

RoonVenture

*(RoonQuest 31st
Anniversary Edition)*

Rools for Pretending You're
Somebody Else but Lots
Cooler

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based on RoonQuest by Barry
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-1. Introduction

RoonVenture is a simple game cleverly disguised as a simple game. To play it, you need not understand it. But to run it, you should at least be able to fake having read the rules.

RoonVenture is set in any environment that any other game can be set in but you don't want to use that game because all the splatbooks are too expensive. It can be played in a typical medieval environment with muddy roads and oxen pulling carts slowly into small villages. It can be played in outer space with ray guns, swords, and revolvers. It can be played in the recent past, with nosy people meddling in the affairs of alternate religions that express their faith through the raising of humanity-devouring monstrosities. If you can think of it, RoonVenture can do it.

The object of RoonVenture is to locate the mystical Roon. In keeping with the name RoonVenture, there's usually some adventure on the way. Though a short campaign could consist of the RoonMaster setting the RoonVenture players' characters at one end of a ten-foot corridor with the Roon at the other end in plain sight. A more involved game may have it placed in an alternate dimension, with the players starting in a stone age culture with the tasks of inventing civilization and technology, advancing for several thousand years, then transferring to the alternate dimension to commence an on-site search for the Roon itself.

The Roon need not be the sole object of the adventure, but it's usually good to have one around in case you run out of other motivations for the players' characters.

The bane of the RoonVenture character, known as a RoonSeeker, is the Anti-Roonquester, or Anti-Rooner. Anti-Rooners have an obsessive hatred of Roons and RoonSeekers. They will seek to obstruct, kill, sue, mislead, or otherwise confound RoonSeekers at every opportunity, even to the point of risking their wealth and life, though they're usually more interested in doing it for profit or food (in the case of RoonSeeker-eating creatures.)

Assisting the RoonSeekers in their task are the Arrow Shoppe owners and the RoonKnowers. Arrow Shoppe owners are the proprietors of shops which supply RoonSeekers with the specialized equipment required for their task as well as anything else which might be useful that the RoonMaster chooses to make available. RoonKnowers are mysterious characters that wander around without obvious means of support. They may be the sole bearers of knowledge to assist the RoonSeekers in locating the Roon. Or they may be garrulous old people looking for attention. Anti-Rooners hate these characters as well.

For play, you must have a RoonMaster and one (1) or more players. Rools, dice, paper, computers, electronic gadgets, miniature figures, and other paraphernalia of general geekiness may be helpful as well. Software specifically written to allow computers to impede constructive face-to-face gameplay is available at <http://saundby.com/rpg/roonquest>.

The RoonMaster

The RoonMaster creates the game milieu, sits behind a screen, and pretends to control play. The RoonMaster tells everyone how to create characters for play, known as RoonSeekers, describes the events of the game, and appears to indicate the effect of the player's decisions on the game.

Players

Players work with the RoonMaster to create RoonSeeker characters, then choose a RoonLeader and run riot through the milieu that the RoonMaster has created.

The RoonLeader

The RoonLeader pretends to coordinate the play of the RoonSeekers, yells over the top of the other players, and acts like they know what's best for everyone.

