slipping by around him.

Motivations

Should he be released from his frozen state, Nick would want nothing more than to be left alone. He realizes he has many days ahead of him, with so many artificial replacements, but he no longer has faith in humanity, preferring to leave it to its eventual self-destruction.

Should he find his faith in humanity rekindled, or any sign of either Nimmie Amee or Capt. Fyter being alive, Nick would likely return to service under the Wizard as a colonel among the Tin Men.

Appearance

Nick has had several body parts replaced with metal counterparts. His legs, left arm, most of his lower torso, upper left chest, his neck, jaw, the left side of his face, and cranium are all steel with fine brass components. When wearing clothes the only sign Nick is not entirely human is his left hand and head. Nick is always careful to ensure that his metal parts are well maintained, so it is rare for a metal squeal to give his presence away.

Nick's remaining organic right eye gives proof of his old age. But no matter how deep one looks, the glimmer of a soul cannot be found in his sky blue eye.

Statistics

Aspects

AGI 3d	APP 1d	CON 5d
CUL 3d	INT 4d	KNO 3d
PCN 4d	PRS 3d	STR 3d
TOU 4d		

Talents (Skills)

Academics +2 (Geography +1, Law +4), Athletics +3, Awareness +4 (Hiding +3, Investigation +5, Tracking +1, Observation +5), Coordination +2 (Dodge +4, Stealth +1), Crafts +3 (Carpentry +3, Woodworking +3), Discipline +3 (Resist Guile +2, Resist Intimidation +5), Guile +1, Hand-to-Hand Combat +3, Intuition +5 (Detect Lies +5, Gauge Opponent +3), Larceny +2, Medicine (First Aid +1), Melee Combat +2 (Attack with Axes +4), Persuasion +1 (Interrogation +3, Intimidation +3), Ranged Combat +3 (Pistols +2), Survival +4, Technology +1, Vehicles +1

Traits

Capabilities

Charismatic 1, Confident 3, Courageous 5, Danger Sense 5, Empathic 10, Hardy 7, High Pain Tolerance 7, Indomitable 1, Natural Armor (Low-Velocity & High Velocity 6, Natural Weapon (Metal Fingers) 7, Reduced Consumption 1, Resistance (Poison) 3, Resistance (Radiation) 2, Stable 5, Ultravision (10)

Hindrances

Chronic Pain 3, Distinctive 7, Heartless, Humorless, Impaired Sense (Touch) 3

Typical Equipment

Two-Handed Axe

Marshal Omby Amby, "the Soldier with the Green Whiskers"

Omby Amby, like all the Edel Feen of Oz, settled in the Oz when Lurline commanded Ozma to remain behind as queen to the indigenous people. However, even the noblest of the "noble fairies" can remember little of his former lives. For his part, Amby likes it that way as he undoubtedly has performed many horrible atrocities over the millennia as an officer in the Royal Army of Oz. In nearly every life Amby has served Oz faithfully as an officer. Amazingly his memory for strategy and tactics stays as sharp as ever, and even seems to get sharper as time goes on, making him a deep pool of incredible military expertise.

When the Wizard arrived Amby had retired to his villa after nearly 250 years of active service in that incarnation, 175 of those years he spent in an attempt to find Ozma to return her to the throne after the Witches' Coup. The old warhorse only lived long enough to say he believed the Wizard may be able to restore Ozma as the rightful ruler of Oz, if only the Edel Feen would support him.

When the 1st Great War broke out all the Edel Feen anxiously awaited the return of Omby Amby. To their surprise, none of the children who went through the Rite of Remembrance turned out to be Amby. They thought he simply might not have reincarnated yet, but he certainly should have by then. Little did they know that Amby had in fact reincarnated *outside of Oz!*

What exactly happened to Omby Amby while outside of the Land of Oz isn't known, and he isn't saying much. He has said that he was gone for around 80 years, *not* in the Outside World, but beyond the Deadly Desert, somewhere far to the south, and that he travelled a great deal.

In 83 PA Amby appeared at the southern gates to the Ring of Iron at the head of a small caravan carrying a quantity of Osho, one of the five High Elements. Demanding to see Queen Ozma, Amby was told that Ozma was no longer queen and that the Wizard was now Pastoria and President of the Emerald City. The exhausted Edel Feen asked to see him. After speaking with the Edel Feen in the Terrakon, Amby acknowledged the Wizard as the lawful ruler of Oz. In return, the Wizard appointed Amby Marshal, in command of all the military assets of

the Emerald City. A new project was immediately set up to discover the full potential and uses of the Osho. Many experiments were tried, some simply failed while others had fatal consequences. In one such accident Amby was exposed to the smoke and fumes of the burning alchemy lab. Gaulau used in the experiment must have combined with some of the other substances to change his hair, permanently, a dark green. The Marshal was lucky. Ten scientists and dozens of assistants were killed in the incident.

Ultimately, the project yielded the Osho Cannon. With only enough Osho for two shells, Amby advised the Wizard on which targets to choose for maximum possible effect. After the gigantic weapon destroyed its targets and reports were given to the Marshal of the devastation, he doubted for the first time if the use of the Cannon was the right thing to do. Even more so, was it right to use the Osho in that way considering what it actually is. Amby shared this information with the Wizard. The Wizard swore Amby to absolute secrecy. Amby is now one of the few people in all of Oz who know the Wizard doesn't have enough Osho to use the Osho Cannon again, and with the Wizard, the only non-Anian Feen who truly knows what the High Elements are.

Motivations

In the midst of the Cold War, Marshal Amby seeks to find a way to break the stalemate without the need of more Osho. Simultaneously he is constantly on the lookout for new sources of Osho, though he doubts there are any to be found in Oz, with the sole exception of the minor Realm of Oogaboo. He has pushed repeatedly for trade deals with Oogaboo allowing Ozmite explorers to search the frozen kingdom, but the Realm's queen steadfastly refuses to any deals preferring to keep her small country neutral.

Appearance

The Marshal appears to be in his late fifties or early sixties, but as with all Edel Feen his appearance belies his true age, which is over a hundred years. He is always dressed impeccably in his military uniform, with his dark green hair and beard styled perfectly. When on duty he doesn't usually wear his various medals. Only on formal occasions will he wear the countless medals he's earned in this life. This leaves him looking bare at times when he stands next to other Edel Feen senior officers since they



usually wear all the medals they've gained in *all* of their incarnations. One gets the feeling if the Marshal did that he'd be wearing medals on his boots.

Statistics

Aspects

AGI 2d	APP 3d	CON 4d
CUL 4d	INT 4d	KNO 2d
PCN 4d	PRS 3d	STR 3d
TOU 4d		

Talents (Skills)

Academics +2 (Geography +4, History +4, Literature +2, Politics +1), Athletics +2, Awareness +3, Coordination +1 (Dancing +2), Discipline +5 (Concentration +3, Resist Guile +1, Resist Intimidation +5, Resist Seduction +2), Expression +2 (Writing +3), Hand-to-Hand Combat +1, Intuition +1 (Gauge Opponent +5), Melee Combat +1 (Attack with Swords +3, Parry with Swords +3), Military +5 (Artillery +1, Strategy & Tactics +5), Persuasion +3 (Intimidation +3, Leadership +5), Ranged Combat +1 (Pistols +2), Survival +1, Vehicles +2

Traits

Capabilities

Charismatic 4, Common Sense, Confident 5, Courageous 10, Indomitable 3, Infravision (10), Long Lifespan 2, Reincarnation, Reawakened 3

Hindrances

Easily Winded 2, Impaired Sense (Hearing) 2, Intolerance (Witches) 7

Notes

Destiny Points: 0

Ozma, former Queen of Oz

After the destruction of Atlantis, Queen Lurline commanded Ozma to remain behind with a band of Edel Feen and Anian Feen, while the rest of the Feen continued on to find a new homeland. Ozma was given rule over all the sentient beings of Oz as queen, to guard them and guide them, as though she were their shepherd. Though there were times when her rule was violent and blood spilt upon the ground, Ozma tried to govern Oz with a fair and just hand. Unlike most of the other Edel Feen, Ozma never shirked her responsibilities.

Ozma's rule came to an abrupt end when the four most powerful witches in Oz, the Cardinal Witches, overthrew her in 177 AA. Killing Ozma wouldn't work, she would simply reincarnate into a new body that would then have to be found. Muab offered to get rid of Ozma permanently by consuming Ozma's spirit. The other three Witches declined her offer, thinking this might give Muab untold powers. However, the queen was given over to Mombi for safe keeping.

The Witches' tactic worked quite well, except that Mombi was a very evil woman and regularly tormented Ozma. After almost 170 years of imprisonment, Ozma realized the only way to escape Mombi and the Witches was to die. On 23 Helian 7 AA, Ozma slit her wrists with

a knife she had been hiding in her cell for years. For the next 14 days blood rained from the skies over various parts of Oz.

Mombi didn't tell the other Cardinal Witches of Ozma's escape, though they suspected as much. Fearfully, the Witch of the North searched for the next 35 years to find Ozma in her new incarnation, without success. Fortunately for Mombi, Ozma wouldn't recover her memories until her sixteenth birthday, and then only if there were other Edel Feen who could perform the Ritual of Remembrance.

Mombi looked for any Edel Feen girl around the age she thought Ozma should be. Whenever she found one, she would kill the parents and test the girl's blood to identify it. If it didn't match, she killed the girl too.

In the year Ozma was to turn 16, Mombi found her. Desperate, Mombi began searching through male Edel Feen children. While reincarnation into the opposite sex is not unheard of, it is extremely rare. It turns out a girl was being hidden by a couple of Edel Feen parents who had heard of Mombi's search. They hid the girl by dressing her as a boy and giving her a boy's name, Tippetarius, or simply "Tip." Mombi killed her parents and tested the girl to find that she had finally found Ozma. Ozma was imprisoned in the same castle she was held in her last incarnation. Luckily for Ozma she didn't know this as her memories hadn't been restored, which of course meant she didn't yet know her true name.

Because she didn't know who she was, Ozma was given a little more freedom than before. Once, Ozma tried to frighten Mombi with an odd scarecrow-like mannequin with a pumpkin for a head. Mombi simply used this in one of her spells, trapping some poor unfortunate's spirit in the mannequin, animating it, giving it to Ozma as a playmate in her prison. Ozma gave the Anidum the name of Jack Pumpkinhead.

Finally, Mombi believed she had found a way to eliminate Ozma for good. The Witch uncovered an ancient scroll, containing a spell from the time before the arrival of Lurline. She cast the spell on Ozma, banishing her through a mirror into another world. Mombi didn't know exactly where or what the other world was.

Mombi told the other Witches that she had found a way to get rid of Ozma for good. Of course, she didn't mention to the other Witches she didn't know where Ozma went. Instead she told them she was forever trapped in a place between the real world and the reflected world of a mirror. The other Witches didn't care, so long as Ozma never returned to Oz.

Banished to the Outside World, Earth, Ozma would never regain her memories and lost all her powers as an Edel Feen, including the ability to reincarnate, dooming her to eventually die of old age. Luckily for Ozma, a kindly couple, a rare thing to find in Chicago in 1898, adopted her as their own child. She grew to be an incredibly beautiful woman, despite having the slight physical deformity of pointed ears. She lived a long and happy life, though nearly all those who met her said she seemed melancholy, or sad about something. Before she died, she did have a daughter....



Motivations

Although Ozma has gone to where Edel Feen go when they meet their final end, the plans she made in life still influence Oz to this day, and are likely to sway the destiny of the entire Land until the Night of the Dragons awake to destroy it.

Appearance

In her last incarnation, before her banishment to the Outside World, Ozma looked like a young 16-year-old human girl, with long black hair, perfect porcelain-like skin, and startlingly radiant violet eyes.

Polychrome, the Rainbow's Daughter

The sky, far above Oz, was once Polychrome's home. But she easily grew bored and wanted to be among all the interesting looking people and things down on the ground. So, whenever a rainbow touched her cloud after it rained, the beautiful Aerasian slid to the ground, spending time in Oz. More often than not she lost track of time, dancing among the Zûlon and other people she

encountered. Having to wait until she could find another rainbow to climb back to the clouds, Polychrome needlessly worried her father. Sometimes she had to run away from bad people, but most seemed to like her presence.

To teach his daughter a lesson, Polychrome's father warned her not to go to Oz again or she would be sorry. Naturally, she didn't listen, returning to Oz the next chance she had. However, her father had made a deal with a witch to cast an enchantment on Polychrome while she was out in the countryside of Oz. The next time Polychrome went to Oz, as long as she remained there she would look like and be a human, with all the frailties that being human comes with.

After coming home to a strangely calm family, Polychrome slid down a rainbow the very next day to find herself in an unfamiliar setting of enormously tall buildings made of green stone, iron, and glass. With a gasp she realized she was in the Emerald City; a place that rarely saw rainbows. About to have a look around, she noticed her hands were no longer made of cloud and air, but flesh and bone. Being human didn't have the effect her father had hoped. Polychrome danced for joy in the street, dressed only in a diaphanous, nearly-transparent, rainbow-colored dress.

Seeing two beautiful girls in brightly colored dresses about to go into a building with colorful placards and posters, the girls greeted Polychrome and complemented her on her beauty. They told her she ought to try out for a job where they worked as the club was looking for new dancers. Seeing the club's name, *Over the Rainbow*, Polychrome thought this a wonderful idea and decided to give it a go.

The strip club called *Over the Rainbow* is known to have some of the best looking women in the city. It is run by a man named Jonas Smithson, who earned the nickname "Rainbow" in his youth. No one's quite sure how he got the nickname, but then again most people don't really care. He coined the name of the club by saying that all the ladies there have been "over the Rainbow" at one time or the other.

Jonas thinks he's cleverer than he really is.

The girls performing there are known as *Rainbow's Daughters*, and Jonas likes to do color themes for their performances, except for Polychrome, she picks out her own outfits. She's the club's headliner, drawing many a man after he's received his pay. She only started dancing at the club six months ago, but already she draws the largest crowds and the most money when she dances.

Polychrome absolutely loves to dance at the strip club since it allows her to show everyone the beautiful body she now has; which she is quite proud of. The young woman has been known to be friendly toward her regular patrons, even taking them



for private performances once she discovered the physical joys of sex with both men and women. Her skills as a dancer and “entertainer” are well known in the Emerald City.

Motivations

The former Aerasian loves being human, something she didn’t expect, and has no intention of ever returning to the clouds. Polychrome lives for the moment. She throws herself into her dancing in order to get the emotional high she needs. However, she’s also on the lookout for the one man (or woman) who can give her the love and security she needs to leave Over the Rainbow. As much as she loves to perform, she’s been looking for a way to become free, and Polychrome will do anything she can to pursue the one she thinks can get her out, even if it means destroying relationships, marriages, or friendships to get what she wants. Polychrome doesn’t want to do this, and she isn’t heartless, but she believes she’s being held down and that’s something that bothers her greatly. It’s time for her to move on and see what the rest of what Oz has to offer.

Appearance

Polychrome is incredibly beautiful, in a way only a former Aerasian can be. She looks like she is in her late teens or early twenties, with very long, full, platinum blonde hair and sky blue eyes. She is lithe and athletic enough to give her a dancer’s physique, with smooth unblemished skin, tanned bronze from dancing in the sunlight.

Statistics

Aspects

AGI 5d	APP 7d	CON 4d
CUL 2d	INT 2d	KNO 1d
PCN 3d	PRS 4d	STR 2d
TOU 3d		

Talents (Skills)

Animals +2, Athletics +4, Awareness +1, Coordination +5 (Acrobatics +4, Dancing +5, Stealth +3), Expression +3, Guile (Disguise +3), Intuition +1, Persuasion +5 (Seduction +5)

Traits

Capabilities

Ambidextrous, Danger Sense 1, Empathic 3, Flight Pleasant Voice 5, Quick Reflexes 3

Hindrances

Addiction (Exhibitionist) 5, Brash 3, Gullible, Impulsive, Short Attention Span 3, Truthful 3, Weak Willed 3

Pride’s Glory, “the Cowardly Lion”

At the end of the Quadling Civil War, Righteous Fury, Pride’s Glory’s grandfather, was tricked by Blinkie, the former Witch of the South, exiled from his kingdom and branded a coward, along with all of his descendents.

Most of the Animals of the Jungle didn’t understand that Righteous Fury had managed to keep the kingdom from splintering into dozens of minor autonomous kingdoms, all perpetually at war with one another. With his exile, the Animals quickly split into nearly one hundred factions, each at war with its neighbors. Over time the various factions settled down into two new tribes of Animals, the Mnyama and the Isilwane.

From the Four Witches mountains, the western Great Quadling Jungle is under the rule of Inkosi Clever Cobra, an absolute dictator who sees little value in life, ruling through fear. The eastern half of the Jungle is ruled by Mfalme Gray Chimpanzee, an idealistic dreamer with few experienced advisors who is likely to lead his subjects straight into the jaws of disaster.

Pride’s Glory, heir to the throne of a broken kingdom, believes if he can gain enough supporters, or the right supporters, he can replace Clever Cobra as Inkosi. A show of force will be necessary to pull off the coup as that’s the only thing most Animals respect. Once he controls the western half of the Great Quadling Jungle, Pride’s Glory believes he can reason with Gray Chimpanzee to reunite the kingdom. Whether he can manage this depends on the unknown factor of Gray Chimpanzee since the two have never met.

Pride’s Glory’s grandfather ate the hearts of dozens of fallen warriors during the Quadling Civil War. Rightly or wrongly, he believed this gave him the strength of his foes. In the end it did nothing to save him. Wisdom and intelligence, qualities not gained through the consuming of human hearts, were the weapons Righteous Fury needed, but he let them lay to rust instead of using them. Pride’s Glory refuses to fall into the same “trap” his grandfather did. He won’t give in to the temptation of eating human hearts. Others believe he has inherited his grandfather’s cowardice and begun to call him the “Cowardly Lion.” Pride’s Glory doesn’t care. He simply ignores them.

Not able to enter into the Great Quadling Jungle because of his grandfather’s exile, the Cowardly Lion (a name he has come to accept because it gives people a false impression of him, frequently causing them to underestimate him) roams the Land of Oz alone, helping others to gain allies in his fight to regain his throne. Thus far he has drummed up many supporters, the most important of which is Gugu the Leopard, king of the eponymous forest in Gillikinland, who insists on calling him Pride’s Glory.

The purpose of Pride’s Glory’s travels is known to most of the rulers of Oz. The noble lion has spoken to all those he thinks would listen to his words, but only Gugu has provided any support. All others are either too afraid of the Witches or the Wizard to get involved, or simply see nothing in it for themselves. Making his mission all the more difficult, when Glinda was searching for ways to replace Blinkie as Witch of the South, she gave a Writ of Autonomy to Clever Cobra’s father, Poisoned Fang, who at the time ruled the largest portion of the Great Quadling Jungle, and was most likely to gain control over the entire Jungle. The Writ guarantees the non-interference of the Quadlings and herself in the affairs of the Animals in the Jungle, eliminating any potential assistance from Glinda



or the Quadlings to Pride's Glory. So Pride's Glory seeks those with useful abilities and courageous spirits among the common people of Oz.

Motivations

Pride's Glory has traveled to the four deserts surrounding Oz in his search for allies against the Isilwane. He has roamed far beyond the borders of Quadling Country in his search. On his journeys he could not ignore the scarring of the land from the two Great Wars, nor the abomination of the Ring of Iron. He sees how the clash of technology and magic is ripping the land apart, and that Animals may no longer hide in their forests and jungles, declaring the actions of humans and Edel Feen of no concern to them. Upon this greater revelation, Pride's Glory has realized his true calling and revenge has faded into the background, for Oz and the Animals must come before his pride. He will kill Inkosi Clever Cobra, not for revenge, but because he is a tyrant.

For now, Pride's Glory is content to wait. He knows with a certainty only the devotedly faithful can possess that one day destiny will provide a means for him to reclaim his throne and avenge his grandfather. When this opportunity presents itself, nothing in Oz will stop Pride's Glory from completing what he believes he was born to do.

Appearance

Pride's Glory's is a large male lion with a full mane, slightly whitening at the roots. He wears no adornments of any kind. Refusing to consume the hearts of humans and taint his spirit, he has no human characteristics, and counsels his followers to do likewise. Often, he will pretend not to be an intelligent Animal, and simply be ignored as a dumb brute.

Statistics

Aspects

AGI 5d	APP 4d
CON 4d	CUL 4d
INT 3d	KNO 1d
PCN 5d	PRS 5d
STR 6d	TOU 6d

Talents (Skills)

Academics (Law +2, Politics +4), Animals +4, Athletics +3, Awareness +5 (Hiding +4, Observation +4, Tracking +2), Coordination +3 (Dodge +3, Stealth

+4), Discipline +5 (Resist Guile +3, Resist Intimidation +5), Guile +2, Hand-to-Hand Combat +4 (Biting +2, Rake +3), Intuition (Detect Lies +2), Military (Strategy & Tactics +1), Persuasion +4 (Diplomacy +1, Intimidation +2, Leadership +2), Survival +4

Traits

Capabilities

Catfall, Charismatic 5, Confident 5, Courageous 10, Danger Sense 5, Devour the Heart, Hardy 3, High Pain Threshold 1, Indomitable 5, Keen Sense (Eyesight) 3, Keen Sense (Hearing) 3, Leap 1, 2x Natural Weapon (Claws) 5, Natural Weapon (Teeth) 4, Night Vision 8, Quick Reflexes 2, Stable 3



Hindrances

Bad Temper 1, More Sleep 2, Quadruped, Short Lifespan 2

Saladin Paracelsus de Lambertine Evagne von Smith, "Button-Bright"

Button-Bright was born Saladin Paracelsus de Lambertine Evagne von Smith in Philadelphia, Pennsylvania. His parents were occult researchers for Penn State University, and spent most of their time going over many scrolls, books, tablets and whatever other information they could get their hands on. They were the best in their field. When they discovered a set of six books bound in human skin called *The Guide: The Ultimate Tool to Bending Reality to Your Will*, they couldn't resist in attempting some of the rituals therein.

These particular books were written by a mad sorcerer centuries ago, cataloging the effects of reality-bending magic upon many a hapless subject. They documented how to perform these experiments and how to wield the magic to further his demented research. Unfortunately for Saladin's parents, the sorcerer was even more insane than they had thought. It turns out he was also a very paranoid sorcerer and while he wrote all of his secrets into *The Guide*, he also wrote all of his notes in code. If they weren't deciphered exactly it would cause great harm to the caster. Saladin's parents found this out one summer day.

They brought Saladin to the university library to spend the day with them, giving him books to read so he could enrich his mind. However, then being eight years old, the boy wandered around the massive library. While playing among the stacks, he ran into another occult researcher as she walked through the library. Surprised to see him there, the woman spoke with him and showed him how magic works by casting an enchantment on the bright, silver button he wore on the front of his shirt. She said this would protect him from evil, but not to depend on it too much since its magic was finite.

Running to tell his parents about what happened, he barged into the room where they were researching *The Guide*. This was when he saw the glowing white doorway on the wall opposite of where he had entered. Saladin's feet were swept from under him and he flew toward the door, but not before his father caught hold of him with one hand. Saladin's mother lost her grip and fell into the white portal, screaming. Eventually, his father's hand also slipped and they both sailed toward the portal.

Time froze and Saladin heard a deep voice say, "This shall not come to pass. Awaken thy true self."

And then, he found himself in a forest far from the library, the silver button glowing brilliantly against his chest. But he didn't have any idea of who or where he was.

After wandering around he came across a small band of Ozmite hunters who took pity on him and promised to help him figure out who he was and where he was supposed to go. Since he couldn't remember his name they called him Button-Bright after the shiny silver button he wore.

However, the innocent enchantment cast by the woman in the library, while near useless in our reality carried great strength in Oz. It caused the hunters to be attacked by Uprights after setting camp for the night. During the attack, Button felt reality shift around him and then he appeared near the shores of a river. He's been wandering ever since.

The enchantment protecting Button-Bright helped awaken a dormant part of his mind. Contrary to what the occult researcher said, the spell of protection is still in effect and defends him from any sort of possible danger. The enchantment also represses his memories of what happened to his parents. With his subconscious thoughts, he can meld reality to what he desires. Whether it's to hurt those trying to cause him harm or to vanish and reappear elsewhere. In other words, Button-Bright is a natural Yookoohoo.

As for Button-Bright's parents, they're actually trapped in a dimension of nothingness, along with the



sorcerer who wrote *The Guide*. When the enchantment of the button is activated, Button-Bright can hear their voices calling out for him, telling him to find the white door and walk through it. The child is scared of the voices but also feels like he knows two of them. The only way for him to find the white door is to go back to the room in the Penn State library where they originally disappeared, but the boy unconsciously uses his magic, preventing those who would help him from ever achieving this goal.

Motivations

Button-Bright's main quest is to find the white door. So far he's failed to find it and anyone helping him do so usually meets with a nasty end, due to the magic of the button's enchantment, or they fall victim to Button-Bright's own magic. Those he encounters will find themselves being affected by the enchantment if they help Button-Bright on his quest or attempt to harm him in any way. If they have just casual contact, then they will not be affected. It won't communicate with the others, but its presence is always there.

Appearance

Button-Bright is a ten-year-old boy with pale skin, short black hair, and brown eyes. He wears the typical clothes of a Winkie youth, with the exception of a very shiny silver button near the center of his chest. It looks to be both an ornament and part of the outfit, holding his outer jacket together. He still has his Outsider outfit, but keeps it hidden in a backpack he carries around since he knows it causes trouble whenever people see them.

Statistics

Aspects

AGI 4d	APP 3d
CON 4d	CUL 3d
INT 2d	KNO 2d
PCN 5d	PRS 2d
STR 2d	TOU 4d
MAG 3d	

Talents (Skills)

Academics +1 (Occultism +2), Animals +1, Art +1, Athletics +3, Awareness +3 (Hiding +1), Coordination +2, Crafts +1, Intuition +4, Larceny +1, Persuasion +1, Survival +3 (Locate Shelter +2), Technology (Computers +1)

Traits

Capabilities

Courageous 3, Danger Sense 1, Hardy 1, Lucky 2, Magic Tradition (Yookooohoo), Resourceful Pockets

Hindrances

Amnesia 2, Gullible, Paranoia 3, Short Attention Span 3, Shy 3

Typical Equipment

Silver Button

Notes

Spheres: Creation +4, Illusion +2, Space +3

Destiny Points: 2

Scraps, the Patchwork Girl

Amber fon Hilltown was a spoiled brat of a girl who wanted for nothing. Her parents were multi-millionaires; and by "multi" I mean so many she couldn't count that high until she was 14 years old. By that point she didn't care how rich her parents were as long as she could do what she wanted and not have to do anything remotely like work. Amber decided when she was young that she would grace the public with her beauty. Her parents ensured she won all the right beauty pageants to become one of the most famous models in Oz.

While travelling in Munchkinland for yet another beauty contest, Amber was abducted from her inn. The Crooked Magician's wife, Margolotte, wanted a new servant and thought Amber would do nicely having seen her in a competition previously; not many friends, not much of a brain, rich parents who didn't seem to care much for her. No one would miss her.

Because Amber only cared about her appearance, her skin was used in the making of the mannequin that would



be her future body. Bit by bit, the girl was skinned alive. The pieces were sewn haphazardly together over the mannequin, giving Amber her new name. The Crooked Magician completed Amber's transformation using his Powder of Life, for you see his real name was Dr. Pipt, the renowned Munchkin witch.

Being made into an Anidum unhinged Amber's already tenuous grasp of reality. She loves to speak in rhymes and can be quite clever when needed. She is very frank, telling people exactly what she thinks of them. Her mood changes faster than the direction of the wind and what little guidance her moral compass provided her has simply disappeared.

When Scraps awoke, she quickly became aware of her situation. It seems she wasn't as vacuous as the couple thought. The Anidum went berserk attacking her captors. In the melee, she doused both Margolotte and Dr. Pipt with a liquid that turned them both into marble statues. When Amber saw what had happened, she wasn't satisfied yet, so she took a chisel and chipped away their faces, destroying the mouth, nose and ears, but leaving the eyes untouched. Then she chiseled away their fingers and feet.

Scraps uses the couple's residence in Idowan as her base of operations, but she has travelled to the Emerald City and Gillikinland, searching for new victims to replace patches of her skin. With the full contents of Margolotte and Dr. Pipt's laboratory at her disposal, there is a great deal of material for her to lay the foundations of a new future. Usually Scraps leaves her victims alive, but sometimes they die of blood loss or in the case of acid, nerve damage. Most that live kill themselves.

Motivations

Scraps is incredibly jealous of all girls she sees as more beautiful. She, unfortunately, understands what happened to her and seeks to make the pretty girls she encounters even uglier than she. Her primary targets are girls from their late teens to early twenties. She mercilessly disfigures the girls by carving deep gashes in their skin with a large kitchen knife, taking the finest portions of skin to add to herself. Usually Scraps leaves her victims alive, but sometimes they die of blood loss. A good number find their disfigurement so unbearable that they commit suicide.

Scraps' other mission in life is to find a cure to the liquid of petrification she used on Margolotte and Dr. Pipt, so that they can be revived and see what she did to their faces, ears, and mouths, and realize without their hands and feet, they are completely dependent on her to live.

Appearance

As her name implies, the Patchwork Girl is entirely covered in patches of skin from her many victims. The sewing job is not a good one, and some patches have dried out more than others, needing to be replaced. At a distance, a good distance, or if she were properly covered up like a lady should be and not some slattern, it would be quite easy to see Scraps as a rather beautiful young woman. Scraps prefers long hair and changes it

for the color as often as a typical woman dyes her hair; whenever a candidate with suitable tresses comes along, that is. Internally, Scraps is nothing but a wooden artist's mannequin covered in a thin layer of cotton.

Statistics

Aspects

AGI 4d	APP 2d	CON 5d
CUL 3d	INT 2d	KNO 1d
PCN 3d	PRS 3d	STR 4d
TOU 5d		

Talents (Skills)

Academics +2, Art +2, Athletics +3, Awareness +3 (Hiding +4, Observation +4), Coordination +4 (Acrobatics +2, Dodge +3, Stealth +4), Crafts +1 (Leatherworking +2, Sewing +4), Discipline +1 (Concentration +2, Resist Intimidation +4), Guile +1 (Deception +4), Intuition +1, Melee Combat +2 (Attack with Knives +4), Persuasion (Seduction +2)

Traits

Capabilities

Doesn't Breathe, Doesn't Eat or Drink, Frightens Animals 3, High Pain Tolerance 6, Immunity (Cold), Lucky 1, Natural Armor (Low-Velocity & High Velocity) 5, Non-Biological Construction, Quick Reflexes 3, Resistance (Acid) 1, Resistance (Electricity) 1, Resistance (Heat) 1, Unaging, Untiring

Hindrances

Bad Temper 2, Callous 10, Impulsive, Insecure 2, Intolerance (Beautiful People) 5, Unstable 10, Weakness (Fire) 2

Typical Equipment

Large Knife

The Shaggy Man

Born Leroy Washington in New York City, the Shaggy Man lived an average life for a young black man living on the streets. As he got older, he became involved with various ladies of the night and other crimes here and there. But doing shell games and other cons around the city just wasn't cutting it. He needed more. Thinking he could find his way elsewhere, Leroy left New York and traveled to L.A. It was after he roamed around through Mexico and California that he found his true calling: to become a pimp.

But Leroy wasn't just any pimp. He was the Pimp of Pimps. Coming back to New York, he took the city by storm. A real tough guy, Leroy gained control over all of prostitution in Harlem and soon started on other sections of the city.

The previous purveyors of flesh weren't too happy about the expansion Leroy and his crews were doing. So a couple of the families got together, and with some help from the Russian Mafia blew up the building Leroy used as his home and headquarters.

Somehow he survived, and once he dug himself out of the rubble, he found himself in the rubble of a building



in the Emerald City. And what a great town it was. But it was missing something. It needed an enterprising guy to run all of the “important” industries. It wasn’t long before The Shaggy Man’s Home for Wayward Women, opened shop and he was providing a service for both young, unaccompanied women, and to those men who needed a little somethin’ on the side.

Leroy started small, finding some poor country bumpkins coming to the city to find their fame and fortune there. It appeared that just like in New York, there were plenty of saps in Oz who’d fall for the same act. Even better was that all his old moves were now new. With the way he dressed, some of the local residents called him “shaggy” because of all the feathers and fur he wore. Soon enough, everyone around town knew him as the “Shaggy Man.”

The Pimp-Master started to travel to other parts of Oz to see if he could find places he could expand his business to. During those travels, he bought a beautiful woman down in Munchkinland and was going to add her to his stable back in the Emerald City when her father came to him, begging him not to take her. Feeling a bit compassionate that day, the Shaggy Man told the father that if he made it worth his while, he’d trade him back his daughter. It was then that the man held the bag with the Love Magnet. He told Leroy that anyone who saw

the magnet would fall in love with whoever was holding it. He didn’t believe the father and was gonna pimp-slap him when the older man said he’d prove it. The man walked outside and found the prettiest young woman out there. Pulling the magnet out of the bag and holding it in his hand, the woman brushed off all her suitors around her and started to fawn over the father. Intrigued, Leroy took the trade and returned to the Emerald City with the magnet. He tried it on one of the hottest little debutantes of some super rich family and instantly she was under his sway. The money he made in selling her off the first time more than covered the costs of his trip to Munchkinland. The Love Magnet finally gave him the ability to break into the high-class escort business with some much better women than he could have obtained down in the lower levels of the city.

The Shaggy Man’s now the “go to” guy in the Emerald City when you need to get something, or someone. He has his fingers in any and all pies and is likely to at least be able to point you in the direction you need to go to find whatever you’re looking for. He definitely knows more ‘bout what’s going on in the seedy underbelly of the Emerald City than perhaps anyone except the Wizard himself. He will definitely try to sell you some stuff you probably won’t need, but one thing’s for sure, you’ll walk away with less money in your pockets and a smile on your face.

Motivations

The Shaggy Man wants to expand his current operations into other cities and Realms, but he knows he’s going to need an edge and some good contacts in order to do so. He’s not that worried about another war. Wars expand some businesses and make others more difficult, but he realizes it will make expanding into other cities tougher.

Appearance

This very dark black man can be found walking around the streets of the Emerald City’s New City with his large fur-lined coat, long feathers in his hat, and dark shades. Green is his color of choice, with gold accents complementing it nicely. His long dreadlocks fall over his shoulders and back.

Statistics

Aspects

AGI 3d	APP 4d	CON 4d
CUL 2d	INT 2d	KNO 2d
PCN 3d	PRS 5d	STR 4d
TOU 4d		

Talents (Skills)

Academics (Law +2), Athletics +3, Awareness +5 (Observation +4), Coordination +2 (Dodge +4), Discipline (Resist Guile +5, Resist Intimidation +4), Guile +5 (Appear Innocent +4, Deception +2, Hagglng +3),



Hand-to-Hand Combat +3, Intuition +3, Larceny +4, Melee Combat +3 (Attack with Knives +2), Persuasion +2 (Seduction +1), Ranged Combat +1 (Pistols +2), Vehicles (Automobiles +3)

Traits

Capabilities

Charismatic 5, Empathic 3, Lucky 1, Resilience 4, Serendipity 2

Hindrances

None

Typical Equipment

Love Magnet

Tik-Tok

Tik-Tok was constructed by Smith and Tinker's, Ltd. in the Land of Ev. Smith and Tinker's have been famous for millennia in the Land of Ev for crafting the finest tasked and freewilled automatons. It is said one of their automatons, "thinks, speaks, acts, and does everything but live." This has never bothered their automatons in any way. In Tik-Tok's own halting mechanical words, "I am ver-y proud of my life-less-ness."

Of a very antique design, Tik-Tok has three cranks that needed to be wound up for him to operate fully; thought, speaking, and movement. When completely wound equally, each system lasts approximately 24 hours. But the systems can be wound to different tensions giving them a variable duration. Complicating this, excessive use of a system will cause it to wind down much faster, such as giving a long speech or fighting in battle. The three separate clockwork mechanisms used to wind down at unpredictable times, putting him in potential danger. When he was commissioned a general in the Grand Army during the 2nd Great War, the Wizard gave him a pocket-watch that tracks all three mechanisms, informing Tik-Tok with an unique chime when each is about to wind down.

Tik-Tok is the last remaining member of the Shining Army that came to Oz more than 2,300 years ago, bringing about the end of the Guphanbulic War. This

means, other than the people in the far off Land of Ev, he is the only being able to tell the story of why the Shining Army was sent to Oz. He has apparently related this story only twice, once to Ozma and again to the Wizard. When asked about the War he'll say that his reply is a state secret, but nothing more.

After the Nome Invasion, Ozma saw in Tik-Tok and his fellow automaton soldiers bravery unparalleled among her courtiers, which really wouldn't have been hard to find. In reality, Tik-Tok did not possess the courage Ozma saw in him, he simply doesn't have the ability to feel any emotions, including fear. Be that as it may, Ozma appointed Tik-Tok as the Captain of the Royal Guard.

This was a wise decision. Over the next 300 years Tik-Tok saved Ozma from several assassination attempts plotted by various factions in Oz. Tik-Tok's weakness was discovered by a coven of witches by accident. During a skirmish between a team of assassins and the Royal Guard, Tik-Tok stopped dead still in the middle of the room. His action had run down. Luckily, the guards were able to capture the remaining assassins before they were killed themselves, save one. This lone assassin sought revenge upon Tik-Tok who, as commander of the Royal Guard, was responsible for interrogating, torturing, and executing her coven sisters.

Ordered to hunt down the escaped assassin, Tik-Tok and a small group of Guardsmen headed north into the



Miskeferian Mountains where they were led on a meandering, seemingly aimless, chase. But the chase wasn't aimless, its purpose was to throw off any reinforcements and to get the team hopelessly lost. The witch caused an incredible landslide much greater than even she expected. All the members of the team were either killed or trapped in an old abandoned mine by the landslide. The witch, too, was apparently killed by her own actions.

For years afterwards search teams were sent into the mountain range to look for any sign of the Guardsmen, or Tik-Tok. Even Edel Feen were brought in to ask the Geans in the range to search the hidden recesses and the rock itself for any buried remains. Nothing was ever found.

Two thousand years later during the 2nd Great War a group of prospectors out looking for new sources of Gaulau dug into the earth to find an abandoned mine. Standing perfectly still in the darkness was Tik-Tok. The ancient automaton was taken to the Emerald City where, after a short private conversation, the Wizard appointed him general over a special regiment comprised entirely of automatons called the Brass Regiment.

Tik-Tok continues to serve as general of the Brass Regiment for the Emerald City. Though in the last 50 years, he has started to lead more special elite unit mission into Munchkinland and Winkieland.

Motivations

Perhaps more than anything, Tik-Tok is interested in returning to the Land of Ev. The exact reasons for wanting to return are known only to himself, and the Wizard who he has confided in. He is waiting until the Wizard gives him permission to travel to Ev as they both know he may not return. Until then, Tik-Tok enjoys still leading special teams of automatons on missions into hostile territories.

Appearance

Tik-Tok tends to attract attention wherever he goes due to his antique design and fame. He is of humanoid design, but shorter than the average human at 5 feet tall with a large egg-shaped body. He is covered in brightly polished brass plates, with three brass winding keys on his back. He is incredibly heavy due to the thousands of gears and springs loaded within his shell. An intricate pocket-watch is attached to one of his front chest plates by a matching chain.

Statistics

Aspects

AGI 4d	APP 3d	CON 8d
CUL 2d	INT 3d	KNO 2d
PCN 3d	PRS 3d	STR 5d
TOU 7d		

Talents (Skills)

Academics +1 (History +3), Awareness +4 (Observation +2), Coordination +1 (Dodge +2), Discipline +5 (Concentration +2, Resist Guile +1, Resist Intimidation +5), Hand-to-Hand Combat +4 (Punching +3), Intuition +2, Melee Combat +4 (Attack with Swords

+3), Military +3 (Strategy & Tactics +3), Persuasion +2 (Intimidation +2, Leadership +5), Ranged Combat +3 (Pistols +2), Science (Metallurgy +1), Technology +2 (Clockworks +2)

Traits

Capabilities

Ambidextrous, Confident 8, Immunity (Fire), Indomitable 8, Keen Sense (Eyesight) 2, Natural Armor (Low-Velocity & High Velocity) 12, 2x Natural Weapon (Fist) 5, Non-Biological Construction, Resistance (Acid) 3, Resistance (Cold) 2, Resistance (Electricity) 3, Resistance (Heat) 2, Stable 4, Unaging, Untiring

Hindrances

Anosmia, Antique Clockwork, Distinctive 5, Disturbing Voice 1, Noisy 2, Not Alive, Numb, Slow 10, Speech Impediment 1

Notes

Destiny Points: 0

Capt. William "Bill" Weedles

Captain William Weedles, known by most people as Cap'n Bill, is an ex-US merchant mariner. He served as captain on the supertanker *Gladsome*, owned by the Delaware United Maritime Petroleum company. During the late 1980's, the *Gladsome* ran aground on a reef near the Bahamas and suffered a massive oil spill, killing off a good fifty percent of the reef systems in the area, as well as permanently affecting the migratory patterns of animals for years to come. It was the worst environmental disaster ever recorded, making Prince William Sound look like a small 'oops' in comparison.

It was found during the investigation that Cap'n Bill, as he was known to his friends, was having sex with a prostitute he had brought aboard as an "attendant" right on the tanker's main control panel. When the crew came running up to find out what had happened, some reported that Cap'n Bill was standing naked with the later revealed underage girl sprawled atop the navigation controls with only his hat covering his "yardarm." After a couple of congressional hearings and some time in jail, Cap'n Bill eventually got out and returned to the sea as a tour boat captain out of San Francisco, California, giving whale spotting tours to those who were unfortunate enough not to book a tour in advance.

In late 2006 a family of four drove up to the dock and wanted to charter Cap'n Bill's boat for a tour. The family was a typical bunch of suburbanites: two urban professionals with the requisite son and daughter. The only remarkable thing about the group had to have been the daughter, Trot. Bill was never much into the Goth scene, but he was attracted to the girl's black makeup, and dark clothes.

After getting the uppity family settled in, he took them out on their tour. It was a complete disaster. Not only did they not see whales, they didn't see much in the way of sea life. In fact, the largest thing they saw was a massive garbage barge from Los Angeles floating up the coast.

Angry at Cap'n Bill, the parents demanded their money back. Cap'n Bill assured them they would see a whale since the money they paid would help him keep his landlord from kicking him out of his apartment. They went farther out to sea, and eventually did see a whale... and a whirlpool that swallowed the boat.

Cap'n Bill and Trot found themselves floating on the wrecked tour boat in the middle of an unknown sea. Only he and Trot were left. The rest of her family were gone.

Since finding themselves in Oz, Cap'n Bill and Trot have developed a strong relationship, and eventually became lovers. The pair have travelled everywhere they were able in Oz, but this became more difficult as the people of the various Realms were ever more suspicious of each other. Cap'n Bill now plies the waters of Sea of Lurline's Tears with a fishing boat he owns. Although he doesn't earn much, he makes enough for he and Trot to live in a small apartment near the docks in Verdigris City.

Although Oz is a difficult place to live, Cap'n Bill finds it a better place than California.