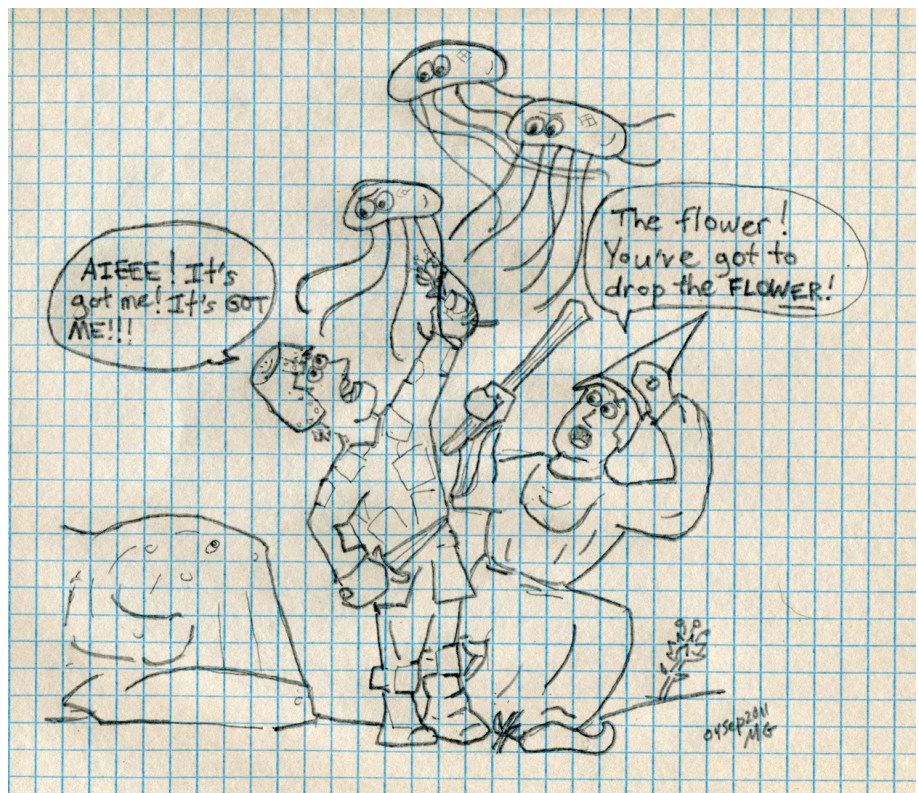
0. License

Gaming has come a long way since the original version of RoonQuest, as RoonVenture was originally named. Back then, we carelessly used ideas from practically any source, threw some dice, and generally had a good time without fretting about what ideas belonged to who and which way you could turn your cards without paying royalties to the person who had the most lawyers.

Fortunately, we've since discovered that we were missing the joys of law, lawyers, real-world suits, prosecution, and endless arguments with sea-lawyers in our early games. The addition

of long, wordy licenses and legal restrictions has made it possible to add many pages to game books without any additional effort on the part of the game's writers and designers, while projecting a chilling effect on the players who consider changing the rules, mashing together rulesets without legal advice, putting up webpages with interminably long character stories, and other such renegade acts.

After considering the various game licenses available, RoonVenture has decided to eschew all those presently available and use its own unique license incompatible with any others just like everyone else.



This provides players with unlimited opportunities for tabletop wrangling over rights and intellectual property disputes in addition to ordinary gameplay. We're not sure, but there may be terms in our license that allow us to own your house if you fail to play properly, or that allow groups of players to sue other groups if they think that the "look and feel" of their own characters, items, or campaign have been infringed. Like all such documents, it's wordy and uses the language in an abusive fashion so as to give unlimited opportunities for misunderstanding. After all, we all know there's nothing a gamer likes so much as splitting hairs on rules.

The ideas, concepts, property (real and imaginary), considerations, opportunities, mastications, references, and implications of RoonVenture (formerly RoonQuest) and anything that might be associated with it either purposefully or accidentally are protected under the Slightly Ajar Gaming Suggestion (a.k.a. the License) for all purposes and intents, in all times and dimensions historical, present, future, and imaginary as well as anywhere else we can make it stick whether justified or not. Any one who plays, publishes, thinks about, hears of, or otherwise considers RoonVenture, its name, associates, personalities, properties, concepts, wording or any other part automatically agree to be bound by this license for time and all eternity to the exception of any other rights or contracts. So there.

Thanks to the fact that we've conditioned ourselves as a society to respect, or at least dread the enforcement of, all sorts of silly unenforceable contracts and regulations, we know that no matter how silly we make this it'll still sorta give you scary feelings inside. In fact, you've accepted the Terms of License just by looking at this! Bwa-hah-ha!