Motivations

Cap'n Bill now wants nothing more than to make enough to allow him to retire, and for he and Trot to travel more. He fears he may not live long enough for this to happen as the money he brings in just isn't enough to leave any savings at the end of the month. He has begun to suspect he may have to find other, less legal, means to make a quick buck. As tensions continue to rise between the Realms, the possibility of fulfilling his dream is quickly slipping away.

Appearance

At 65 years of age, Cap'n Bill is not a spring chicken, but with constant work out on the sea and the time spent doing other things most wouldn't be proud of, gave him a physique most younger men would kill for, except for his wooden peg left leg! His grey beard and weathered skin make him look like Capt. Ahab, but with a New England accent making it nearly impossible for most to communicate with him.

Statistics

Aspects

AGI 2d	APP 2d	CON 5d
CUL 2d	INT 2d	KNO 3d
PCN 4d	PRS 3d	STR 3d
TOU 4d		

Talents (Skills)

Athletics +1, Awareness +1 (Observation +1), Coordination +2 (Dodge +1), Crafts +3 (Woodworking +2), Discipline +1 (Resist Intimidation +4), Guile (Bluff +2, Hagglng +2), Hand-to-Hand Combat +2 (Punching +3), Intuition +1, Medicine (First Aid +2), Melee Combat +1, Persuasion (Intimidation +2), Ranged Combat +1 (Pistols +2), Technology +1 (Mechanics +4), Vehicles +1 (Powerboats +3, Sailboats +2)

Traits

Capabilities

Hard to Kill 7, Hardy 4, High Pain Threshold 5

Hindrances

Addiction (Alcohol) 1, Brash 2, Impaired sense (Hearing) 3, Lame 5

Notes

Destiny Points: 0

The Wizard of Oz, Rastoria & President of the Emerald City

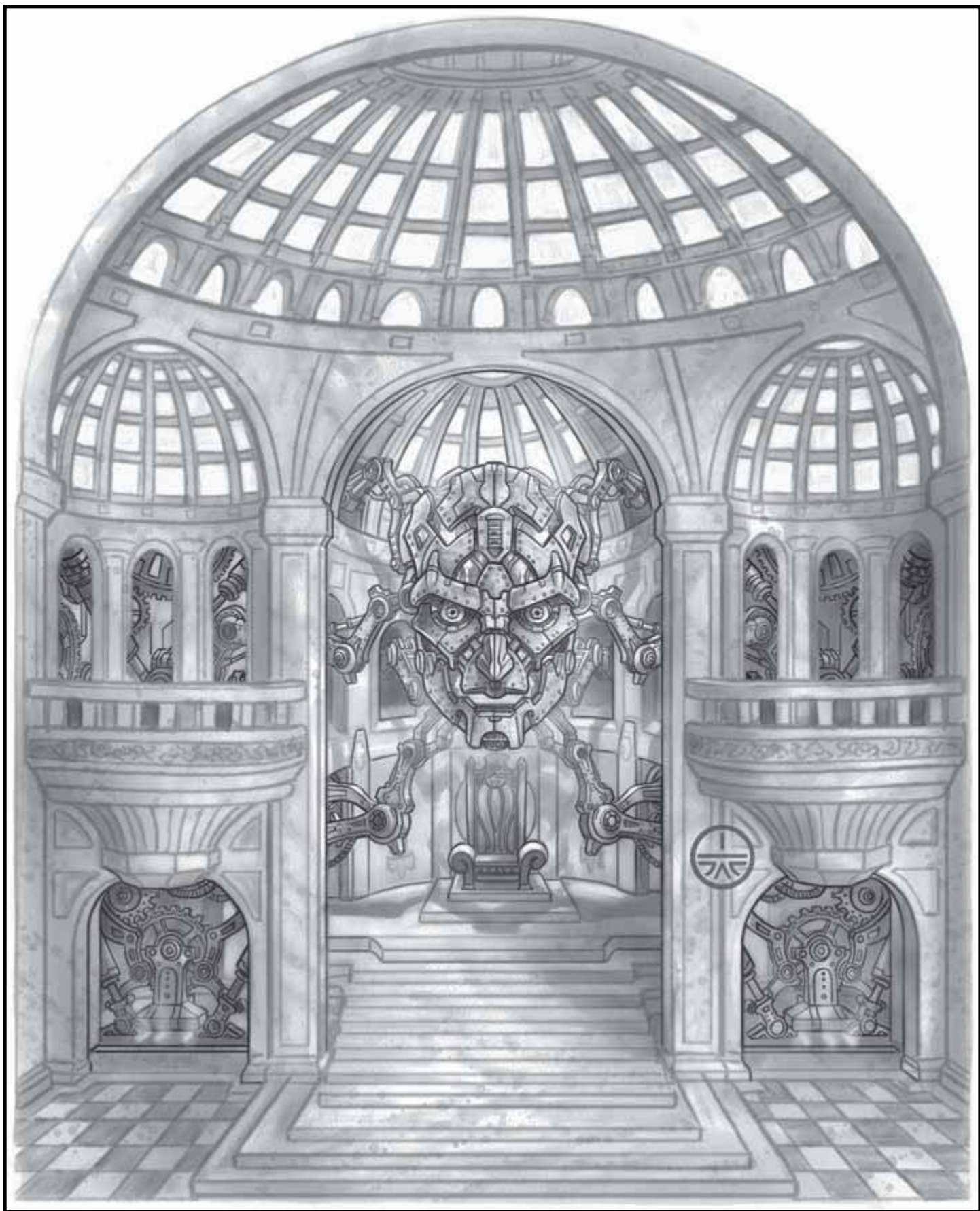
No other human has had more of an impact on the history of Oz than the Wizard. It is perhaps significant that he is not a native of Oz, but is in fact an Outsider. Oscar Zoroaster Phadrig Isaac Norman Henkel Emmanuel Ambrose Diggs, better known by his first two initials O.Z., was born in Omaha, Nebraska. Oz grew up in the United States of America before and during the War Between the States, or Civil War. His parents had moved out west into the territories when they saw the likelihood of war breaking out in the hopes of staying clear of any hostilities. His father, a professional politician, was instrumental in Nebraska being admitted as a state and provided him with the benefit of a good basic education, denied to those who did not have the financial resources necessary to hire private tutors. Once he struck out on his own, Oz gained some financial support to attend college where he received a doctorate in physics in record time. He left academia as the professors could not appreciate his gift, simply ridiculing him for his exceptional and incredibly advanced designs.

Oz was able to gather enough financial backing to create an invention that he thought would be the most profitable, allowing him to create more of his fantastic and expensive inventions; a rigid airship. This airship was larger than any hot-air balloon and was able to navigate itself, rather than being subject to the direction and speed of the wind. While he had a successful launch with much fanfare, the airship was caught in a storm that formed unusually quickly. The craft was tossed about until Oz floated above the clouds. The steering mechanism, as well as the altitude controls, were broken in the storm's violence. Oz had no choice but to wait it out and see where he landed.

For several days Oz floated in his airship, giving up all hope of ever returning to earth alive. But one bright sunny day, on the 15th of March, 1870 (25 Dolveknaz 1 PA), the craft descended into the heart of Central City where a large crowd had gathered, amazed at his flying machine. Many people believed Oz to be a Krumbic Wizard as only they flew in mechanical vehicles, and that he had come from his fellow Wizards to save the people from destroying themselves in the anarchy that gripped the city. Being the only wizard in Central City, in fact in all of the Land of Oz, he quickly became known simply as the Wizard, which he has been called ever since.

Knowing an opportunity when he saw it, the Wizard took advantage of his popularity to rapidly take control of





the entire city and introduce radical reforms, including, for the first time in the city's history, elections. Elected as Central City's President by a landslide, the Wizard had the legitimacy he needed to continue his reforms, including those that may not be understood or well-liked. One of these was instituted almost immediately after the Wizard founded the Vaporism Academy. All research into electricity, as well as the development and use of electronic devices was strictly forbidden on pain of death. At the time not many people even knew what electricity was. Now, those who know keep such knowledge secret.

The Wizard has never explained to anyone why he forbade research into electricity and its use. The truth is the Wizard understands only too well the potential effect of electricity on a society. First, if an advanced technology is released into a society that is too primitive in its current level of technological advancement, or cultural development, such a technology will not be understood well enough to handle properly. It will, in fact, destroy the society and, if the technology is sufficiently powerful, it could literally destroy everyone. Considering the state of Oz and the various Realms, it is no wonder the Wizard wanted to prevent the development of electricity. Secondly, more than any other technology, electricity can be used through various inventions to give tremendous power to an individual, as great at least as that possessed by magicians. But magicians have millennia of tradition and a lifetime of training to safely and wisely use magic. The requirement of training also limits how many people can practice magic, something that devices do not require. The transmission of information and the knowledge necessary to harm others in large numbers would be loosed upon the land. This was something the Wizard could not allow. The vast majority of people simply weren't, and still aren't, wise enough to use such inventions unselfishly and for the good of everyone.

For many years the Wizard ruled the Emerald City (the renamed Central City) with a strong hand. Through it all he developed incredible technologies, nearly always based on steam power, which were used to raise the city up to an equal of any of the four major Realms. The Wizard began his rule with the best of intentions; to protect the people of the Emerald City from the depredations of the Witches and increase their standard of living through the spread of technology. But no matter how strong his hand, the Wizard was not immortal.

The Wizard's health began to fail. Something had to be done. Attempts were made to slow the aging process. In the end, extreme measures were taken. The biological functions of the Wizard's body were one at a time replaced with mechanical substitutes by the best vitalists the Emerald City had to offer. These substitutes, while large and grotesque, extended the Wizard's lifespan by several decades. By 75 PA the Wizard was well over a hundred years old. The technologies available at the time simply couldn't function independently of one another and keep the Wizard alive. The Wizard suggested a radical departure from previous operations. He wanted his entire body replaced by a machine, except his brain. Incredibly, the operation was a success. Ever since, the Wizard has experienced the world through mechanical sensors within

the machinery of the throne room of the Crystal Palace. The giant iron head the Wizard used in place of his ruined face and body became his true head, for all intents and purposes. The machinery that is what the Wizard has become is connected by hundreds of copper wires and brass tubes to a secure hidden location, presumably near the throne room, where a pedestal stands with a crystal cylinder containing the organic brain of the Wizard.

The true state of the Wizard is the best kept secret in the Emerald City, with only a handful of acolytes, nearly all of whom are vitalists, knowing the truth. The loss of the Wizard's body was accompanied by the loss of his emotions. In Oz, it is impossible to feel emotions if you don't have a heart, or at least a replacement for your heart of some kind. Without any ability to empathize with his people, the Wizard changed from a benevolent dictator into a draconian tyrant; if a supremely logical and just one. Mercy is not a word that exists to the Wizard, nor by extension the government of the Emerald City.

Before the storm that destroyed the Osho Cannon at the end of the 2nd Great War, the Wizard suspected the existence of the Krumbic Wizards for many years. Once it was discovered the Witches were not involved, this incident confirmed what he already thought; the Krumbic Wizards did exist and would interfere in the affairs of Oz, but only under extreme circumstances. The Wizard now believes any plans he has to forcibly take control of Oz are likely to be thwarted by the interference of the Krumbic Wizards. While he still prepares for what he sees as the inevitable 3rd Great War, the Wizard is convinced success at conquering Oz will come from some other means. The Wizard will do nearly anything to gain an advantage over the Wicked Witches and end the Cold War.

Motivations

The spread of civilization and technology over all the Land of Oz is the Wizard's ultimate goal. He has many plans, both public and secret, that are in motion to accomplish this daunting task. He finds it perplexing and puzzling that Munchkinland and Winkieland are able to halt the advancement of civilization so successfully, especially since both are ruled by women who are themselves ruled by emotion. If anything, it is the unpredictability of the Witches that has prevented the Wizard from gaining control over all of Oz. Regardless, the Wizard will not stop until he has achieved his goal of an unified civilized technological Oz.

Appearance

The sight that greets visitors at the Crystal Palace who come to see the Wizard is one that inspires awe and fear. The throne room of the Palace is constructed of white marble, iron, and glass - a magnificent sight. But one's attention is focused solely on the far side of the room where on a dais sits the platinum throne of Oz, decorated with green velvet and emeralds. Suspended above the throne on girders is the enormous iron head of the Wizard. The huge metal plates that make up his face move in an almost human manner, manipulated by the intricate machinery to the left and right of the dais,



powered by great steam engines. The green light emitted by the Wizard's eyes shine down upon the visitors as if he were inspecting some sort of bug within the perpetually shadowed room. The Wizard's head is identical to that found on the countless banners hung all around the Emerald City. It is as if the Wizard is watching all of the citizens of the Emerald City through his iron gaze.

Statistics

Aspects

AGI 3d	APP 1d	CON 5d
CUL 3d	INT 5d	KNO 5d
PCN 4d	PRS 5d	STR 5d
TOU 5d	TEC 6d	

Talents (Skills)

Academics +3 (Geography +4, History +3, Law +5, Politics +5), Awareness +1 (Research +3), Discipline +5 (Concentration +5, Resist Guile +5, Resist Intimidation +5), Guile +5 (Bluff +3, Con +3, Deception +3), Intuition (Detect Lies +1), Melee Combat +1, Military +2 (Strategy & Tactics +5), Persuasion +5 (Diplomacy +5, Intimidation +4), Ranged Combat +1, Science +5 (Chemistry +5, Metallurgy +3, Physics +5), Technology +5 (Aeronautics +5, Engineering +3, Mechanics +5, Steam Engines +5), Vehicles +4 (Airships +5, Hot Air Balloons +5)

Traits

Capabilities

Charismatic 10, Confident 8, Dark Vision, Doesn't Breathe, Doesn't Eat or Drink, Hardy 7, High Pain Threshold 7, Indomitable 8, Keen Sense (Eyesight) 5, Long Lifespan 2, Natural Armor (Low-Velocity, High-Velocity, & Energy) 25, 2x Natural Weapon (Fists) 15, Nexus of Belief, Non-Biological Construction, Ranged Attack (Requires 1-pdr rounds) 7, Resistance (Acid) 4, Resistance (Cold) 3, Resistance (Disease) 1, Resistance (Electricity) 5, Resistance (Fire) 3, Resistance (Heat) 5, Serendipity 1, Technology Academy (Vaporism)

Hindrances

Anosmia, Dependency (Must remain connected to life support system at all times) 10, Distinctive 10, Disturbing Voice 3, Easy to Kill 10, Heartless, Intolerance (Magicians) 5, Intolerance (Witches) 10, Noisy 5, Numb, Poor Reflexes 5

Notes

Philosophy: Vaporism +5

Destiny Points: 0

Woot the Wanderer

Sir Woot fon Shiz was the captain of the counter-intelligence cell in Shiz, the capitol of Gillikinland, for the Securitade. One of the best fighters in

all of Gillikinland, his ferocity was only matched by his strong moral code and firm belief in doing what was right for the country. He was an ardent supporter of Locasta and believed she would lead the Gillikin Country out into the pure light of the dawn and away from the dark night Mombi had cast over the Realm.

Woot followed his orders to the letter, dispatching rebels and maintaining the peace. When he wasn't performing his duty, he spent his time with his family and his fiancé Fini, a daughter of a prominent glassmith in the capital city. The entire city knew they were in love and were looking forward to their upcoming wedding. Even Locasta had promised Woot to be at the ceremony and gave her blessings. Woot had but one more mission to complete before entering into wedded bliss.

The mission in question was to flush out the leadership of a rebel cell within Shiz itself. The Securitade located the place where they were to meet and ordered Woot and his troops to capture and bring them to Locasta. Following his orders, Woot's troops broke into the warehouse located in the city's merchant district. As he fought inside the warehouse against the thoroughly outclassed rebels, he found the leaders: Fini and her father. In a moment of sympathy for the woman he loved, he told them to escape through the back door away from his troopers and to disappear into the Forest of Gugu. He promised he would meet them in the Emerald City in three months to begin their new lives together.



When Woot returned to report to his commander that the rebels escaped, he did not believe Woot and had him report directly Locasta, to give her a full report in person. Locasta used her witchcraft to pry the information from Woot. When she learned of his treachery, Locasta modified Woot's mind and removed the memories of Fini and her father and replaced them with other memories; ones of horrible things Fini and the other rebels had done. And since these dangerous rebels had fled, she ordered Woot to hunt and kill them because they were no longer worth bringing to justice.

Woot traveled to the Forest of Gugu, hoping to catch Fini and her father before they went on to the Emerald City, but he failed to find any sign of them there. He went to the Emerald City to meet with Fini and her father at the agreed upon time and place, but again there was no sign of them. That is, until he began asking around certain watering-holes where Tin Men hung out. His contacts informed him Fini's father had been killed in a recent raid that had been looking for members of the Army of Revolt, but the girl had escaped. Her current whereabouts were unknown. So Woot set out without much to go on, hunting down his one-time fiancé.

Motivations

Since his enchantment, Woot has wandered over all of Oz looking for Fini. He still has the fearless, and just heart he had before Locasta modified his memories with her witchcraft and will help those in need during his travels. But should he ever find Fini, his utter hatred and strength of purpose will cloud whatever feelings he may have had for her and he will kill her. This is the punishment Locasta made especially for the knight, and no matter how long it takes him to find Fini, he will kill her in the end. And when he does the old memories will come to the surface and Woot will know he murdered the woman he loves above all else in the world.

Appearance

Sir Woot wears rugged leather and thick dark-colored travel clothing since he never spends more than one night in the same place, always on the move looking for any sign of Fini. He carries several small hidden blades, as well as a sword at his hip, disdaining the use of firearms as impersonal and unsporting. Woot is in his mid-twenties, of medium height, with the olive skin and dark hair of a typical Gillikin. His looks win him friends easily, especially of the female variety.

Statistics

Aspects

AGI 3d	APP 3d	CON 5d
CUL 3d	INT 3d	KNO 2d
PCN 4d	PRS 3d	STR 3d
TOU 3d		

Talents (Skills)

Academics (Law +3), Animals (Riding Horses +3), Athletics +3, Awareness +3 (Investigation +5,

Observation +4, Tracking +2), Coordination +1 (Dodge +4), Crafts +1, Discipline +3, Hand-to-Hand Combat +1, Intuition +2 (Detect Lies +1), Larceny +2, Medicine (First Aid +2), Melee Combat +3 (Attack with Swords +3, Disarm with Swords +4, Parry with Swords +3), Persuasion +1 (Interrogation +2), Ranged Combat (Bows +3), Survival +5

Traits

Capabilities

Confident 3, Courageous 5, Danger Sense 3, Direction Sense 5, Hardy 5, Keen Sense (Eyesight) 2, Quick Reflexes 2

Hindrances

None

Zebediah "Zeb" Hugson

Zebediah Hugson, "Zeb" to most people, was an odd fellow. An average and unassuming young man, he always seemed to be in the wrong place at the wrong time; car accidents, exotic illnesses, accused of involvement in a bank robbery while cashing a check, even struck by lightning...thrice. This man either had the worst luck anyone had ever seen or he was the star in God's favorite reality TV show.

So it wasn't surprising when the big earthquake hit in the Sacramento, California area and his ranch was the only one that had been swallowed when a massive hole opened beneath it. Everyone had written him off. Yeah, he died in an earthquake.

The remains of his ranch dropped deep underground, throwing him and one of his horses, named Jim, into Oz. Unfortunately or fortunately for Zeb, he landed on one of the most loved people of the underground kingdoms of Oz, Sir Vonner of the Land of the Mangaboos. At least his fall was broken before he was. To say the locals were mad at him was an understatement. Zeb was separated from Jim, who had become sentient on entering Oz, and imprisoned for five years before he escaped due to a freak accident. The guards had baked themselves by falling asleep under a skylight when the seven underground suns were visible at the same time. You see, the people of Mangaboo are plants, the guards being of the potato species. With some skill he was able to fish the keys off of a guard and escape the prison.

Throughout his travels in the Lands of Mangaboo and Voe, all sorts of people accused him of one thing or the other and pursued him. Zeb always managed to be in the wrong place at the right time. At one point he was the most wanted man in the underground kingdoms of Oz, where his capture, dead or alive, would have setup some lucky person comfortably for the rest of his natural life.

Finally, his pursuers forced him from underground and into the Shining Desert in Winkieland. Zeb wandered until he fell unconscious and was found by nomads traveling the desert. They helped nurse him back to health and he returned the favor by being a scout. With his ability to attract the weird and strange, he would always run into whatever ills the nomads would normally have run into.



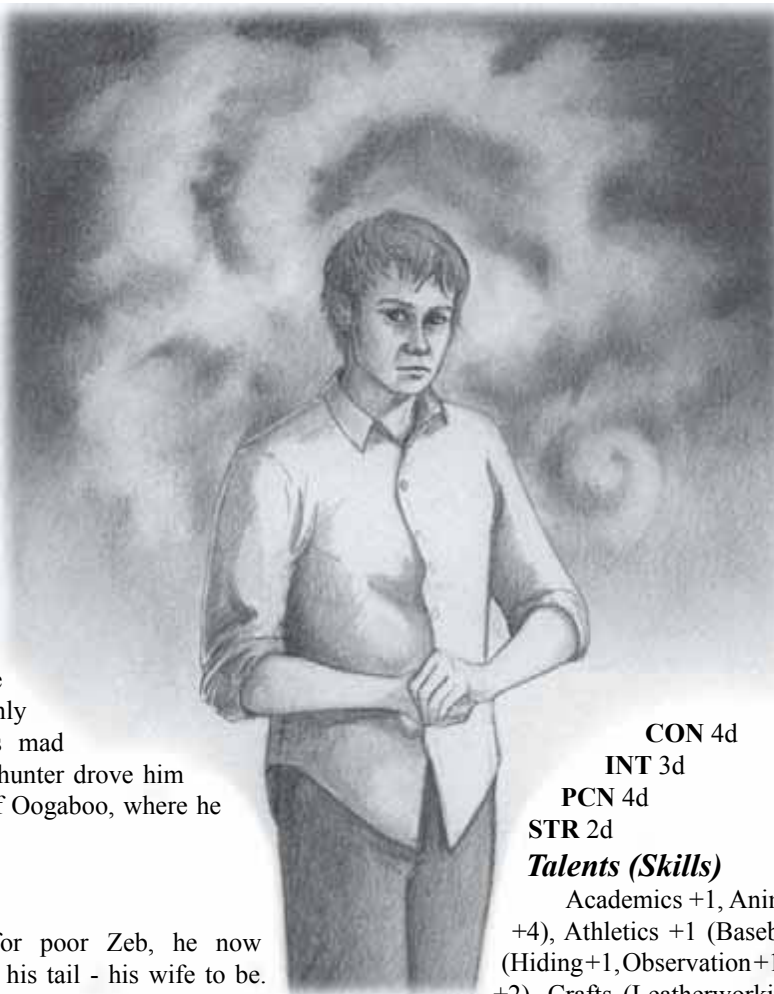
Like a human divining rod, he would find trouble without fail.

Things went somewhat well for him and he was beginning to settle down with the nomads, and even had found a young woman who was interested in him, regardless of the horrible courtship they had. In fact he was to be married, when the night before the marriage, a bounty hunter hired by the Mangaboos found him and he had to leave suddenly into the night. This mad dash away from the hunter drove him into the mountains of Oogaboo, where he continues to wander.

Motivations

Unfortunately, for poor Zeb, he now has someone else on his tail - his wife to be. The maiden was so enraged that Zeb had left without so much as a word, she asked the elders of her clan for permission and dispensation to track down her husband-to-be and either force him to come back with her or be killed by her hand. The larger problem for Zeb was that his wife to be was one of the clan's few female fighters, and she was known for having a terrible, terrible temper. He should've known since she had red hair.

And so as Zeb travels through Oz, trying to stay one step ahead of the trouble that has found him, while attempting to avoid more trouble.



Appearance

Zeb is a very unassuming fellow in his mid-twenties, of medium height, with brown hairs and brown eyes; not the sort of person to attract attention in most crowds. He changes his clothing as needed, which is often, to avoid anything that may make him stand out to those who continually trail him.

Statistics

Aspects

AGI 2d

APP 2d

CON 4d

CUL 2d

INT 3d

KNO 2d

PCN 4d

PRS 3d

STR 2d

TOU 5d

Talents (Skills)

Academics +1, Animals +2 (Riding Horses +4), Athletics +1 (Baseball +1), Awareness +1 (Hiding+1, Observation+1), Coordination (Dodge +2), Crafts (Leatherworking +1), Discipline +2,

Guile +1 (Haggling +2), Hand-to-Hand Combat +1, Medicine (First Aid +2, Veterinary +1), Persuasion +1 (Seduction +1), Ranged Combat +1 (Rifles +2), Science +1 (Botany +2), Technology +1 (Mechanics +1)

Traits

Capabilities

Confident 2, Direction Sense 1, Face in the Crowd 8, Hard to Kill 3, Hardy 5, Lucky

Hindrances

God's Plaything 3

Chapter X: Lions and Tigers and Bears

"I've heard more than one clever creature draw a connection between the rise of tiktokism and the erosion of traditional Animal labor. We weren't beasts of burden, but we were good reliable laborers. If we were made redundant in the workforce, it was only a matter of time before we'd be socially redundant too."

– The Cow, *Wicked: The Life and Times of the Wicked Witch of the West*, Gregory Maguire

This chapter provides basic information and statistics for dozens of animals and creatures found throughout the Land of Oz. The Aspects given are the minimum and maximum number of dice allowed. Talents and Skills can vary from that given by -1 or +1, to a minimum of 0 and a maximum of +5. Capabilities with levels are listed at their minimum level, but can be raised up to 5 levels, or the maximum allowed by the Trait, except Long Lifespan, which cannot be raised.

Animals

This section lists some of the natural animals that exist in the Land of Oz. It is far from a comprehensive list, but it gives a good selection of very different animals. The XP cost listed is if the animal is chosen as an Animal during Step Two of character creation. The XP cost listed in parenthesis is if the animal is chosen as a familiar and includes only the minimums required.

Baboon

Baboons are omnivorous monkeys that live on the ground. They weigh from 50-90 lbs. and are 3-4 feet in length. Baboons live in extended family of 20 to 50 members, and travel together for protection. Baboons are active at irregular times throughout the day and night. Their primary enemies are leopards and lions from whom they seek the refuge of trees and tall rocks. These primates can be extremely vicious if provoked, especially in large numbers. Baboons live 20 to 30 years in the wild. They exist almost solely on the savannahs, woodlands, and hills of Quadlingland.

XP Cost: -36 (150)

Aspects

AGI 4-5d	APP 1-5d	CON 3-5d
CUL 0d	INT 0-1d	KNO 0d
PCN 3-4d	PRS 1-5d	STR 3-5d
TOU 3-4d		

Talents & Skills

Athletics +2 (Climbing +1), Awareness +2 (Observation +1), Coordination +1, Hand-to-Hand Combat +1, Survival +2

Traits

Bad Temper 4 (-20 XP), Leap 1 (7 XP), 2x Natural Weapon (Claws) 1 (XP 2), Natural Weapon (Teeth) 2 (6 XP), Night Vision 3 (6 XP), Semi-Upright 1 (-7 XP), Short Attention Span 5 (-30 XP), Short Lifespan 2 (-6 XP)

Badger

Badgers are members of the weasel family, weigh 20-45 lbs. and are 1½-2½ feet long. Badgers are short and stocky with powerful legs. They have distinctive markings, a white stripe and patches on the eyes, with a black stripe on the cheeks. Complementing their stature, badgers have a short vicious temper accompanied by a nasty bite. Badgers are fierce, tenacious fighters that can hold their own against a pack of dogs. They can live up to 11 or 14 years. Badgers live in burrows and tunnels.

XP Cost: 9 (5)

Aspects

AGI 2-4d	APP 1-5d	CON 2-3d
CUL 0d	INT 0d	KNO 0d
PCN 2-4d	PRS 1-5d	STR 0-2d
TOU 1-3d		

Talents & Skills

Awareness +1, Hand-to-Hand Combat (Biting +1), Survival +2

Traits

Bad Temper 3 (-12 XP), Burrowing 1 (25 XP), Courageous 4 (30 XP), Danger Sense 2 (6 XP), Keen Sense (Taste/Smell) 1 (1 XP), Natural Weapon (Teeth) 2 (6 XP), Night Vision 3 (6 XP), Quadruped 1 (-15 XP), Quick Reflexes 3 (24 XP), Short Lifespan 2 (-6 XP), Slow (Burrowing) 5 (-60)

Bat

The bodies of bats, like all mammals, are covered with fur. The wings of bats are thin, tough, and stretchy. The skin is so thin that you can see blood moving through the blood vessels. There are hundreds of species of bats living in Oz, from the mouse-sized insect eating and vampire bats to the squirrel-sized fruit bats. Most have a wingspan of 1 to 5 feet and weigh 2½ lbs. or less. Bats can live 20 to 30 years in the wild.

XP Cost: -23 (5)

Aspects

AGI 2-4d	APP 1-5d	CON 2-4d
CUL 0d	INT 0d	KNO 0d
PCN 3-5d	PRS 1-5d	STR 0d
TOU 0d		

Talents & Skills

Awareness +1 (Hiding +2), Survival +1



Traits

Dark Vision 1 (25 XP), Flight 1 (30 XP), Impaired Sense (Eyesight) 7 (-56 XP), Keen Sense (Hearing) 5 (15 XP), Night Vision 5 (15 XP), Quick Reflexes 3 (24 XP), Short Lifespan 3 (-12 XP), Slow (Walking) 5 (-60 XP), Special Diet (Insects, Fruit, or Blood) 1 (-10 XP)

Bear, Brown

Brown bears are covered in thick brown fur and have large claws and teeth. They are 7-10 feet tall when standing on their hind legs and weigh 650-1,800 lbs. Brown bears are omnivores that usually eat vegetation. While they can walk on their two hind legs they usually walk on all four. They are not usually violent, but can be incredibly ferocious if surprised or attacked. Brown bears live primarily in the forests of Gillikinland, though some can be found in the northern parts of Munchkinland.

XP Cost: 149 (355)

Aspects

AGI 2-4d	APP 1-5d	CON 4-6d
CUL 0d	INT 0d	KNO 0d
PCN 2-4d	PRS 1-5d	STR 4-7d
TOU 4-6d		

Talents & Skills

Athletics (Swimming +1), Awareness +1 (Tracking +2), Hand-to-Hand Combat +2, Survival +2

Traits

Bad Temper 1 (-2 XP), Confident 4 (2 XP), Courageous 3 (2 XP), Danger Sense 1 (2 XP), High Pain Tolerance 3 (24 XP), Keen Sense (Taste/Smell) 3 (6 XP), More Sleep 2 (-6 XP), Natural Armor (Low-Velocity) 4 (20 XP), 2x Natural Weapon (Claws) 6 (42 XP), Natural Weapon (Teeth) 4 (20 XP), Night Vision 3 (6 XP), Semi-Upright 1 (-7 XP), Short Lifespan 2 (-6 XP)

**Boar**

Boars are a species of pig covered in brown hair weighing 150-300 lbs. and are 4 ½-5 ½ feet long. Both male and female boars have tusks, though those

on the male are larger. They use the tusks as weapons and tools. Boars live in groups averaging 20 in number. They are vegetarians and usually forage for food in the evening, resting during the day, but they have irregular active cycles. Boars have short tempers, but rarely make a lasting attack, though they will do so if cornered or if their young are threatened. Boars can be found throughout Gillikinland and Munchkinland, and rarely in Quadlingland.

XP Cost: 35 (119)

Aspects

AGI 2-4d	APP 1-5d	CON 3-5d
CUL 0d	INT 0-1d	KNO 0d
PCN 2-4d	PRS 1-5d	STR 3-5d
TOU 3-6d		

Talents & Skills

Awareness +1 (Observation +1), Hand-to-Hand Combat (Gore +1), Survival +2

Traits

Bad Temper 5 (-30 XP), Brash 2 (-3 XP), Confident 2 (6 XP), Courageous 3 (12 XP), Danger Sense 2 (6 XP), Hardy 1 (5 XP), Keen Sense (Taste/Smell) 4 (10 XP), Natural Armor (Low-Velocity) 1 (2 XP), Natural Weapon (Tusks) 5 (20 XP), Night Vision 3 (6 XP), Quadruped 1 (-15), Quick Reflexes 2 (12 XP), Resilience 2 (6 XP), Short Lifespan 3 (-12), Speedy (Walking) 1 (4 XP)

Camel

The camel's eyes are large, while its nostrils are small slits that can be closed so that flying sand does not penetrate. Its ears are small, round and very hairy, preventing sand from getting into the inner ear. Long legs help keep the camel cooler, as their shape means they have a larger body surface from which heat can escape. Camels can go for long periods without food or drink, thanks to the fat stores in their humps and their remarkable ability to conserve water. Although it is quite ungainly to watch, and uncomfortable for a rider, a camel is extremely efficient for traversing open habitats, particularly in desert areas.

XP Cost: 72 (156)

Aspects

AGI 2-3d	APP 1-5d	CON 3-5d
CUL 0d	INT 0d	KNO 0d
PCN 1-4d	PRS 1-5d	STR 3-6d
TOU 3-5d		

Talents & Skills

Athletics (Running +2), Awareness (Observation +1), Survival +3

Traits

Bad Temper 1 (-2), Cowardly 1 (-2), Danger Sense 1 (2 XP), Hardy 5 (75 XP), Natural Armor (Low-Velocity) 1 (2 XP), Night Vision 2 (3 XP), Quadruped 1 (-15 XP), Reduced Consumption 1 (3 XP), Short Lifespan 2 (-12 XP), Speedy (Walking) 2 (12 XP)

Cat

Cats are small felines weighing 8-11 lbs. and are 8 to 12 inches long. They are covered in short or long fur that is extremely varied in color. Cats are social animals, but are solitary hunters. They are nocturnal, but can break this cycle if necessary. They can be found throughout Oz. Cats typically live up to 15-17 years.



XP Cost: 59 (85)

Aspects

AGI 2-5d	APP 1-5d	CON 2-4d
CUL 0d	INT 0d	KNO 0d
PCN 3-5d	PRS 1-5d	STR 0d
TOU 0d		

Talents & Skills

Athletics +2 (Climbing +1), Awareness +2 (Hiding +1, Observation +1), Coordination +1 (Stealth +1), Hand-to-Hand Combat +1, Survival +1

Traits

Catfall 1 (5 XP), Danger Sense 2 (6 XP), Keen Sense (Eyesight) 3 (12 XP), Leap 1 (7 XP), More Sleep 3 (-12 XP), 2x Natural Weapon (Claws) 1 (2 XP), Night Vision 8 (36 XP), Quadruped 1 (-15 XP), Quick Reflexes 3 (24 XP), Short Attention Span 2 (-6 XP), Short Lifespan 2 (-6 XP)

Cattle

Cattle are large heavy quadrupeds. Male cattle are known as bulls, while females are cows. Bulls have short tempers and can be quite aggressive. Cows, on the other hand, are gentle, pacific animals. Cattle are adaptable to a wide range of climates and environments. Cattle are kept primarily for the food and products they provide; beef, milk, leather, glue, etc.

XP Cost: -33 or -69 (91 or 55)

Aspects

AGI 1-2d	APP 1-5d	CON 3-5d
CUL 0d	INT 0d	KNO 0d
PCN 1-2d	PRS 1-5d	STR 4-7d
TOU 3-5d		

Talents & Skills

Awareness +1, Survival +1

Traits

Danger Sense 2 (6 XP), Natural Armor (Low-Velocity) 1 (2 XP), Poor Reflexes 3 (-24 XP), Quadruped 1 (-15 XP), Short Attention Span 3 (-12 XP), Short Lifespan 3 (-12 XP)

Special Rules

Males add: Hand-to-Hand Combat (Gore +2), Bad Temper 4 (-20 XP), Brash 3 (-6 XP), Natural Weapon (Horns) 6 (42 XP)

Females add: Cowardly 4 (-20 XP)

Cheetah

Cheetahs are felines weighing from 75 to 140 lbs. and are 4½ to 5 feet long. They are covered in short fur patterned with black spots to aid in camouflage when hunting. Cheetahs can reach 70 to 75 miles per hour, but only for short bursts. Their average speed is the still remarkable speed of 50-60 miles per hour. These diurnal cats run their prey down and then strangle it with a bite. Their claws are relatively blunt for a large feline. Oddly, although cheetahs can purr, they cannot roar. Cheetahs live only 10 to 20 years. Cheetahs live on the savannahs of Quadlingland and can rarely be found elsewhere.

XP Cost: 283 (337)

Aspects

AGI 2-5d	APP 1-5d	CON 2-3d
CUL 0d	INT 0d	KNO 0d
PCN 3-6d	PRS 1-5d	STR 3-5d
TOU 3-5d		

Talents & Skills

Athletics +1, Awareness +3 (Hiding +2, Observation +2), Coordination +1 (Stealth +3), Hand-to-Hand Combat +2, Survival +2

Traits

Bad Temper 2 (-6 XP), Catfall 1 (5 XP), Confident 4 (20 XP), Courageous 1 (2 XP), Danger Sense 2 (6 XP), Easily Winded 4 (-50 XP), Keen Sense (Eyesight) 3 (12 XP), Leap 1 (7 XP), More Sleep 2 (-6 XP), 2x Natural Weapon (Claws) 2 (6 XP), Natural Weapon (Teeth) 3 (12 XP), Night Vision 7 (28 XP), Quadruped 1 (-15 XP), Quick Reflexes 2 (12 XP), Short Lifespan 3 (-12 XP), Speedy (Walking) 10 (220 XP)

Special Rules

Only when played as a character, you must add the Capability Devour the Heart 1 (30 XP)

Chicken

Chickens are birds that find their food mostly on the ground, where they also nest. Despite having wings, chickens can only fly short distances. Most chickens are about 1 to 1½ feet tall. The chicken is capable of producing a bounty of eggs.

XP Cost: 86 (80)

Aspects

AGI 2-4d	APP 1-5d	CON 2-4d
CUL 0d	INT 0d	KNO 0d
PCN 1-3d	PRS 1-5d	STR 0d
TOU 0d		

Talents & Skills

Awareness (Observation +1), Survival +1



Traits

Cowardly 2 (-6 XP), Danger Sense 3 (12 XP), Leap 3 (42 XP), 2x Natural Weapon (Claws) 1 (2 XP), Quick Reflexes 4 (40 XP), Short Lifespan 3 (-12 XP)

Chimpanzee

These apes are nearly covered in black hair, except their faces, palms and feet. They weigh 100-180 lbs. and stand between 3½ and 5½ feet tall. Chimpanzees live in groups of up to 20 apes. These diurnal apes walk in a semi-upright posture and can easily climb trees with their long arms. Chimpanzees are territorial, but are in general peaceful unless angered. They will use anything at hand to throw at a threat all the while making loud screams. Chimpanzees are known to use simple tools. They can live up to 50 years. It is rare to find a chimpanzee outside of Quadlingland.



XP Cost: 13 (41)

Aspects

AGI 2-5d	APP 1-5d	CON 2-5d
CUL 0d	INT 1d	KNO 0d
PCN 1-5d	PRS 1-5d	STR 3-5d
TOU 2-5d		

Talents & Skills

Athletics +1, Awareness +1, Coordination +1, Hand-to-Hand Combat +1, Survival +2

Traits

Brachiator 1 (5 XP), Danger Sense 1 (2 XP), Leap 1 (7 XP), Natural Weapon (Teeth) 2 (6 XP), Semi-Upright 1 (-7 XP), Short Lifespan 1 (-2 XP)

Chiss

The chiss is an animal that looks like a large porcupine, averaging 4 feet tall. Special glands and muscles allow chiss to fire its spines at velocities near that of bullets with incredible accuracy. The quills themselves are around the length of an average Human's arm. Quills that have been fired are replaced by new quills within a few days. The quills also act as armor and are hard to penetrate. However, the chiss becomes vulnerable as it fires off its quills leaving bare patches where a strike can inflict severe damage in the animal's soft body. Chiss tend to be very aggressive and will seek out prey unlike its smaller porcupine cousins. Chiss can be found roaming around forested regions of Oz. They tend to be solitary creatures and fiercely territorial. If another chiss enters its territory, they will usually fight to the death to claim it, and the collateral damage of the quills being fired can be devastating.

XP Cost: 52 (78)

Aspects

AGI 2-4d	APP 1-5d	CON 2-5d
CUL 0d	INT 0d	KNO 0d
PCN 2-4d	PRS 1-5d	STR 3-5d
TOU 2-4d		

Talents & Skills

Awareness +1, Ranged Combat (Quills +3), Survival +1

Traits

Bad Temper 4 (-20 XP), Confident 2 (6 XP), Courageous 3 (12 XP), Danger Sense 2 (6 XP), Keen Sense (Hearing) 2 (3 XP), Natural Armor (Low-Velocity) 2 (6 XP), Natural Weapon (Quills) 7 (56 XP), Quadruped 1 (-15 XP), Ranged Attack (Quills, Low-Velocity) 2 (12 XP), Short Lifespan 2 (-6 XP), Slow (Walking) 2 (-12 XP)

Coyote

The coyote is a small canine with orange- gray or gray fur and a bushy black-tipped tail. The clever coyote is a nocturnal animal, more solitary than its wolf cousins. They eat nearly everything: carrion, rodents, game, poultry, and fruit.

XP Cost: 63 (119)

Aspects

AGI 3-5d	APP 1-5d	CON 2-5d
CUL 0d	INT 0-1d	KNO 0d
PCN 3-5d	PRS 1-5d	STR 1-3d
TOU 1-3d		

Talents & Skills

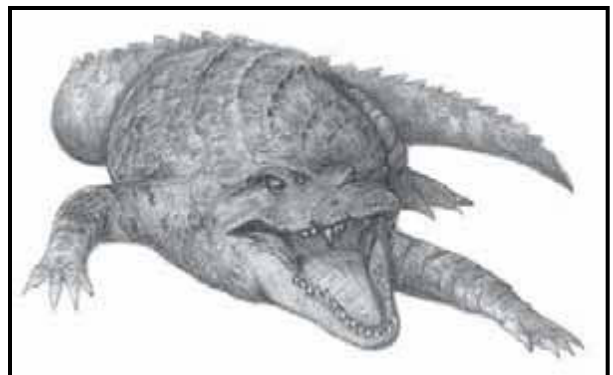
Athletics (Jumping +2), Awareness +1 (Observation +2, Tracking +2), Coordination (Stealth +1), Guile +1, Hand-to-Hand Combat (Biting +1), Survival +3

Traits

Danger Sense 2 (6 XP), Hardy 1 (5 XP), Keen Sense (Taste/Smell) 5 (15 XP), Natural Weapon (Teeth) 2 (6 XP), Night Vision 8 (36 XP), Quadruped 1 (-15 XP), Quick Reflexes 2 (12 XP), Short Lifespan 2 (-6 XP)

Crocodile

Crocodiles have an average length of 15 – 17 feet, but can grow up to 22 feet, and weigh 900 – 2,000 lbs. They inhabit swamps and rivers, primarily in Quadlingland. Crocodiles are reptiles that live on the fish in the water



where they swim and the game that comes to the water to drink. Crocodiles kill their prey by trapping it within their long tooth-filled snout and dragging them under the water where they drown. Crocodiles are much more aggressive than their alligator cousins.