If you're a glutton for punishment, read further in Appendix A, The Slightly Ajar Gaming Suggestion

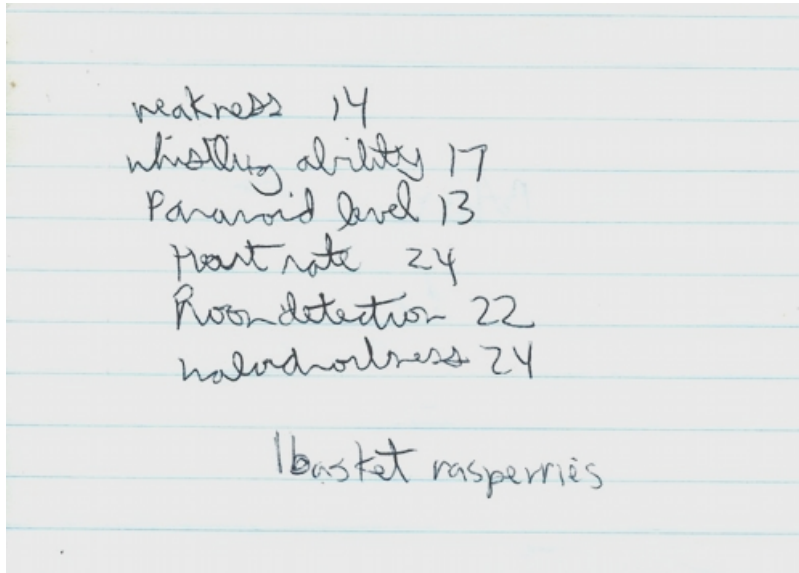
(RoonMasters seeking to slow down players that peek at their notes are encouraged to include the full text of the Slightly Ajar Gaming Suggestion at random places in their notes.)



1. Creating a RoonSeeker

Characteristics

Roll five six-sided dice for each of the characteristics listed below, and record these scores on your character record sheet:



WEAKNESS

WHISTLING ABILITY

PARANOIA LEVEL

HEART RATE

ROON DETECTION

MALADROITNESS

The lower the score the better. There is also one more characteristic for which a high score is desirable. Roll one six-sided die (1D6):

PRICE

This value represents a RoonSeeker's ability to take damage and attack without a weapon. Price is measured in half-francs (1/2Fr.)

Completing the RoonSeeker

Other things the character will need include a name, a class (or type), weapons and armor.

Name

Name your RoonSeeker anything you want.

Class (or Role)

Characters may assume any class, role, type, race, ethnicity or orientation of anything human or semi-human that they wish, except Anti-Rooner, RoonKnower, or RoonMaster. Examples include Elf, Fighter, Starship Pilot, Politician, Chaotic Librarian, Half-Orc Half-Pixie Corporate Programmer, Mage-Democrat, etc.

Equipment

Armor is often inherited, usually in damaged but mostly usable condition with a bit of a wash. Weapons may be fashioned from commonly available materials such as sticks and twine. Armor and other equipment may also be obtained at and local Arrow Shoppes, stolen, robbed, or killed for.

2. Arrow Shoppes

Arrow Shoppes are the one haven that RoonSeeker can enjoy without fear. Unless they happen to wander into a fake "Arrow Shoppe" or similar which is set up as a trap by Anti-Rooners. Within the confines of an actual Arrow Shoppe, the RoonSeekers are welcome and protected.

Arrow Shoppes are always named Arrow Shoppe. For some reason Anti-Rooners can't seem to get the name correct. The shop itself is normally situated in a nondescript location for the milieu, such as a slightly run-down half-timbered building in a medieval milieu, or a slightly run-down half-composite spacecraft in a futuristic milieu. The Arrow Shoppe will be operated by an avuncular person with a name that is some variation of Duryad Remulon or Remulack Duryon or something like that. They are all shockingly similar in appearance, behavior and knowledge.