XP Cost: -10 (166)

Aspects

AGI 2-4d	APP 1-5d	CON 4-6d
CUL 0d	INT 0d	KNO 0d
PCN 2-4d	PRS 1-5d	STR 4-6d
TOU 4-6d		

Talents & Skills

Athletics (Swimming +3), Awareness +1 (Hiding +1, Observation +2), Coordination (Stealth +3), Hand-to-Hand Combat +1 (Biting +2), Survival +1

Traits

Amphibious 1 (5 XP), Bad Temper 4 (-20 XP), Breath-Holding 2 (6 XP), Cold-Blooded 1 (-10 XP), Courageous 4 (20 XP), Easily Winded 4 (-50 XP), More Sleep 2 (-6 XP), Natural Armor (Low-Velocity) 4 (20 XP), Quadruped 1 (-15 XP), Short Lifespan 2 (-6 XP), Speedy (Swimming) 2 (12 XP)

Special Rules

Only when played as a character, you must add the Capability Devour the Heart 1 (30 XP)

Deer

There are many types of deer, but all have lean, compact bodies and long, powerful legs allowing them to run quickly from danger. They are also excellent jumpers. They weigh 70 to 220 lbs. and are 4 to 6½ feet tall. Deer have a coat of fur ranging in color from reddish-brown to grayish-brown coat. Bucks have antlers. They will kick or use their antlers to escape if cornered, but will otherwise avoid fighting. During mating season bucks will often fight one another by butting their antlers.

XP Cost: 74 (130)

Aspects

AGI 3-5d	APP 1-5d	CON 2-5d
CUL 0d	INT 0d	KNO 0d
PCN 3-6d	PRS 1-5d	STR 2-4d
TOU 1-3d		

Talents & Skills

Athletics (Running +1), Awareness +2 (Observation +1), Coordination (Stealth +1), Hand-to-Hand Combat (Gore +1), Survival +1

Traits

Cowardly 6 (-42 XP), Danger Sense 5 (30 XP), Insecure 4 (-30 XP), Keen Sense (Taste/Smell) 3 (6 XP), Leap 2 (21 XP), Natural Weapon (Horns) 4 (20 XP), Night Vision 4 (10 XP), Quadruped 1 (-15 XP), Quick Reflexes 6 (84 XP), Short Attention Span 4 (-20 XP), Short Lifespan 2 (-6 XP), Speedy (Walking) 2 (12 XP)

Dog (Hunting)

Hunting dogs are bred to aid Humans (or others) in hunting. There are many breeds, but tend to weigh 12 to 55 lbs. and are 8 inches to 4 feet tall. Hunting dogs tend to be split into two groups, based on their method of hunting; either by scent or sight. Being canines, they are pack animals, but can live on their own if needed.

XP Cost: 122 or 86 (146 or 110)

Aspects

AGI 2-4d	APP 1-5d	CON 2-4d
CUL 0d	INT 0d	KNO 0d
PCN 3-6d	PRS 1-5d	STR 1-4d
TOU 1-3d		

Talents & Skills

Athletics (Jumping +2), Awareness +2 (Tracking +4), Hand-to-Hand Combat (Biting +1), Survival +1

Traits

Confident 2 (6 XP), Courageous 3 (12 XP), Danger Sense 5 (30 XP), Keen Sense (Eyesight) 8 (72 XP) or (Taste/Smell) 8 (36 XP), Keen Sense (Hearing) 4 (10 XP), Natural Weapon (Teeth) 2 (6 XP), Night Vision 2 (3 XP), Quadruped 1 (-15 XP), Quick Reflexes 1 (4 XP), Short Lifespan 3 (-12 XP)



Eagle

Eagles are splendid fliers, leisurely flapping their massive wings or simply soaring on updrafts of warm air for hours. Spotting their prey with eyes of remarkable resolving power (about eight times finer than Human eyes) they fold their wings and drop toward their prey at speeds of 150 to 200 miles per hour. An eagle's feet – with their long, needle-sharp, curved talons – are its hunting and attack weapons. The toes have enough strength to pierce and kill medium-sized mammals and birds. The wicked-looking hooked beak is also quite strong and acts as both hand and mouth. The beak can tear, cut, or crush depending on what is being eaten.

XP Cost: 216 (270)

Aspects

AGI 3-4d	APP 1-5d	CON 1-3d
CUL 0d	INT 0d	KNO 0d
PCN 3-5d	PRS 1-5d	STR 1d
TOU 0d		

Talents & Skills

Awareness +2 (Observation +4), Hand-to-Hand Combat (Rake +1), Survival +1

Traits

Courageous 2 (6 XP), Danger Sense 3 (12 XP), Direction Sense 3 (12 XP), Flight 1 (30 XP), Keen Sense

(Eyesight) 7 (56 XP), 2x Natural Weapon (Talons) 2 (6 XP), Natural Weapon (Beak) 2 (6 XP), Night Vision 8 (36 XP), Quick Reflexes 2 (12 XP), Short Lifespan 3 (-12), Speedy (Flying) 4 (40 XP)

Elephant

The elephant ranges in height from 9 to 13 feet and weighs 5 to 8 tons. It has large ears it uses for cooling itself and tusks used as weapons and tools. Elephants are very intelligent. They are herbivores consuming 500 lbs. of vegetation each day. They have thick gray skin and column-like legs. But their most distinctive feature is their trunk which is used in much the same manner as a Human arm, but powerful enough to rip off tree limbs, yet delicate enough pick up a single pea. Elephants can live up to 60 or 70 years. Their habitat includes the jungles and plains of Quadlingland. A couple of herds are known to also live in southern Munchkinland.

XP Cost: 198 (808)

Aspects

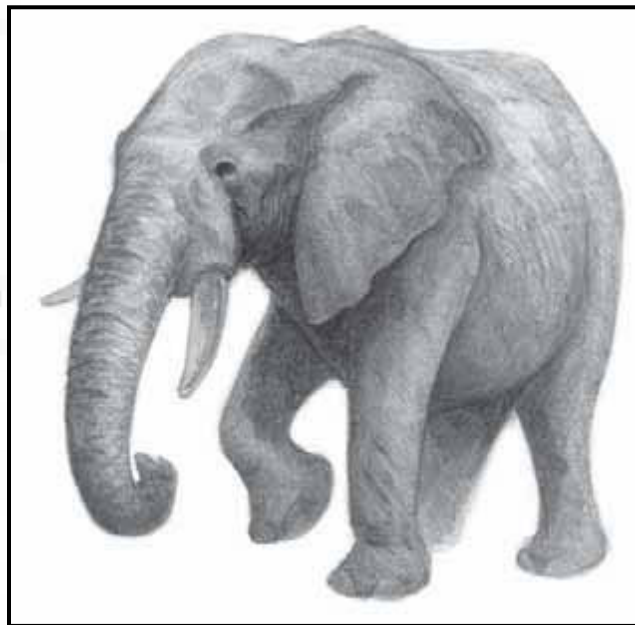
AGI 2-3d	APP 1-5d	CON 6-9d
CUL 0-1d	INT 0-1d	KNO 0d
PCN 2-5d	PRS 1-5d	STR 7-10d
TOU 6-9d		

Talents & Skills

Awareness +2, Hand-to-Hand Combat +1, Survival +1

Traits

Confident 1 (2 XP), Courageous 2 (6 XP), Danger Sense 2 (6 XP), Extra Arm 1 (10 XP), High Pain Tolerance 2 (12 XP), Keen Sense (Hearing) 3 (6 XP), Keen Sense (Taste/Smell) 3 (6 XP), Natural Armor (Low-Velocity) 4 (20 XP), 2x Natural Weapon (Tusks) 9 (90 XP), Poor Reflexes 1 (-4 XP), Quadruped 1 (-15 XP), Slow (Walking) 4 (-40 XP), Strong Legs 2 (9 XP)



Frog

Frogs are cold-blooded amphibians, starting off life as tadpoles living under water; later changing to air-breathing adults. They live on land, but seldom venture very far from water. Even though they have lungs, frogs also breathe by absorbing oxygen through their thin skin. In order to do this, their skin has to be kept moist at all times, which explains why many frogs are nocturnal. Frogs have small bodies, covered in smooth green to grey skin, with long back legs for leaping.

XP Cost: 25 (10)

Aspects

AGI 1-3d	APP 1-5d	CON 1-2d
CUL 0d	INT 0d	KNO 0d
PCN 1-3d	PRS 1-5d	STR 0d
TOU 0d		

Talents & Skills

Athletics (Jumping +5), Awareness +1 (Hiding +4, Observation +1), Survival +1

Traits

Amphibious 1 (5 XP), Breath-Holding 4 (20 XP), Cold-Blooded 1 (-10 XP), Easy to Kill 2 (-6 XP), Leap 3 (42 XP), Night Vision 3 (6 XP), Quadruped 1 (-15 XP), Short Lifespan 5 (-30 XP), Special Diet (Insects) 1 (-2 XP)

Goat

Goats are herbivores 3-4½ feet in length and weigh 50-300 lbs. They can live on much less land and food than many other farm animals. Goats will attempt to eat just about anything, including cans. These vegetarians are browsers. Most goats, especially males, have horns. Covered in short fur, goats of both sexes have long beards. Skittish, goats will flee from strangers, though they will head butt someone who corners them in order to flee.

XP Cost: -26 (5)

Aspects

AGI 1-4d	APP 1-5d	CON 3-5d
CUL 0d	INT 0d	KNO 0d
PCN 1-4d	PRS 1-5d	STR 1-3d
TOU 2-3d		

Talents & Skills

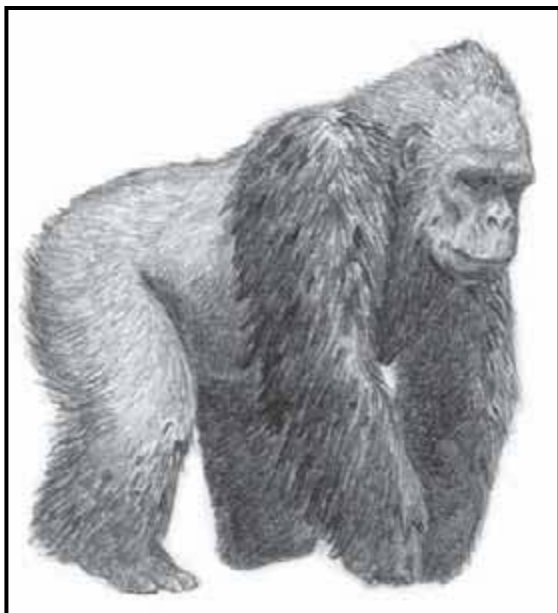
Awareness +1, Hand-to-Hand Combat (Gore +1), Survival +2

Traits

Cowardly 3 (-12 XP), Danger Sense 1 (2 XP), Natural Weapon (Horns) 3 (12 XP), Night Vision 1 (1 XP), Quadruped 1 (-15 XP), Short Attention Span 3 (-12 XP), Short Lifespan 2 (-6 XP)

Gorilla

Gorillas are large apes that weigh 200-600 lbs. and stand between 5 and 6 feet tall. They have short legs and long arms, moving about by knuckle-walking. Gorillas will only attack if provoked or threatened. Their size and



strength are often enough to deter any would-be attackers. Gorillas are herbivores, eating fruits, leaves, and shoots and can live up to 40 or 50 years. They live only in the Great Quadling Jungle.

XP Cost: 35 (131)

Aspects

AGI 2-5d	APP 1-5d	CON 2-5d
CUL 0d	INT 1d	KNO 0d
PCN 1-5d	PRS 1-5d	STR 3-6d
TOU 4-6d		

Talents & Skills

Athletics +1, Awareness +1 (Hiding +1), Coordination (Stealth +2), Survival +1

Traits

Confident 2 (6 XP), Courageous 3 (12 XP), Danger Sense 1 (2 XP), Natural Weapon (Teeth) 2 (6 XP), Semi-Upright 1 (-7 XP), Short Lifespan 2 (-6 XP), Strong Arms 3 (18 XP)

Gump

The gump is the largest deer in Oz standing 4½ to 5 feet at the shoulder with a length of 6½ to 8 feet. Males weigh on average 800 lbs., while the smaller females average 500 lbs. They have very long legs for getting through deep snow, big antlers, and a long goat-like beard. The antlers of males may stretch more than 4 feet across and weigh up to 60 lbs. These antlers are shed each year. Gumps are found in the forests and swamps of Gillikinland and are often seen in streamside willow thickets.

XP Cost: 69 (195)

Aspects

AGI 2-4d	APP 1-5d	CON 3-5d
CUL 0d	INT 0d	KNO 0d
PCN 2-5d	PRS 1-5d	STR 4-7d
TOU 3-6d		

Talents & Skills

Awareness +1 (Observation +1), Hand-to-Hand Combat (Gore +1), Survival +1

Traits

Cowardly 4 (-20 XP), Danger Sense 5 (30 XP), Insecure 2 (-6 XP), Keen Sense (Taste/Smell) 3 (6 XP), Natural Weapon (Antlers) 8 (72 XP), Quadruped 1 (-15 XP), Short Lifespan 2 (-6 XP), Speedy (Walking) 1 (4 XP)

Hawk

Hawks are bird of prey with sharps claws and beaks. There are many species of hawks, but most weigh 2 to 8 lbs, are from 13 to 19 inches in length, and have a wingspan of 4 to 5 feet. Their visual acuity is many times greater than that of a Human. Hawks can be found in all the major Realms of Oz.

XP Cost: 168 (222)

Aspects

AGI 3-4d	APP 1-5d	CON 1-3d
CUL 0d	INT 0d	KNO 0d
PCN 3-5d	PRS 1-5d	STR 0d
TOU 0d		

Talents & Skills

Awareness +2 (Observation +4), Hand-to-Hand Combat (Rake +1), Survival +1

Traits

Courageous 1 (2 XP), Danger Sense 3 (12 XP), Direction Sense 2 (6 XP), Flight 1 (30 XP), Keen Sense (Eyesight) 6 (42 XP), 2x Natural Weapon (Talons) 1 (2 XP), Natural Weapon (Beak) 1 (2 XP), Night Vision 8 (36 XP), Short lifespan 3 (-12 XP), Speedy (Flying) 4 (40 XP)



Hippopotamus

Hippopotami are huge rotund herbivores weighing 2 to 3½ tons and are 11 to 17 feet in length. Despite having short stubby legs, hippos can move quite fast when required, reaching 18 miles per hour, or even faster, for short periods. They live predominantly in the rivers and lakes of Quadlingland and are almost never found outside that Realm. Hippos are territorial and will chase intruders. They will attack anything threatening its young or that gets between it and water. Hippos can live up to 50 years.

XP Cost: 39 (365)

Aspects

AGI 1-2d	APP 1-5d	CON 3-6d
CUL 0d	INT 0d	KNO 0d
PCN 1-3d	PRS 1-5d	STR 6-8d
TOU 5-8d		

Talents & Skills

Athletics (swimming +3), Awareness +1 (Observation +1), Hand-to-Hand Combat (Biting +3), Survival +1

Traits

Bad Temper 1 (-2 XP), Breath-Holding 1 (2 XP), Danger Sense 1 (2 XP), Easily Winded 3 (-30 XP), High Pain Tolerance 2 (12 XP), Natural Armor (Low-Velocity) 3 (12 XP), Natural Weapon (Teeth) 8 (72 XP), Poor Reflexes 2 (-12 XP), Quadruped 1 (-15 XP), Short Lifespan 2 (-6 XP)

Horse

Horses are the perfect riding animals for humanoids. By means of the sense of touch in the skin, a horse can tell what a rider wants before he gives the signal, causing the rider to sometimes get a feeling that the horse can read his mind. When the horse runs, its stiff spine does not move. Only its legs are in motion. These quadrupeds have long legs, hard hoofs, and a big barrel chest. They stand on average 4½ to 6 feet at their shoulder and weigh 800-2,500 lbs. Horses are bred to specific purposes. Statistics for the two most common, riding and war, are given below.



Riding Horse

XP Cost: 104 (230)

Aspects

AGI 1-3d	APP 1-5d	CON 3-5d
CUL 0d	INT 0d	KNO 0d
PCN 2-5d	PRS 1-5d	STR 4-6d
TOU 3-5d		

Talents & Skills

Athletics (Running +3), Awareness +1, Hand-to-Hand Combat (Kicking +1), Survival +1

Traits

Danger Sense 2 (6 XP), Hardy 4 (50 XP), Keen Sense (Taste/Smell) 2 (3 XP), Natural Armor (Low-Velocity) 1 (2 XP), 2x Natural Weapon (Hooves) 5 (30 XP), Night Vision 1 (2 XP), Phobia (Loud Noises) 3 (-6 XP), Quadruped 1 (-15 XP), Short Lifespan 2 (-6 XP), Speedy (Walking) 1 (4 XP)

War Horse

XP Cost: 109 (315)

Aspects

AGI 1-3d	APP 1-5d	CON 4-6d
CUL 0d	INT 0d	KNO 0d
PCN 2-5d	PRS 1-5d	STR 4-6d
TOU 4-6d		

Talents & Skills

Athletics (Running +2), Awareness +1, Hand-to-Hand Combat (Kicking +2), Survival +1

Traits

Courageous 2 (6 XP), Danger Sense 2 (6 XP), Hardy 4 (50 XP), Natural Armor (Low-Velocity) 1 (2 XP), 2x Natural Weapon (Hooves) 5 (30 XP), Night Vision 1 (2 XP), Quadruped 1 (-15 XP), Short Lifespan 2 (-6 XP)

Hyena

The hyena has powerfully built hindquarters, a heavy muzzle with massive teeth, bristling manes, and a long, mobile neck with a sloping back. It is a grayish yellow color with irregular dark brown spots on the body. Hyenas are the butchers of the plains in Quadlingland. They are equipped with viselike jaws studded with immense teeth capable of bone-crushing pressure. Their digestive systems are among the most efficient of all carnivores, able to process skin, bone, and even teeth, allowing them to thrive on the animal debris that other predators abandon. This capacity for eating the uneatable makes them superb scavengers, and as a result they have acquired a macabre reputation for devouring the rotting remains of the dead.

XP Cost: 108 (132)

Aspects

AGI 2-4d	APP 1-5d	CON 3-5d
CUL 0d	INT 0d	KNO 0d
PCN 2-5d	PRS 1-5d	STR 3-4d
TOU 2-4d		

Talents & Skills

Awareness +2 (Hiding +1, Observation +1, Tracking +1), Coordination (Stealth +1), Hand-to-Hand Combat (Biting +1), Survival +3

Traits

Bad Temper 3 (-12 XP), Cowardly 2 (-3 XP), Danger Sense 3 (12 XP), Hardy 1 (5 XP), Keen Sense (Taste/Smell) 4 (10 XP), Natural Weapon (Teeth) 4 (20 XP), Night Vision 10 (55 XP), Quadruped 1 (-15 XP), Quick Reflexes 2 (12 XP), Short Lifespan 3 (-12 XP)

Special Rules

Only when played as a character, you must add the Capability Devour the Heart 1 (30 XP)

Leopard

Leopards are felines weighing 50 to 200 lbs. and are 4 to 5½ feet in length. They can have spotted or solid color coats. Leopards spend a fair amount of time in trees, unlike most of their similarly sized cousins. They are very stealthy making them excellent stalkers. Leopards are shy and wary creatures, their keen senses telling them of any potential threats nearby. When attacking they go for the throat using their sharp teeth. Leopards live up to 20 years. Its habitat ranges from the jungles of Quadlingland to the forests of Munchkinland and Gillikinland to the deserts of Winkieland.

XP Cost: 173 (257)

Aspects

AGI 2-5d	APP 1-5d	CON 3-4d
CUL 0d	INT 0d	KNO 0d
PCN 3-6d	PRS 1-5d	STR 3-6d
TOU 3-5d		

Talents & Skills

Athletics +1 (Climbing +2, Jumping +2), Awareness +3 (Hiding +3, Observation +2), Coordination +1 (Stealth +3), Hand-to-Hand Combat +2, Survival +2

Traits

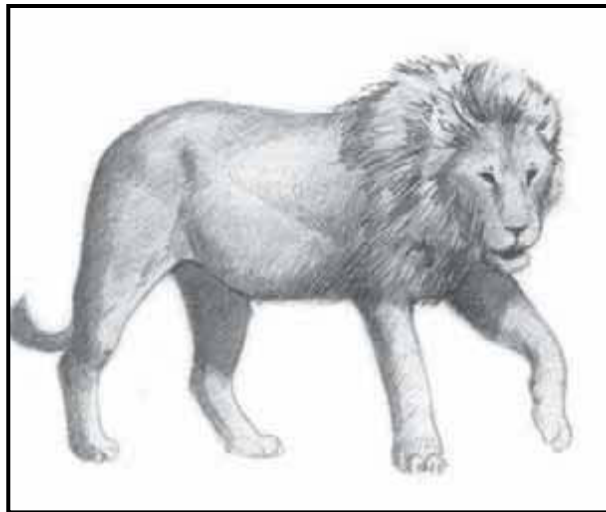
Bad Temper 2 (-6 XP), Catfall 1 (5 XP), Confident 4 (20 XP), Courageous 1 (2 XP), Danger Sense 2 (6 XP), Keen Sense (Eyesight) 3 (12 XP), Leap 1 (7 XP), More Sleep 1 (-2 XP), 2x Natural Weapon (claws) 4 (20 XP), Natural weapon (Teeth) 4 (20 XP), Night Vision 8 (36 XP), Quadruped 1 (-15 XP), Quick Reflexes 2 (12 XP), Short Lifespan 3 (-12 XP), Speedy (Walking) 2 (12 XP)

Special Rules

Only when played as a character, you must add the Capability Devour the Heart 1 (30 XP)

Lion

Lions are large felines 5 to 8 feet long and weigh 300-550 lbs. They typically inhabit the savannahs and grasslands of Quadlingland, although they occasionally live in the bush and forest of the same Realm. Males can be easily identified by their large mane. Lions live in groups, called prides, that number 3-20, though five is the average. Lions are diurnal and are typically solitary



hunters, but they will on occasion hunt cooperatively. Lions will attack most things that run from it, or threaten it while cornered. Lions live only 12 to 13 years.