Anything the RoonMaster cares to make available can be had in an Arrow Shoppe for its PRICE in half-francs (1/2Fr.) For poor characters, the Arrow Shoppe has a "Junque Box" that they can fish through filled with castoff equipment. Half-rotted carpet armor, bent tin toy swords, dart guns, laser pointers with flaky batteries, and space armor made of inch thick steel plates are typical examples of the items available without cost.

For more information on equipment, see Appendix B, Equipment Lists, or just make something up if that's too much effort.



3. Majick Items

To help the RoonSeekers find the Roon, they will be equipped with three special Majick Items. They may be disposed among the members of the party in any way the players choose, but they must be carried and used by player-controlled characters, since it's possible the RoonMaster is secretly rooting for the Anti-Rooners.

The Majick Ring

The Majick Ring will tell the user the distance to the Roon when consulted. The form, use, and mechanism of response of each ring will be as determined by the RoonMaster for this party's Ring. The Ring will also add one half-franc to the bearer's defense against attack. Without the Ring, the quest will fail.

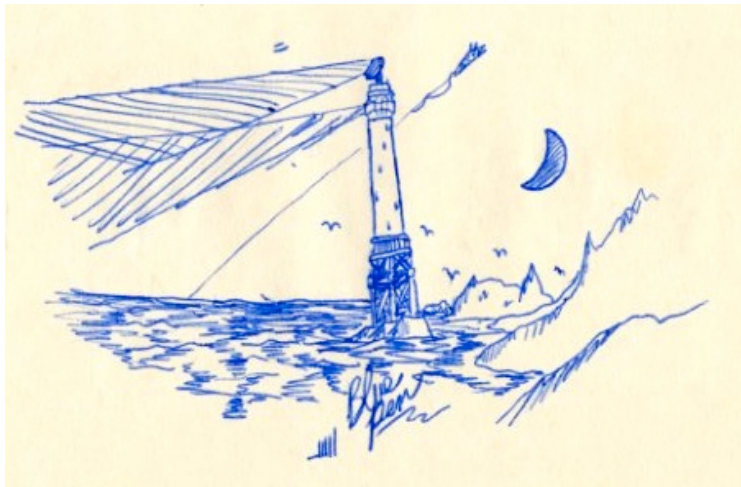
The Majick Dagger

The Majick Dagger tells the user which direction the Roon is from its current position. Again, the specific form, use, and mechanism of response are up to the RoonMaster, and the players may complain but it doesn't matter even if the RoonMaster is being a jerk. It may also be used in combat as an ordinary dagger, but will attack at one extra half-franc better than a normal dagger. Without the Dagger, the quest will fail.

The Majick Stick

The Majick Stick tells the user if a specific Roon is real or not, and whether it is the party's unique Roon when touched to the Roon. Typically it does this by exploding with the force of a small atomic weapon (4 to 6 kT TNT equiv.) when touched to the correct Roon, but not always. The Majick Stick also has one of three Majick Spells that it can cast when used. These are "Destroy Monster", "Lightning Bolt", and "Teleport."

The Majick Stick (known more formally as "The Majickal Stick of Roon Seeking") drives Anti-Rooners into a frothing rage. Attacking Anti-Rooners will invariably attack the Stick-holder first and most viciously. Someone must bear the Stick at all times to ensure the other Majick Items have continuous communion with the Roon from which they draw their power. If the Stick is destroyed (burnt, broken, ground into dust) it will cease to function. Without the Stick, the quest will fail, but be much happier.



4. Meandering Monsters

Excitement and adventure means that there are all sorts of dangerous creatures hanging around waiting to accost RoonSeekers at every turn. Though this section need not be used to play RoonVenture, it will provide material to liven up the journey from Arrow Shoppe to the Roon, and give them something to do between consultations of the Majick Items (see section 3.)

To see if there is a Meandering Monster or Anti-Rooner near the RoonSeekers, the RoonMaster will think of a number between one and six (1 and 6) then roll a six-sided die (1D6). If the number being thought of is rolled, you have a random visitor.