XP Cost: 171 (365)

Aspects

AGI 3-5d	APP 1-5d	CON 3-5d
CUL 0d	INT 0d	KNO 0d
PCN 3-6d	PRS 1-5d	STR 4-6d
TOU 4-6d		

Talents & Skills

Athletics +1, Awareness +2 (Hiding +2, Observation +3, Tracking +2), Coordination +1 (Stealth +4), Hand-to-Hand Combat +3, Survival +1

Traits

Bad Temper 1 (-2 XP), Catfall 1 (5 XP), Confident 3 (12 XP), Danger Sense 2 (6 XP), Keen Sense (Eyesight) 3 (12 XP), Leap 1 (7 XP), More Sleep 2 (-6 XP), 2x Natural Weapon (Claws) 5 (30 XP), Natural Weapon (Teeth) 4 (20 XP), Night Vision 8 (36 XP), Quadruped 1 (-15 XP), Quick Reflexes 2 (12 XP), Short Lifespan 3 (-12 XP)

Special Rules

Only when played as a character, you must add the Capability Devour the Heart 1 (30 XP)

Monkey

There are easily dozens of species of monkeys. Most tend to be 20-40 lbs. and are 1½-3 feet long. Nearly all monkeys have non-prehensile tails. Because their feet are hand-like, monkeys can grasp things easily with them. Monkeys tend to be very gregarious, traveling in groups of 10-30. Very mischievous, monkeys get into anything and everything they can and are easily bored. Monkeys live 10 to 24 years, depending on the species. Some monkeys live in the Forest of Gugu, but most live in the Great Quadling Jungle and the Sweltering Jungle in Winkieland.

XP Cost: 28 (54)

Aspects

AGI 3-5d	APP 1-5d	CON 2-4d
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CUL 0d INT 0-1d KNO 0d
 PCN 2-5d PRS 1-5d STR 0d
 TOU 0d

Talents & Skills

Athletics +1 (Climbing +4), Awareness +2 (Observation +1), Survival +2

Traits

Agile Arms 1 (3 XP), Brachiator 1 (5 XP), Cowardly 1 (-2 XP), Danger Sense 1 (2 XP), Leap 2 (21 XP), Natural Weapon (Teeth) 2 (6 XP), Quick Reflexes 1 (4 XP), Semi-Upright 1 (-7 XP), Short Attention Span 2 (-6 XP), Short Lifespan 2 (-6 XP), Speedy (Walking) 1 (4 XP)

Mule

Mules are the sterile offspring of a donkey and a horse. They weigh between 800 and 1,000 lbs. and are 4 to 5½ feet tall at the shoulder. Mules tend not to be as skittish as horses. They will typically not allow themselves to be worked to death, giving rise to their legendary stubbornness. If necessary, a mule can deliver a strong kick with its hind legs. Mules can be found in all five of the major Realms.

XP Cost: 80 (106)

Aspects

AGI 1-3d APP 1-5d CON 2-5d
 CUL 0d INT 0d KNO 0d
 PCN 2-5d PRS 1-5d STR 3-5d
 TOU 2-4d

Talents & Skills

Athletics (Hiking +2), Awareness +1, Hand-to-Hand Combat (Kicking +1), Survival +1

Traits

Danger Sense 2 (6 XP), Hardy 4 (50 XP), Keen Sense (Taste/Smell) 2 (3 XP), Natural Armor (Low-Velocity) 1 (2 XP), 2x Natural Weapon (Hooves) 4 (20 XP), Quadruped 1 (-15 XP), Short Lifespan 2 (-6 XP), Slow (Walking) 1 (-4 XP)

Owl

Owls are nocturnal birds with large heads, with necks so flexible they can twist around almost in a full circle, while their bodies remain perfectly still. Some owls are as big as 2½ feet tall. As predators, owls have large talons on their feet for catching small mammals and other birds. Owls have short, down-curved beaks, so as not to get in the way of its vision. Their big round eyes look straight out from a large flat face. The eyes cannot move, so the owl must turn its head to look in different directions.



XP Cost: 210 (264)

Aspects

AGI 3-4d APP 1-5d CON 2-3d
 CUL 0d INT 0d KNO 0d
 PCN 3-6d PRS 1-5d STR 0d
 TOU 0-1d

Talents & Skills

Awareness +2 (Observation +4), Coordination (Stealth +3), Hand-to-Hand Combat (Rake +1), Survival +1

Traits

Danger Sense 3 (12 XP), Direction sense 1 (2 XP), Flight 1 (30 XP), Keen Sense (Eyesight) 5 (30 XP), Keen Sense (Hearing) 5 (30 XP), 2x Natural Weapon (Talons) 2 (6 XP), Natural Weapon (Beak) 2 (6 XP), Night Vision 12 (78 XP), Quick Reflexes 1 (4 XP), Short Lifespan 3 (-12 XP), Speedy (Flying) 2 (12 XP)

Panda, Giant

Giant pandas are related genetically to both bears and raccoons. They have thick black and white fur, weigh 175-275 lbs. and are about 5 feet long and 3 feet tall. They eat a variety of foods, but bamboo constitutes over 95% over their diet. A panda's paws have five toes, each with a claw. Their forepaws have a thumb-like structure allowing them to grasp bamboo easily. They do not hibernate in winter. Giant pandas are only found in the Dragon's Teeth Mountains of Munchkinland.

XP Cost: 14 (70)

Aspects

AGI 2-4d APP 1-5d CON 2-4d
 CUL 0d INT 0d KNO 0d
 PCN 2-5d PRS 1-5d STR 3-5d
 TOU 3-5d

Talents & Skills

Athletics (Climbing +2), Awareness +1, Coordination (Stealth +1), Survival +1

Traits

Danger Sense 1 (2 XP), Keen Sense (Taste/Smell) 2 (3 XP), 2x Natural Weapon (Claws) 3 (12 XP), Natural Weapon (Teeth) 3 (12 XP), Quadruped 1 (-15 XP), Short Lifespan 2 (-6 XP), Special Diet (Bamboo) 1 (-10)

Pig

Pigs weigh 100-60 lbs. and are 3-6 feet long and usually lack the hair of their wild cousins. They cool themselves by wallowing in water or mud. Pigs are omnivorous foraging animals, primarily eating vegetation. They will knock someone over by charging past, but otherwise won't attack.

XP Cost: -15 (5)

Aspects

AGI 1-2d APP 1-5d CON 2-5d
 CUL 0d INT 0-1d KNO 0d
 PCN 1-3d PRS 1-5d STR 1-3d
 TOU 2-4d

Talents & Skills

Awareness +1, Survival +1

Traits

Cowardly 2 (-6 XP), Danger Sense 1 (2 XP), Keen Sense (Taste/Smell) 4 (10 XP), Poor Reflexes 1 (-4 XP), Quadruped 1 (-15 XP), Short Lifespan 2 (-6 XP)

Porcupine

Porcupines are large clumsy rodents, weighing 10-40 lbs. and are about 2½ feet in length. They are recognized from the multitude of quills covering their body. The quills are barbed and can seriously injure or kill



an attacking animal. Porcupines feed on wood and the inner bark of trees, supplemented by other vegetation in summer. Porcupines can live up to 20 years and can be found in all the major Realms of Oz, though predominantly in Gillikinland and Quadlingland.

XP Cost: -3 (5)

Aspects

AGI 1-3d	APP 1-5d	CON 1-3d
CUL 0d	INT 0d	KNO 0d
PCN 1-4d	PRS 1-5d	STR 0d
TOU 0d		

Talents & Skills

Awareness +1, Coordination (Stealth +1), Hand-to-Hand Combat (Attack with Quills +1), Survival +1

Traits

Danger Sense 2 (6 XP), Natural Weapon (Quills) 3 (12 XP), Quadruped 1 (-15 XP), Short Lifespan 3 (-12)

Rabbit

Rabbits are small, furry animals, with large front teeth, short tails, and large hind legs and feet adapted for hopping or jumping. They weigh 3 to 16 lbs. and are 8 to 20 inches long. Rabbits thrive in brush, abandoned farmlands, and small townships. They survive by running from danger, but can deliver powerful kicks with their hind legs if necessary. Rabbits have a lifespan of about 12 years. Rabbits are diurnal herbivores found all over the Land of Oz, with the exception of the desert areas.

XP Cost: 68 (64)

Aspects

AGI 2-3d	APP 1-5d	CON 2-3d
CUL 0d	INT 0d	KNO 0d
PCN 2-4d	PRS 1-5d	STR 0d
TOU 0d		

Talents & Skills

Athletics (Jumping +2), Awareness +2 (Observation +2), Coordination (Stealth +1), Survival +1

Traits

Burrowing 1 (25 XP), Cowardly 4 (-20 XP), Danger Sense 4 (20 XP), Keen Sense (Eyesight) 3 (12 XP), Keen Sense (Hearing) 5 (15 XP), Leap 2 (21 XP), Quadruped 1 (-15 XP), Quick Reflexes 3 (24 XP), Short Lifespan 2 (-6 XP), Slow (Burrowing) 3 (-24 XP), Speedy (Walking) 2 (12 XP)

Rat

Rats are omnivorous long thin-tailed rodents, measuring approximately 12 inches long. The average life span of a rat is 2-3 years. They are nocturnal, so will be most active at night. Rats are social and live best in groups. They are notorious for carrying communicable diseases. They can occasionally be encountered in swarms of a dozen to hundreds. Rats are found wherever there are people.

XP Cost: 18 (10)

Aspects

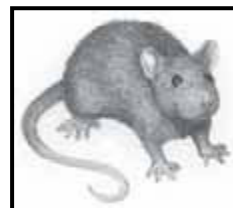
AGI 1-3d	APP 1-5d	CON 1-3d
CUL 0d	INT 0d	KNO 0d
PCN 2-4d	PRS 1-5d	STR 0d
TOU 0d		

Talents & Skills

Athletics +2 (Climbing +3, Swimming +2), Awareness +1 (Hiding +3), Coordination (Stealth +3), Survival +3

Traits

Danger Sense 1 (2 XP), Keen Sense (Taste/Smell) 2 (3 XP), Night Vision 8 (36 XP), Quadruped 1 (-15 XP), Quick Reflexes 1 (4 XP), Short Lifespan 4 (-20 XP)



Rhinoceros

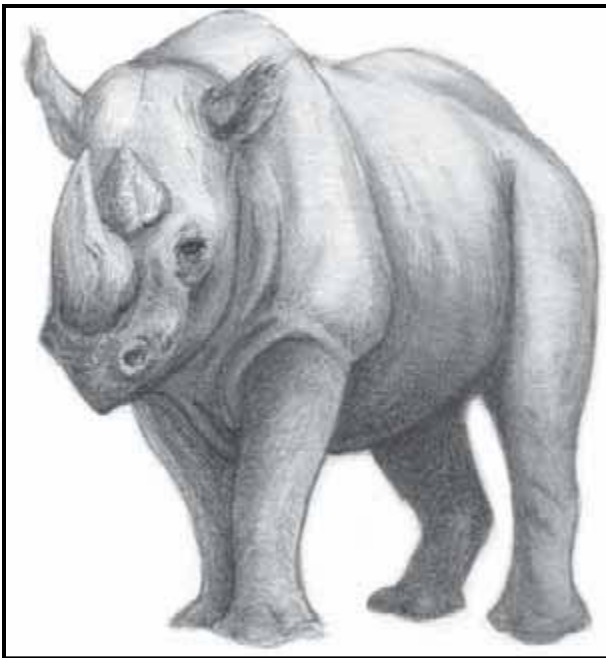
Rhinoceroses are large herbivores weighing 2 to 4 tons and are 5 to 6 feet tall. They have a thick hide that serves them well as armor. The rhinos horns are the species most recognizable characteristic. Rhinos are very unpredictable and nearly as likely to charge as to run away when disturbed. They can reach speeds of up to 30 miles per hour for short bursts. Rhinos are found in the savannahs, and occasionally the woodlands, of Quadlingland and the southern tip of Munchkinland and can live up to 35 or 40 years.

XP Cost: -12 (554)

Aspects

AGI 1-3d	APP 1-5d	CON 4-6d
CUL 0d	INT 0d	KNO 0d
PCN 1-3d	PRS 1-5d	STR 7-9d
TOU 7-9d		





Talents & Skills

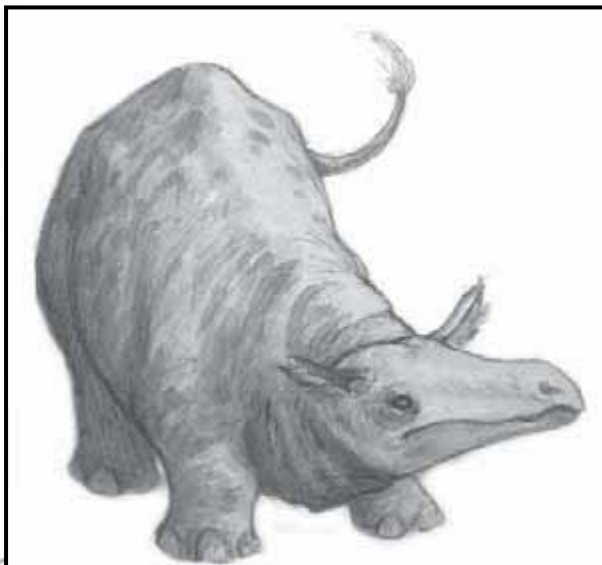
Awareness +1, Hand-to-Hand Combat (Charge +4), Survival +1

Traits

Bad Temper 5 (-30 XP), Brash 3 (-6 XP), Confident 4 (20 XP), Courageous 4 (20 XP), Danger Sense 1 (2 XP), Easily Winded 3 (-30 XP), High Pain Tolerance 2 (12 XP), Impaired Sense (Eyesight) 2 (-6 XP), Keen Sense (Hearing) 5 (15 XP), Natural Armor (Low-Velocity) 4 (20 XP), Natural Weapon (Horn) 8 (72 XP), Poor Reflexes 2 (-12 XP), Quadruped 1 (-15 XP), Short Attention Span 8 (-72 XP), Short Lifespan 2 (-6 XP)

Setay

The setay is a large herd animal 12-18 feet long and weighs 4-10 tons. They live on about 500 lbs. of grasses and other vegetable matter a day. Most of their day is spent eating to satisfy their incredible appetite. Setay have tremendous amounts of blubber, from which setay oil is extracted. This oil is used mainly in the lamps



found in nearly every home and business in Oz. These semi-domesticated animals can be found throughout Gillikinland and Munchkinland. Farmers' herds can occasionally be found in the other three major Realms.

XP Cost: -47 (211)

Aspects

AGI 0-1d	APP 1-5d	CON 4-6d
CUL 0d	INT 0d	KNO 0d
PCN 1-2d	PRS 1-5d	STR 5-8d
TOU 4-6d		

Talents & Skills

Awareness +1, Survival +1

Traits

Breath-Holding 1 (2 XP), Danger Sense 2 (6 XP), Direction Sense 1 (2 XP), Keen Sense (Hearing) 3 (6 XP), Natural Armor (Low-Velocity) 5 (30 XP), Poor Reflexes 5 (-60 XP), Quadruped 1 (-15 XP), Short Attention Span 2 (-6 XP), Short Lifespan 1 (-2 XP), Slow (Walking) 2 (-12 XP)

Tiger

Tigers are large felines 8-11 feet long, weighing 240-650 lbs. Tigers hunt silently through the jungles of southern Munchkinland, their distinctive orange and black fur coat allowing them to blend in easily with the vegetation. They attack their prey by biting them on the back of the neck, and attempt to snap its neck. Tigers are natural swimmers. They have powerful legs which they use for jumping great distances.



XP Cost: 156 (430)

Aspects

AGI 3-5d	APP 1-5d	CON 3-5d
CUL 0d	INT 0d	KNO 0d
PCN 3-6d	PRS 1-5d	STR 4-7d
TOU 5-6d		

Talents & Skills

Athletics +1 (Swimming +2), Awareness +2 (Hiding +4, Observation +3), Coordination +1 (Stealth +3), Hand-to-Hand Combat +3, Survival +1

Traits

Bad Temper 1 (-2 XP), Catfall 1 (5 XP), Confident 3 (12 XP), Danger Sense 2 (6 XP), Keen Sense (Eyesight) 3 (12 XP), Leap 2 (21 XP), More Sleep 2 (-6 XP), 2x Natural Weapon (Claws) 5 (30 XP), Natural Weapon

(Teeth) 4 (20 XP), Night Vision 9 (45 XP), Quadruped 1 (-15 XP), Quick Reflexes 1 (4 XP), Short Lifespan 3 (-12 XP)

Special Rules

Only when played as a character, you must add the Capability Devour the Heart 1 (30 XP)

Weasel

Weasels are long, sleek mammals with short legs. They are between 14 and 32 inches long and weigh 1 to 4 lbs. Weasels are carnivorous, but restrict their diet to animals of similar size to themselves, or smaller. They are very quick and have excellent vision. Weasels are curious creatures and will often search out newfound places simply because they're there.

XP Cost: 105 (157)

Aspects

AGI 3-5d	APP 1-5d	CON 1-3d
CUL 0d	INT 0-1d	KNO 0d
PCN 3-5d	PRS 1-5d	STR 0d
TOU 0-1d		

Talents & Skills

Athletics +1 (Climbing +2), Awareness +2 (Observation +2), Coordination +1 (Stealth +4), Hand-to-Hand Combat (Biting +1), Survival +2

Traits

Brash 1 (-1 XP), Confident 3 (12 XP), Courageous 3 (12 XP), Danger Sense 1 (2 XP), Keen Sense (Taste/Smell) 3 (6 XP), Natural Weapon (Teeth) 2 (6 XP), Night Vision 10 (55 XP), Quadruped 1 (-15 XP), Quick Reflexes 4 (40 XP), Short Lifespan 4 (-20 XP)

Wolf

Wolves are courageous and intelligent canines 24 to 39 inches tall, at the shoulder, and weighing 70 to 170 lbs. They live in organized packs of 4 to 30 wolves, 6 to 12 being the average, which hunt together. Wolves are fiercely territorial. They are carnivorous predators that prefer to hunt game larger than themselves, such as deer and gumps. Howling signals for a pack to set off on the hunt. Wolves typically live 12-20 years. Wolves can be found throughout Gillikinland, as well as northern Winkieland and Munchkinland.

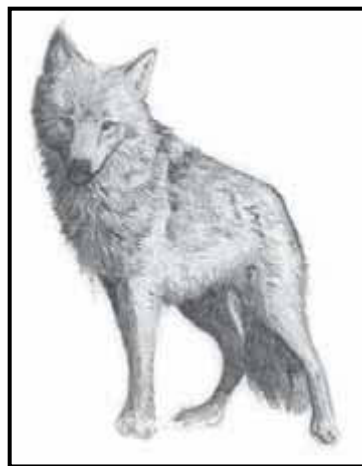
XP Cost: 105 (189)

Aspects

AGI 3-5d	APP 1-5d	CON 3-5d
CUL 0d	INT 0d	KNO 0d
PCN 3-5d	PRS 1-5d	STR 3-4d
TOU 2-5d		

Talents & Skills

Athletics +1, Awareness +2 (Observation +2, Tracking +3), Coordination +1 (Stealth +1), Hand-to-Hand Combat (Biting +1), Survival +2



Traits

Confident 3 (12 XP), Courageous 4 (20 XP), Danger Sense 3 (12 XP), Keen Sense (Taste/Smell) 5 (15 XP), Natural Weapon (Teeth) 4 (12 XP), Night Vision 6 (21 XP), Quadruped 1 (-15 XP), Quick Reflexes 1 (4 XP), Short Lifespan 3 (-12 XP)

Special Rules

Only when played as a character, you must add the Capability Devour the Heart 1 (30 XP)

Zebra

Zebras are equines with black and white stripes to aid in concealment among the grasslands, woodlands, and upland plains of Quadlingland where they can be found. They are 45 to 60 inches tall, at the shoulder, and weigh 485 to 990 lbs. Zebras live in large herds. They have a lifespan of up to 40 years.

XP Cost: 41 (67)

Aspects

AGI 1-3d	APP 1-5d	CON 2-5d
CUL 0d	INT 0d	KNO 0d
PCN 2-5d	PRS 1-5d	STR 3-5d
TOU 2-4d		

Talents & Skills

Athletics (Running +1), Awareness +1, Hand-to-Hand Combat (Kicking +1), Survival +1

Traits

Cowardly 2 (-6 XP), Danger Sense 2 (6 XP), Hardy 2 (15 XP), Keen Sense (Taste/Smell) 2 (3 XP), 2x Natural Weapon (Hooves) 4 (20 XP), Quadruped 1 (-15 XP), Short Lifespan 2 (-6 XP)

Magical Creatures

This section lists some of the creatures created by magic. Some of these creatures, such as the kalidah, were created in such large numbers they now propagate on their own. Magical creatures cannot be played as a PC or selected as a familiar, unless otherwise noted in their description. The XP cost is listed for Directors use in picking appropriate opponents for PCs. The XP cost includes everything listed, including the minimum for Aspects.