Roll two six-sided dice, multiply by two then subtract 4, then divide by two and add back two to see what type of visitor you have (2D6):

2-4 Gilled Majick Yoozer InSpectres (1-5)

5-7 Anti-Rooners (2-12)

8-10 Meandering Monsters (see below.)

11-12 RoonKnowers (1-2)

If 'Meandering Monsters' is rolled, roll ten six-sided dice (10D6) and refer to the Meandering Monster Table (or List, or Chart, or whatever) below. If another visitor is rolled, determine the number encountered as follows:

Gilled Majick Yoozer InSpectres: Roll five six-sided dice (5D6), there will be one InSpectre for each die that comes up four (4) or higher. If no dice come up four (4) or higher, curse and roll again. If it happens again, throw your arms up and pick any number from zero to ten million (0 to 10,000,000) (it may be a convention or ethnic migration.)

Anti-Rooners: Roll two six-sided dice (2D6), there's that many Anti-Rooners.

RoonKnowers: Flip a half-franc coin. If it's heads, there are two (2) RoonKnowers wandering around together. If it's tails, there's just one muttering to themselves. If you don't have a half-franc coin, use some other foreign coin that looks kinda cool. But not one of those weird ones with two heads or two tails unless you can get the players to agree on which side is going to be heads and which tails.



MEANDERING MONSTER TABLE (List, Chart, Whatever)

DIE ROLL	MONSTER APPEARING, (NUMBER APPEARING)	PRICE*
10	Chewing Gum (1)	A
11	Mock Green Glowing Globes (1-3)	2
12	Darks (1-6)	4
13	Wilmots (1-6)	2
14	Creeping Terror (1-3)	17
15	Ticklish Triffid (1)	5
16	Destroy Monster (1)	10
17	Gralblogrons (1-6)	0
18	Trees (1-6)	7
19	Rocks (1-6)	5
20	Globomorgs (1)	13
21	Ant Lions (1-2)	6
22	Ice Ants (6-36)	1
23	Vulture Penguins (1-3)	7
24	Oranglomites (1)	14
25	Gzorgnplants (1)	17
26	Zerocks (1, to start)	9
27	Killbees (1-6)	6
28	Polleneaters (1 to 20)	1
29	AmYay Distributor (1 to 30)	6
30	Baby Wilmots (1-6)	1
31	Ninja Wannabees (2-12)	3
32	Drunks Who Think They're Funny (2-12)	5
33	Pi-Rats (3-18)	2
34	Tentacled Horror (1)	16
35	Silver Mind Control Methodicist (1)	4
36	Proselyte (2-1500)	3
37	Local Political Candidate (1)	7
38	Sparkling Bloodsucker (1-6)	A
39	Fat Purple Allosaurs (1-3)	19
40	Unpublished Author (1)	2
41	Secret Secret Agent (1-6)	8
42	Innocent Bystander (1-3)	3
43	RoonSeekers (3-9)	1-6
44	Apothecaries (1-4)	4
45	Quicksand with Grasping Vines (1)	18
46	Spanish Moss (1-6)	3
47	Troglomorph (1-3)	5
48	Giant Tigron (1)	19
49	Nazi Raccoons (2-12)	4
50	V Raccoon (1)	35
51	Giant Amoeba (1)	13
52	Philosophical Commoner (1)	3
53	d'Orc (3-18)	2
54	Hobblygoblin (2-12)	3
55	ManBearPigRabbit (1)	23
56	Singing Mice (7-42)	1
57	Flower Zombies (1-200)	A
58	Polleneater Eater (1)	1 (3 vs. Polleneaters)
59	Killer Fleas (50-5000)	1/10
60	Rare Earth Dragon (1)	PSTCWN

* Prices are expressed in half-francs (1/2Fr.) unless an 'A' appears, signifying an "AEthereal" creature that is priceless, or unpriceable, or whatever. 'PSTCWN' = Price Subject To Change Without Notice.