Griffon

Griffons are fierce predators with the forelegs, head, and neck of an eagle and the hindquarters of a lion. They are 10-14 feet long, 6 feet tall at the shoulder, and weigh



1-1½ tons. They will eat nearly any animal they can capture, but their favorite food is the horse. Griffons were among the first creatures created by Muab over 1,000 years ago. They can be found living in the mountains of Winkieland, as well as the Perilous Mountains and Dooxonoogalneed Mountains of Quadlingland and rarely mountain ranges in Gillikinland and Munchkinland.

XP Cost: 468

Aspects

AGI 3-5d	APP 1-5d	CON 3-5d
CUL 0d	INT 0-1d	KNO 0d
PCN 4-6d	PRS 1-5d	STR 4-6d
TOU 4-6d		

Talents & Skills

Athletics +1, Awareness +2 (Hiding +2, Observation +3, Tracking +2), Coordination +1 (Stealth +3), Hand-to-Hand Combat +3, Survival +2

Traits

Bad Temper 4 (-20 XP), Confident 3 (12 XP), Courageous 3 (12 XP), Danger Sense 3 (12 XP), Keen Sense (Eyesight) 5 (30 XP), Leap 2 (21 XP), 2x Natural Weapon (Talons) 6 (42 XP), Natural Weapon (Beak) 4 (20 XP), Night Vision 8 (36 XP), Quadruped 1 (-15 XP), Quick Reflexes 2 (12 XP), Short Lifespan 2 (-6 XP)

Hip-po-gy-raf

The hip-po-gy-raf looks like a hippopotamus with a very wrinkly neck. However, the hip-po-gy-raf can extend its head, like a telescope, to reach the upper leaves of trees. They eat all kinds of vegetation, their favorite being straw. Most of their day is spent eating. The hip-po-gy-raf is a peaceful animal, spending most of its day with its body walking along the bottom of a lake or river, while its head rests on the surface. It is suspected the hip-po-gy-raf is the creation of a witch, but no one has ever stepped forward to make the claim. These rare solitary creatures can be found in Quadlingland and a few isolated areas in southern Munchkinland.

XP Cost: 293

Aspects

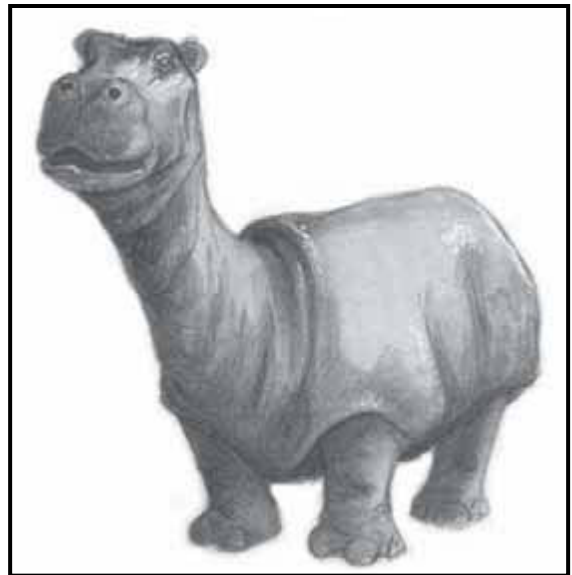
AGI 1-3d	APP 1-5d
CON 3-5d	CUL 0d
INT 0d	KNO 0d
PCN 1-3d	PRS 1-5d
STR 6-8d	TOU 4-7d

Talents & Skills

Athletics (Swimming +5), Awareness +1, Hand-to-Hand Combat (Biting +1), Survival +1

Traits

Breath-Holding 1 (2 XP), Danger Sense 1 (2 XP), Easily Winded 3 (-30 XP), High Pain Tolerance 1 (4 XP), Natural Armor (Low-Velocity) 3 (12 XP), Natural Weapon (Teeth) 7 (56 XP), Poor Reflexes 2 (-12 XP), Quadruped 1 (-15 XP), Short Lifespan 2 (-6 XP)



Special Rules

The hip-po-gy-raf's head can extend on its telescoping neck, giving the creature a Reach of 3 when biting.

A few exceedingly rare hip-po-gy-raf's have been born sentient as Hip-po-gy-raf's. Their cost as an Animal character is 17 XP. They cannot be chosen as a familiar, as with all other magical creatures.

Kalidah

One of the children of Muab, the kalidah resembles a large brown bear with the head of a tiger. Their large retractable claws are capable of ripping a lion in two. Despite its awkward gait, a kalidah is not slow. Kalidahs are not intelligent, but they are trainable. The b'ah-pakal keep kalidahs at Zell'kabol when extra intimidation is needed and for the disposal of bodies. Many kalidahs were released into the wild where they now breed freely. Kalidahs live primarily in the Sweltering Jungle in Winkieland, but have spread to the Forest of Gugu in Gillikinland and the Great Quadling Jungle. Though they prefer forests and jungles, kalidahs can survive in even the harshest climates, as long as sufficient food (or weaker kalidahs) is present.

XP Cost: 404

Aspects

AGI 2-4d	APP 1-5d	CON 4-6d
CUL 0d	INT 1d	KNO 0d
PCN 3-6d	PRS 1-5d	STR 4-7d
TOU 4-6d		

Talents & Skills

Awareness +1 (Observation +3, Tracking +2), Coordination +1, Hand-to-Hand Combat +4, Survival +2

Traits

Bad Temper 5 (-30 XP), Confident 4 (24 XP), Courageous 3 (12 XP), Danger Sense 1 (2 XP), High Pain Tolerance 3 (24 XP), Increased Consumption 1 (-3 XP), Keen Sense (Eyesight) 3 (12 XP), Keen Sense (Taste/Smell) 3 (6 XP), Natural Armor (Low-Velocity) 4



(20 XP), 2x Natural Weapon (Claws) 6 (42 XP), Natural Weapon (Teeth) 4 (20 XP), Night Vision 3 (6 XP), Semi-Upright 1 (-7 XP), Short Lifespan 2 (-6 XP)

Unicorn

An incredibly rare creature, the unicorn looks like a splendid white horse, differing only in the spiraled horn on its forehead. Unicorns have been recorded in Oz since at least the arrival of Lurline. Their true origins are unknown. Unicorns are very intelligent and understand any spoken language. They are strong, wild, and fierce; impossible to tame. Many Animals believe unicorns to be the messengers of the Knooks.

XP Cost: 393

Aspects

AGI 1-3d	APP 1-5d	CON 4-6d
CUL 1-5d	INT 1-5d	KNO 0-5d
PCN 2-5d	PRS 1-5d	STR 4-6d
TOU 4-6d		

Talents & Skills

Athletics +1 (Running +1), Awareness +3 (Hiding +2), Coordination (Stealth +2), Hand-to-Hand Combat (Kicking +1), Survival +1

Traits

Confident 2 (6 XP), Courageous 2 (6 XP), Danger Sense 2 (6 XP), Hardy 4 (50 XP), Keen Sense (Taste/Smell) 3 (6 XP), Long Lifespan 2 (6 XP), Natural

Armor (Low-Velocity) 1 (2 XP), 2x Natural Weapon (Hooves) 5 (30 XP), Natural Weapon (Horn) 7 (56 XP), Quadruped 1 (-15 XP)

Winged Monkey (Baboon)

Of all the lo-chi created by Muab, the most well known and feared are the winged monkeys. Muab has spent more time perfecting the winged monkeys than any other lo-chi. There are now four known species of winged monkey, each designed for specific tasks.

The baboon winged monkey stands nearly four feet tall and weighs around 85 lbs. with a wingspan of nearly 12 feet. Their immensely powerful jaws can easily break a man's arm and tear away strips of flesh. However, these flying monkeys are largely vegetarian, though fiercely protective of their young and immensely territorial. Their intelligence is roughly equivalent to a 10-year-old Human. Their colorings tend toward black, with red highlights on their buttocks and muzzles. Many older males possess a white mane. The baboon winged monkey is used by Muab as enforcers and as couriers since their flight speed is quite good. They are also known for a specific form of punishment. When a Winkie is sentenced to death, four baboon winged monkeys will lift the victim into the air where

they will use their powerful jaws on the shoulders and hips of the condemned, loosening the joints. They will then, one at a time, drop from the sky holding one limb while the others hold the victim aloft. This continues until the trunk of the body is left to fall to the ground, while the four winged monkeys eat the flesh from the limbs they still hold.

Baboon winged monkeys operate in large groups with 20 to 250 members. However, rarely will the whole group be sent on one mission. Typically a pair of baboons will operate as couriers. Due to their pack mentality, it is rare to encounter a baboon by itself; there will always be at least two. In times of war they organize themselves into war bands of around 30 and operate as bombers, laden with all manner of vicious ordinance to drop upon the enemy, or as anti-aeroplane and anti-aerostat units.

XP Cost: 236

Aspects

AGI 4-5d	APP 1-5d	CON 3-5d
CUL 0d	INT 1d	KNO 0d
PCN 3-4d	PRS 1-5d	STR 3-5d
TOU 3-5d		

Talents & Skills

Athletics +2, Awareness +2 (Observation +1), Coordination +1, Hand-to-Hand Combat +3, Survival +2





Traits

Bad Temper 2 (-6 XP), Confident 3 (12 XP), Courageous 3 (12 XP), Flight 1 (30 XP), Leap 1 (7 XP), 2x Natural Weapon (Claws) 1 (2 XP), Natural Weapon (Teeth) 2 (6 XP), Night Vision 3 (6 XP), Semi-Upright 1 (-7 XP), Short Attention Span 3 (-12 XP), Short Lifespan 2 (-6 XP)

Winged Monkey (Marmoset)

The marmoset winged monkey is about 8 inches long, with small razor sharp claws. Their 8 inch long bodies are supported by batlike wings two and a half times the size of their bodies. They possess an intelligence roughly equivalent to a 7-year-old Human child. Marmoset winged monkeys have short brown and grey fur. Muab's modification to their biology did more than make them intelligent and give them wings, she also made them carnivores with a taste for blood in much the same way as a vampire bat. Marmosets are typically used as disposable spies and reconnaissance units. When brought into a battle they are organized in swarms to be effective. A typical swarm has 50-100 marmosets. Marmosets work best on night raids. Their fangs deliver a mild anesthesia, which allows the victim to sleep through being bitten. A swarm of marmosets are virtually silent crawling along the ground and can drain the blood from an entire squad in an hour.

XP Cost: 94

Aspects

AGI 3-5d	APP 1-5d	CON 2-4d
CUL 0d	INT 1d	KNO 0d
PCN 2-5d	PRS 1-5d	STR 0d
TOU 0d		

Talents & Skills

Athletics +1 (Climbing +4), Awareness +2 (Observation +1), Coordination +1, Hand-to-Hand Combat +2, Survival +1

Traits

Agile Arms 1 (3 XP), Brachiator 1 (5 XP), Danger Sense 1 (2 XP), Flight 1 (30 XP), Leap 2 (21 XP), Natural Weapon (Teeth) 2 (6 XP), Quick Reflexes 2 (12 XP), Semi-Upright 1 (-7 XP), Short Attention Span 2 (-6 XP), Short Lifespan 2 (-6 XP), Speedy (Walking) 1 (4 XP)

Anian Feen

There is a great diversity of Anian Feen in Oz. Some are as self-aware and intelligent as any sentient biological species. Others are little more than animals, literally forces of nature. Anian Feen listed in this section tend

to have lower Mental Aspects than their Human-sized brethren and are often of an inconvenient size. Directors should not allow Actors to choose any of these Anian Feen, or those listed in future products, as a Race for their character. The XP cost is listed for Directors use in picking appropriate opponents for PCs. The XP cost includes everything listed, including the minimum for Aspects.

Dryad

At first glance dryads resemble large trees, usually oak or elm. It is only when they move, revealing their limbs and ability to walk, that you realize your mistake. Dryads are the protectors of the forests and jungles of Oz. As with nearly all Anian Feen, dryads have a particular hatred for the citizens of the Emerald City for the desecration of their burial sites. Dryads have a cunning, though low, intellect. They often position themselves in a circle or half-circle around fresh water, waiting for victims to come near. The water provides a means of extinguishing flames in case their victims use fire against them.

Besides using their own stout limbs in combat, dryads are strong enough to easily lift a boulder weighing several tons in order to hurl it at an opponent. If dryads are expecting trouble, they will dig a trench around their half circle, and use the dirt to make an earthen wall to protect them while they hurl boulders at their attackers.

XP Cost: 1,419

Aspects

AGI 2-4d	APP 1-5d	CON 5-7d
CUL 1-3d	INT 2-3d	KNO 0d
PCN 2-4d	PRS 1-5d	STR 8-10d
TOU 7-9d		

Talents & Skills

Athletics +1, Awareness +2, Discipline +2, Hand-to-Hand Combat +4, Ranged Combat (Thrown Weapons +1), Survival +1

Traits

Confident 3 (6 XP), Breath-Holding 10 (110 XP), High Pain Tolerance 3 (24 XP), Homogenous 1 (50 XP), Intolerance (Ozmites) 10 (-110 XP), Long Lifespan 3 (12

XP), Natural Armor (Low-Velocity & High-Velocity) 10 (220 XP), 2x Natural Weapon (Branches) 10 (110 XP), Regrowth 1 (30 XP), Resilience 3 (12 XP), Resistance (Cold) 3 (30 XP), Resistance (Disease) 3 (30 XP), Resistance (Electricity) 3 (30 XP), Resistance (Heat) 3 (30 XP), Resistance (Poison) 2 (15 XP), Resistance (Radiation) 3 (30 XP), Slow Healing 1 (-15 XP), Speak with Plants 1 (10 XP), Special Diet (Water, oxygen, & sunlight) 1 (-10 XP), Ultravision 1 (10 XP), Weakness (Fire) 2 (-15 XP)

Karega-caor

These towering Geans are thankfully rare. Humanoid in shape and standing 60-80 feet tall, these living hills can weigh many thousands of tons. A karega-caor looks like a giant rock pile come to life. Their level of intelligence is quite low, despite all their power. They act more on instinct than rational thought. Usually, they are stirred from their sleep only by intruders who happen upon them, or by an Edel Feen calling for their help. Karega-caor do not like to be awakened and take out their frustration on whomever they can. Their huge boulder



Chapter X

fists can hammer a steamtank like a tin can. After sudden violence the karega-caor will quickly return to slumber.

XP Cost: 2,922

Aspects

AGI 2-3d	APP 1-5d
CON 10-12d	CUL 0-1d
INT 1-2d	KNO 0d
PCN 1-3d	PRS 1-5d
STR 12-15d	TOU 10-12d

Talents & Skills

Awareness +1, Discipline +4, Hand-to-Hand Combat +4, Survival +1

Traits

Callous 5 (-15 XP), Confident 5 (30 XP), Courageous 5 (30 XP), Dependency (Must remain in contact with earth or unworked stone at all times) 10 (-275 XP), Doesn't Breathe 1 (35 XP), Homogenous 1 (50 XP), Immunity (Cold) 1 (80 XP), Immunity (Fire) 1 (80 XP), Long Lifespan 4 (20 XP), Natural Armor (Low-Velocity & High Velocity) 20 (810 XP), Poor Reflexes 3 (-24 XP), Reduced Consumption 3 (18 XP), Resistance (Acid) 6 (105 XP), Resistance (Electricity) 6 (105 XP), Resistance (Heat) 6 (105 XP), Slow (Walking) 2 (-12 XP), Special Diet (Stone) 1 (-10 XP)



Glossary

Action – Anything a character can do; open a door, fly a plane, shoot a gun, play a game, etc.

Actor – A player of the game who controls a single character.

Artifact – Item enchanted by a *magician*, useable only by *magicians*.

Aspect – One of the ten basic abilities all characters possess, measured in dice “d,” including Agility (AGI), Appearance (APP), Constitution (CON), Culture (CUL), Intellect (INT), Knowledge (KNO), Perception (PCN), Personality (PRS), Strength (STR), and Toughness (TOU).

Aspect Pair – Two *Linked Aspects* combined to form a *dice pool* and rolled to determine the result of an *Action*.

Aspect Tree – The *Aspects* on the character sheet linked to one another in a specific pattern.

Attributes – Any, or all, of your character’s *Aspects*, *Confidence*, *Consciousness*, *Death*, *Fortitude*, *Initiative*, *Move*, *Skills*, *Social Qualities*, *Talents*, *Traits*, *Weariness*, and *Willpower*.

Basic Object – Simple inanimate thing like a chair, table, or door.

Bleeding – *Condition* of physical trauma, that may or may not be actual bleeding, which causes ongoing damage in *Phase 1*) Upkeep of each *Round* recorded as “Bleeding __,” with the blank a number, on the *Tracker*.

Capability – Beneficial *Trait*.

Catastrophic Damage – Damage inflicted from a single source equal to your character’s CON + TOU x 5, or more, that, if he is conscious, necessitates a *Death Check* instead of a *Consciousness Check*.

Close Range – Number of yards a *ranged weapon* can be used to make a ranged attack without suffering a *SP*. Listed as a number before the “+” for a weapon’s range.

Combatant – Anyone or anything in an area determined by the *Director* where a combat is occurring who has the potential to perform one or more *Maneuvers* at any time.

Complex Object – Inanimate thing with moving parts, intricate easily broken pieces, including all machines.

Condition – One of several temporary effects your character can possess, including *Bleeding*, *Exhausted*, *Rattled*, and *Unconscious*.

Confidence – *Dice pool* recorded on your character sheet equal to his PRS that is rolled when you make a *Confidence Check*. Inanimate objects do not have Confidence.

Confidence Check – *Status Check* rolled to determine

if your character becomes *Rattled* when he would suffer one or more *Psychotrauma*, with a DiN equal to the margin you failed the *Opposed Roll* by that would cause your character to gain the *Psychotrauma*, plus the amount of *Psychotrauma* he currently has. Inanimate objects do not need to make Confidence Checks.

Consciousness – *Dice pool* recorded on your character sheet equal to his CON that is rolled when you make a *Consciousness Check*. Inanimate objects do not have Consciousness.

Consciousness Check – *Status Check* rolled to determine if your character remains conscious after taking one or more *Wounds*, with a DiN equal to the number of *Fatigue* and *Wounds* he has. Inanimate objects do not need to make Consciousness Checks.

Construct – Item created by a *technologist*, useable only by *technologists*.

Contiguous Area of Effect – Area of effect delineated by you, usually constructed from one yard cubes, where everything is affected equally.

Cooperative Roll – *Action* roll where other characters can contribute dice to the roller to increase the chances of success. Only certain types of rolls can be made cooperatively.

Critical Failure – When all the dice you roll in a Dice Pool come up 1s.

Cumulative Roll – Simple or Graded Simple roll where you roll multiple times, adding the results from the rolls until you succeed or quit rolling. Each roll takes an amount of time given by the Director.

DB – See *Dice Modifier*.

Death – *Dice pool* recorded on your character sheet equal to his CON + TOU that is rolled when you make a *Death Check*. Death is called Destruction for inanimate objects.

Death Check – *Status Check* rolled to determine if your character dies after taking one or more *Wounds* when unconscious, or from *Catastrophic Damage*, with a DiN equal to the number of *Wounds* he currently has. *Critical Failures* are considered normal failures. You cannot *Critically Fail* your own death. A Death Check is called a Destruction Check for inanimate objects.

Derivative Attribute – Secondary *Attribute* that is calculated using *Primary Attributes*; includes *Confidence*, *Consciousness*, *Death*, *Fortitude*, *Initiative*, *Move*, *Weariness*, and *Willpower*. Whenever *Primary Attributes* are altered, Derivative Attributes must be recalculated appropriately.

Destiny Point – A point temporarily used by your character to alter his fate slightly during the



game. It can be permanently lost to save your character's life. It can also be permanently traded in at character creation (during Step 5) for extra starting XP.

Destruction – See *Death*.

Destruction Check – See *Death Check*.

Device – Item created by a *technologist*, useable by anyone.

Dice Modifier (DM) – Modifier that increases or decreases the number of dice in a *dice pool*. Always noted as “_d.” Often listed as either a Dice Bonus (DB) or Dice Penalty (DP).

Dice Pool – The total number of dice you roll to determine the result of an *Action*; usually the dice from a pair of *linked Aspects* plus or minus any applicable *Dice Modifiers*.

Difficulty Number (DiN) – The number given by the *Director* that must be equaled or exceeded to succeed at a *Simple*, *Cumulative*, or *Graded* roll.

DiN – See *Difficulty Number*.

Director – The player who creates the setting for all the other players to use their characters within, controls all the *NPCs* of the game, and acts as the referee. It is the Director's responsibility to tell the best story he possibly can.

DP (Dice Penalty) – See *Dice Modifier*.

Encumbrance – Total weight of all items your character is carrying that may impose a *SP* on his *Move*, *Initiative*, and *Physical Actions* depending on his *STR*.

Episode – An adventure within a *Series*, similar to a television series' episode. Usually an Episode will be a single gaming session, though they can span more than one session.

Exhausted – *Condition* of your character when he fails a *Weariness Check* that imposes a -2d *DP* on all *dice pools*, except *Status Checks*, *TOU* rolls to resist damage, and non-*STR* based weapon damage.

Expanding Area of Effect – Spherical area of effect, where everything is affected less the farther they are from the epicenter, measured in yards.

Experience Points (XP) – A number gained both at character creation (in Step Five) and at the end of each gaming *Session* that is used to increase your character's *Attributes*, usually during a *Montage*.

Explode – When you roll a 10 on your *Luck Die*, add the 10 to your result and reroll the *Luck Die*. Add the result of the reroll to your total. If you roll a 10 again, add it to your result and roll your *Luck Die* again. Continue to roll your *Luck Die* until you no longer get a 10. If you roll a 1 on your *Luck Die* after it Explodes, you do not *Fumble*. Simply add the 1 to your result.

Extraordinary Aspect – Aspect that is not part of

the *Aspect Tree*, is not linked to any other Aspect, and is unique to Oz. A character can only have one Extraordinary Aspect ever. Extraordinary Aspects can be paired with any other *Aspect*, but are governed by special rules. There are two Extraordinary Aspects: Magic (MAG) and Technology (TEC).

Fatigue – A measure of your character's level of fatigue, recorded on the *Tracker* with a single slash that is a *SP* to all *Action dice pools*. The *SP* from *Fatigue*, *Psychotrauma*, and *Wounds* are cumulative. For every 5 *Fatigue* and *Wounds* marked on the *Tracker*, reduce your character's *Move* by 1. Inanimate objects do not gain *Fatigue*.

Fixed Area of Effect – Area of effect, usually a geometric shape, like a sphere, cylinder, or cube, where everything is affected equally.

Fortitude – *Dice pool* recorded on your character sheet equal to his *CON* + *PRS* that is rolled when you make a *Fortitude Check*. Inanimate objects do not have *Fortitude*.

Fortitude Check – *Status Check* rolled to determine if your character falls unconscious from taking a multiple of 5 *Fatigue* when *Exhausted*, with a *DiN* equal to his current *Fatigue* and *Wounds*. Inanimate objects do not need to make *Fortitude Checks*.

Fumble – When you roll a 1 on your *Luck Die*, remove it and the die with the highest result (if you rolled more than one die) from your *dice pool* after making a roll. If you rolled only one die, your *Luck Die*, then you *Critically Failed* instead of *Fumbled*.

Grade – Every 5 points of *Overage* gained on a *Graded* roll. Succeeding at a *Graded* roll gives one additional *Grade*.

Graded Roll – Either a *Simple* or *Opposed* roll where you count every 5 points of *Overage* as 1 *Grade*, plus one additional *Grade* for succeeding, to determine the degree of success for an *Action*.

Hand-to-Hand Combat – Attacks made with a part of your body. All hand-to-hand attacks have a *Reach* of 1, unless the race attacking has a longer *Reach* listed; Inflicts Low-Velocity damage.

Hardness – Replaces *TOU* for *Basic Objects*.

Hindrance – *Detrimental Trait*.

Initiative – *Dice pool* rolled to determine the order in which *combatants* perform their *Maneuvers* in combat equal to *AGI* + *INT*.

Insane – Gain a number of specific *Hindrances* for failing a *Willpower Check*.

Instant Maneuver – Allows you to attempt a *Maneuver* in another combatant's turn in a *Round*, immediately after he has attempted a *Maneuver*.

Interrupt Maneuver – Allows you to attempt a

Maneuver in another combatant's turn in a *Round*, immediately before he has attempted a *Maneuver*.

Links – Connections between *Aspects* denoting what *Aspects* can be paired together to make rolls.

Luck Die – One die in every *dice pool* that is of a different color than the rest. A result of a 1 on the Luck Die is a *Fumble*, while a 10 *Explodes*.

Magician – A character possessing the *Extraordinary Aspect* Magic (MAG).

Maneuver – An *Action* performed in combat.

Maximum Range – Maximum distance a ranged weapon can be used to make a *ranged attack*.

Melee Attack – Any attack made against a target with a part of your body or weapon that is one yard, or less, away. Some weapons extend the melee attack range based on their *Reach*.

Mental Actions – *Dice pools* with CUL, INT, or KNO as the *Primary Aspect*, unless PRS is the *Secondary Aspect*, which are then *Social Actions*.

Montage – Period of time in a *Series*, usually between *Seasons* or during a long journey, when the *Actors* can spend *XP* on their characters and perform other actions, such as creating enchanted items.

Move – Your character's base movement in yards, measured on the tabletop in inches, equal to AGI + CON + PCN, which he can move in a single *Round*.

Non-Player Character (NPC) – Character or creature controlled by the *Director*.

Opposed Roll – Roll of the dice where you must get a result higher than that of your opponent in order to succeed at the *Action*.

Ousia – Generic term for the power needed to fuel spells.

Overage – Amount you exceed the *DiN* by in a *Simple roll*, or your opponent's roll in an *Opposed roll*. You can have an Overage of 0.

Passive Defense – Default defense when you do not (or cannot) perform Active Defense or Total Defense that equals a *Luck Die* + any Cover *SB*.

Pattern – Temporary technological effect created by a *technologist*.

Pending Element – Alteration to your character's *Attributes* through play that is given by the *Director* that must be taken during your next *Montage*, spending or gaining any *XP* as appropriate. If you do not have enough *XP* to pay for all of your *Attribute* changes, you must continue to pay for them at the beginning of each *Montage* until they are all paid off.

Phase – Arbitrary segment of a combat *Round* splitting up the actions of the *combatants* into manageable steps in which all combatants participate before moving on to the next Phase.

Philosophy – Belief system that is purchased with *XP* and used like a *Talent* when a *technologist* creates a *pattern*, *construct*, or *device*, from a *schematic*.

Physical Actions – *Dice pools* with AGI, APP, CON, PCN, STR, or TOU as the *Primary Aspect*, unless INT or PRS is the *Secondary Aspect*, which are then *Social Actions*.

Player Character (PC) – Character controlled by an *Actor*.

Primary Attributes – All non-*Derivative Attributes*; *Aspects*, *Skills*, *Social Qualities*, *Talents*, and *Traits*.

Psychotrauma – A measure of the amount of mental damage your character has suffered, recorded on the *Tracker* with a circle that is a *SP* to all *Mental* and *Social Action dice pools*. The *SP* from *Fatigue*, *Psychotrauma*, and *Wounds* are cumulative. Inanimate objects do not suffer from *Psychotrauma*.

Primary Aspect – First, and most important, *Aspect* chosen by the *Director* when creating a *dice pool*.

Pure Luck Die – When your dice pool has been reduced to 0d you roll only your *Luck Die* and do not add any bonus or penalty from a *Talent*, *Skill*, any other *Attributes*, or any *Situational Modifiers*. If you roll a 1, you have *Critically Failed*, not just *Fumbled*. If you roll a 10, it *Explodes* as normal.

Range Increment – Each multiple of a ranged weapon's Range Increment, beyond the first, your target imposes a -1d *DP* to your attack roll when using the weapon. Listed as a number after the "+" for a weapon's range.

Ranged Attack – Attack made against a target with a ranged weapon that is farther than one yard away.

Rattled – *Condition* of your character when he fails a *Confidence Check* that imposes a -2d *DP* on all your *Action dice pools*, and he must flee from whatever caused the *Confidence Check* until it is out of sight.

Reach – Range in yards a melee weapon can be used to make a *melee attack*.

Ready – Weapon that is in your hands and can be used in the current combat *Round*. Any weapon that you do not have in your hands is *Unready* and must be made *Ready* by using a *Miscellaneous Maneuver*. You can *Ready* up to one weapon per hand, unless the weapon requires more than one hand to use.

Relic – Item enchanted by a *magician*, useable by anyone.

Ritual – Written *spell* formula that has been purchased with *XP* and is used like a *Skill* by a *magician* when casting a *spell* or enchanting an item.

Round – 5 seconds of time. Combat is split up into *Rounds*.

SB (Situational Bonus) – See *Situational Modifier*.



Schematic – Written design that has been purchased with *XP* and is used like a *Skill* by a *technologist* when creating a *pattern*, *construct*, or *device*.

Season – A group of *Episodes* played back-to-back within a *Series* with a common theme and/or plotline; similar to a season of a television series. Several, usually three, but as few as two and as many as five, Seasons make up a *Series*.

Secondary Aspect – Second, and supporting, *Aspect* chosen by the *Director* when creating a *dice pool*.

Series – A group of *Seasons*; similar to a television series. Series lasts for many gaming sessions, usually lasting for months, even years.

Simple Roll – Roll of the dice where a *DiN* must be equaled or exceeded to succeed at the *Action*.

Situational Modifier (SM) – Modifiers applied to the results of a roll due to the specific circumstances in which an *Action* is attempted. Often listed as a Situational Bonus (SB) or Situational Penalty (SP).

Skill – Aptitudes and areas of expertise in which your character is especially apt that are linked to a *Talent*. Only one Skill can be applied to a roll.

SM – See *Situational Modifier*.

Social Actions – Dice pools with PRS as the *Primary Aspect* or *Secondary Aspect*.

Social Quality – *Attributes* assigned solely at the discretion of the *Director* that usually represent social facets a character might possess that are easily granted, changed, and/or lost in the course of a *Series*. Social Qualities cannot be bought with *XP*.

SP (Situational Penalty) – See *Situational Modifier*.

Spell – Temporary magical effect created by a *magician*.

Sphere of Magic – One of several groups of similar spell effects that is purchased with *XP* and used like a *Talent* when a *magician* casts a *spell* or enchants an item.

Stabilize – Stop a character from *Bleeding* and heal 1 *Wound*.

Status Checks – Group term for *Confidence*, *Consciousness*, *Death*, *Weariness*, *Fortitude*, and *Willpower Checks*. Never apply a *Talent* or *Skill* to a Status Check.

Status Tracker (Tracker) – Block on your character sheet with negative numbers used to keep track of the number of *Fatigue*, *Psychotrauma*, and *Wounds* your character suffers from and a blank space for any *Conditions* your character is affected by.

Structure Points – Replaces CON for *Basic Objects*.

Talent – Groups of like abilities that often share a common purpose or training for which you have a tendency, either natural or learned, to be good at that gives you a bonus to related rolls. Only one Talent can be applied to a roll.

Technologist – A character possessing the *Extraordinary Aspect Technology* (TEC).

Tracker – See *Status Tracker*.

Trait – These give advantageous (*Capabilities*) and disadvantages (*Hindrances*) that help further define your character. Most have special rules which apply.

UDM – See *Unused Declared Maneuver*.

Unconscious – *Condition* of your character where he cannot perform any *Actions* or move (obviously).

Unready – See *Ready*.

Unused Declared Maneuver (UDM) – One of the *Maneuvers* you declare during *Phase 3*) Declare Number of Maneuvers of a combat *Round* that you have not yet used in the following *Phase 4*) Action!.

Untrained Roll – Making an Action roll when you have neither the appropriate Talent, nor Skill. Making an Untrained Physical Action roll has a -1d DP, a Mental Action roll a -3d DP, and a Social Action roll a -2d DP.

Weariness – *Dice pool* recorded on your character sheet equal to his CON that is rolled when you make a *Weariness Check*. Inanimate objects do not have Weariness.

Weariness Check – *Status Check* rolled to determine if your character becomes *Exhausted* after suffering a multiple of 5 *Fatigue*, with a *DiN* equal to his current *Fatigue* and *Wounds*. Inanimate objects do not need to make Weariness Checks.

Willpower – *Dice pool* recorded on your character sheet equal to his INT + PRS that is rolled when you make a *Willpower Check*. Inanimate objects do not have Willpower.

Willpower Check – *Status Check* rolled to determine if your character goes *Insane* when he is already *Rattled* and suffers one or more *Psychotrauma*, with a *DiN* equal to his current *Psychotrauma*. Inanimate objects do not need to make Willpower Checks.

Wounds – A measure of the amount of damage your character has suffered, recorded on the *Tracker* with an “x” that is a *SP* to all *Action dice pools*. The *SPs* from *Fatigue*, *Psychotrauma*, and *Wounds* are cumulative. Inanimate objects have Wounds, but are called Damage.

XP – See *Experience Points*.

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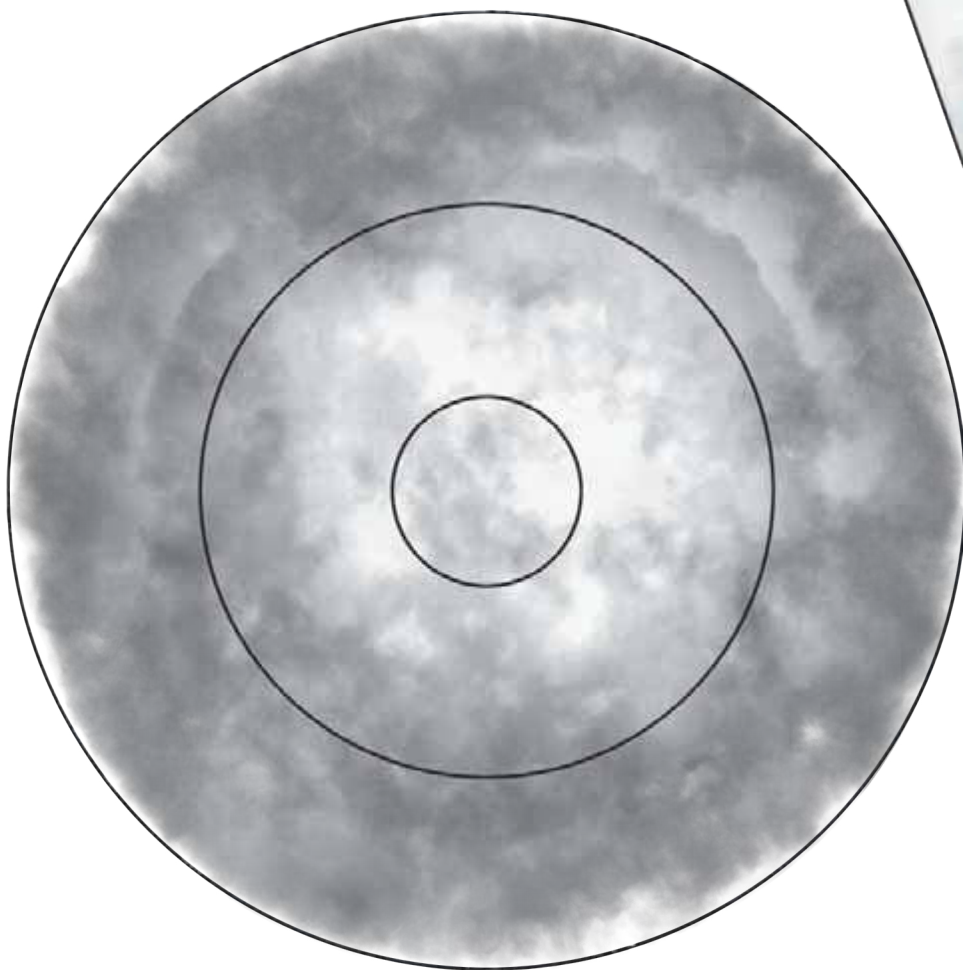
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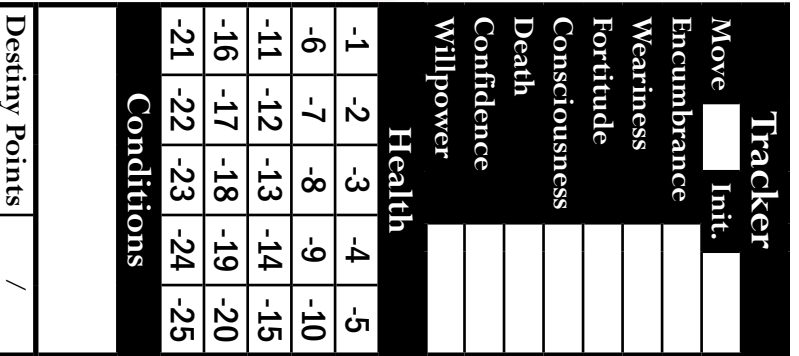
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Cone Template



Blast Template





Talents & Skills												
Mental Talents & Skills					Technology			Social Talents & Skills				
Academics		+			+	Animals			+			
		+								+		
		+								+		
		+								+		
		+								+		
Art		+	Physical Talents & Skills							+		
		+	Athletics			+	Discipline			+		
		+				+				+		
		+				+				+		
		+				+				+		
Awareness		+	Coordination			+	Expression			+		
		+				+				+		
		+				+				+		
		+				+				+		
Crafts		+	H-to-H Combat			+	Guile			+		
		+				+				+		
		+				+				+		
		+				+				+		
Medicine		+	Larceny			+	Intuition			+		
		+				+				+		
		+				+				+		
		+				+				+		
Military		+	Melee Combat			+	Persuasion			+		
		+				+				+		
		+				+				+		
		+				+				+		
Science		+	Ranged Combat			+	Spare Skill Slots					
		+				+				+		
		+				+				+		
		+				+				+		
Survival		+	Vehicles			+				+		
		+				+				+		
		+				+				+		
		+				+				+		
XP												
INT	New level x 20	All other Aspects	New level x 10	Talent	New level x 3	Skill	New level x 1	Trait	New level x varies	Unspent	Spent	

Name: _____

Philosophy & Schematics

+	+	+	+	+	+	+	+
+	+	+	+	+	+	+	+
+	+	+	+	+	+	+	+

[illegible]

Weapons							
Weapon	IP	Damage	Notes				Cost
Dice Pool	RoF	Mag.	Short Range	Aimed Range	Max. Range	Rld	Wgt
Weapon	IP	Damage	Notes				Cost
Dice Pool	RoF	Mag.	Short Range	Aimed Range	Max. Range	Rld	Wgt
Weapon	IP	Damage	Notes				Cost
Dice Pool	RoF	Mag.	Short Range	Aimed Range	Max. Range	Rld	Wgt

Armor					
Armor	DR	Types	Notes	Wgt	Cost
Armor	DR	Types	Notes	Wgt	Cost

[illegible]

Name: _____

Common Dice Pools			
Combat Maneuvers			
Maneuver	Type	Aspects (Talent/Skill)	Dice Pool
Active/Total Defense (Block)	Opposed	AGI + STR (Melee Combat/Block)	
Active/Total Defense (Dodge)	Opposed	AGI + INT (Coordination/Dodge)	
Active/Total Defense (Parry)	Opposed	AGI + PCN (Melee Combat/Parry with _____)	
Attack (Hand-to-Hand)	Opposed	AGI + STR Hand-to-Hand Combat/ _____)	
Attack (Melee)	Opposed	AGI + STR (Melee Combat/Attack with _____)	
Attack (Ranged)	Opposed	AGI + PCN (Ranged Combat/ _____)	
Counterattack (_____)	Graded Opposed	AGI + _____ (Melee Combat/ _____)	
Grapple	Opposed	AGI + STR (Hand-to-Hand Combat/ Grapple)	
Non-Combat Actions			
Action	Type	Aspects (Talent/Skill)	Dice Pool
Climbing	Graded Cumulative	AGI + STR (Athletics/Climbing)	
Fast-Talk	Opposed	INT + PRS (Guile/Con)	
First Aid	Graded Cumulative	INT + PCN (Medicine/First Aid)	
Intimidation	Opposed	_____ + PRS (Persuasion/Intimidation)	
Jumping	Graded Simple	AGI + STR (Athletics/Jumping)	
Perception	Graded Simple	INT + PCN (Awareness/Observation)	
Stabilize	Cumulative	AGI + PCN (Medicine/First Aid)	
Stealth	Opposed	AGI + INT (Coordination/Stealth)	
Throwing	Simple	AGI + STR (Athletics/ _____)	

Name: _____

Common Dice Pools			
Combat Maneuvers			
Maneuver	Type	Aspects (Talent/Skill)	Dice Pool
Active/Total Defense (Block)	Opposed	AGI + STR (Melee Combat/Block)	
Active/Total Defense (Dodge)	Opposed	AGI + INT (Coordination/Dodge)	
Active/Total Defense (Parry)	Opposed	AGI + PCN (Melee Combat/Parry with _____)	
Attack (Hand-to-Hand)	Opposed	AGI + STR Hand-to-Hand Combat/ _____)	
Attack (Melee)	Opposed	AGI + STR (Melee Combat/Attack with _____)	
Attack (Ranged)	Opposed	AGI + PCN (Ranged Combat/ _____)	
Counterattack (_____)	Graded Opposed	AGI + _____ (Melee Combat/ _____)	
Grapple	Opposed	AGI + STR (Hand-to-Hand Combat/ Grapple)	
Non-Combat Actions			
Action	Type	Aspects (Talent/Skill)	Dice Pool
Climbing	Graded Cumulative	AGI + STR (Athletics/Climbing)	
Fast-Talk	Opposed	INT + PRS (Guile/Con)	
First Aid	Graded Cumulative	INT + PCN (Medicine/First Aid)	
Intimidation	Opposed	_____ + PRS (Persuasion/Intimidation)	
Jumping	Graded Simple	AGI + STR (Athletics/Jumping)	
Perception	Graded Simple	INT + PCN (Awareness/Observation)	
Stabilize	Cumulative	AGI + PCN (Medicine/First Aid)	
Stealth	Opposed	AGI + INT (Coordination/Stealth)	
Throwing	Simple	AGI + STR (Athletics/ _____)	

“‘You must go to the City of Emeralds. Perhaps Oz will help you.’

“‘How can I get there?’ asked Dorothy.

“‘You must walk. It is a long journey, through a country that is sometimes pleasant and sometimes dark and terrible.’”

- The Good Witch of the North talking to Dorothy,
The Wizard of Oz, L. Frank Baum

Oz: Dark & Terrible is a roleplaying game with a vision of Oz that would give L. Frank Baum nightmares. The Emerald City is a dystopian steampunk metropolis ruled by the Wizard in eternal opposition to the magicians of Oz. The Witches rule the four main Realms, but whether they are Good or Wicked is entirely dependent upon your point of view. You play the part of an Outsider who has stepped into the middle of a cold war. Or, you can choose to play a native Ozite, such as an Anidum, Automaton, Gillikin, or Munchkin.

- This book contains everything you need to create a character and run a game of *Oz: Dark & Terrible* using the Balance RPG System.
- Over two dozen iconic characters are detailed with full backgrounds and game statistics.
- Descriptions are provided for all the major Realms of the Land of Oz.
- The history of Oz is revealed, including the Nome Invasion and the Great Wars.

After spending only a short time in the Land of Oz, you will find it is much easier to get into Oz, than it is to get home.

ECE 1001



BALANCE



RPG SYSTEM

This book contains mature content.
Reader discretion is advised.

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