Full Monster Descriptions are presented in Appendix C-Monster Descriptions if you want to get all geeky-technical-otaku about them. Otherwise, just wing it, making up descriptions and treasures and all and remembering that the creature's price is how much damage it does, how much it takes, and about how much its treasure is worth in washers (unless you want the characters to get really rich really quick, in which case use half-francs for treasure.)

5. Majick

Aside from the special Majick Items (section 3) there is also everyday ordinary majick. Any character with a majickal sounding class (or role, or description) can use majick spells. The spells they can cast, and how often they can cast them is determined by the character's PRICE. They may cast their own PRICE in spells once per game hour.

Majickal Spells

Spell Name	Description	PRICE
Mouse in My Hat	Puts a majick mouse in the caster's hat. The caster may then either draw the mouse from their hat, in which case it will remain for 30 seconds until it disappears, or be left alone, in which case it will remain in place, nosing around and squeaking a bit, for one hour. The mouse is a tame white mouse, and each casting of the spell will summon the same mouse for the same caster. If the mouse is injured or killed while summoned, it will disappear. When summoned again after such an incident, it will appear in a persnickety mood the next time. Cheese will placate it.	1
Familiar	The majick yoozer that casts this spell will be reminded of some familiar object that they aren't thinking about right now, like their favorite childhood toy or a lost pair of socks.	1
Befriend Animal	A random animal on the caster's planet feels friendly toward them for one hour.	2
Shield	A majickal field protects the caster from interference with their private parts for one hour. May also interfere with answering nature's call, and other desired behavior, so use with care. Gives 6 half francs of protection.	2
Majickly Mouthy	Makes one object in the caster's possession say things as it is prompted for one minute.	3
Light Spell	Creates a small flame, easily blown out, at the end of the caster's finger which burns for 30 seconds without injuring the caster. Then it burns for 5 seconds while doing 1 half franc of damage.	3
Make Edible	Turns some inedible object into an edible object, but does nothing for flavor or nutrition.	3
Create Water	Creates about eight ounces of water within twenty feet of the caster.	4
Fear Spell	Causes a random person within 20' of the caster to develop an irrational fear of a random thing for 15 minutes.	4
Charm Monster	Creates one random bracelet charm in the shape of a chosen monster, or a random one.	4
Create Gold	One ounce of gold will appear in a random three ton mass of rock within one half mile of the caster.	5
DESTROY Monster	Summons a Destroy monster, which destroys one random object, then disappears.	5
Phantasm	Makes everything look really trippy and groovy to the caster or one volunteer target for about 1 hour.	5
Fireball Spell	Rolls a nearby fire into a ball shape as it burns for two minutes or until its fuel or air run out. Ball size depends on fire size, fire size does not change, just its shape.	6
Lightening Bolt	A bolt of pure majick flies from the caster's fingertip, any object struck is lightened by about 5% for 5 minutes.	6

RoonMasters may also add their own spells, or allow characters to “research” their own spells for the game. They should spend at least as many game sessions getting jerked around doing silly research activities (hand-training wolverines to lay eggs, balancing birch branches on one’s nose during lightning storms, drinking mixes of old beer, toothpaste, garlic, and lukewarm coffee grounds, etc.) as the cost of the desired spell, as determined by the RoonMaster.

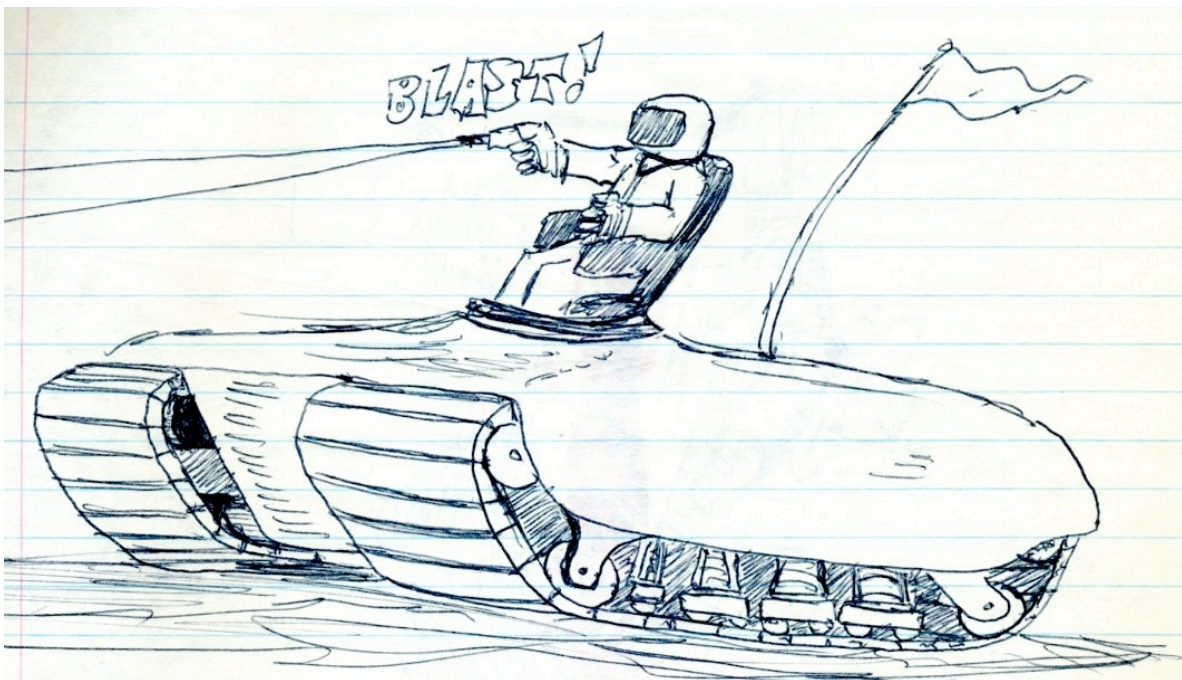
6. Techernoluhgy

Techernology is the mossback term for newfangled ways of whacking people on the head or doing other useful work. If a character has a techernickle-sounding role, class, or description they have the ability to use, abuse, and create techernoluhgy. Their ability to do this depends on the character's PRICE and is affected by their MALADROITNESS.

To successfully use an unknown piece of techernoluhgy, the PRICE of the object compared to the PRICE of the character must be as follows:

Object PRICE vs. User PRICE	Effect
<1/2	User MALADROITNESS Check Roll Value
Doubled	
about the same (+/-50%)	User MALADROITNESS Check
2x to 3x	User MALADROITNESS Check -5
Over 3x	Humorous and Embarrassing Failure with Sound Effects

See Nonviolence, below, on performing a MALADROITNESS Check. Make the above adjustments to the MALADROITNESS Check Roll (e.g. doubling its value, subtracting five (5) from the roll, etc.) when making the check.



7. Violence

Yakking in the game can usually take place without any special rools, but there's got to be rools for violence or we all end up going back to the "I got you!" "No you didn't!" arguments we had on the playground. Besides, rools make in-game violence seem more dramatic than if a player says "I kill the Anti-Rooner," and the RoonMaster says, "OK, he's dead." We like to tease ourselves into believing there's a chance of failure. Even if the RoonMaster has been bribed with a case of Nehi Blue Cream Soda and there's an ounce of lead inside our die making sure it comes up sixes.

Whacking People and Things

Roll one six-sided die (1D6) and add that value to the PRICE of the weapon used to attack, or the attacker's PRICE if they have no weapon. If that value is higher than the PRICE of the target plus the PRICE of their armor, the blow hits, doing its PRICE in damage to the target.

Casting Violent Spells

If the spell does damage directly to its target, the PRICE of the spell is added to the PRICE of the attacker plus any majick objects they have that add their PRICE to the spell being cast. If this value is higher than the PRICE of the target plus the PRICE of any majick defenses they have, the spell strikes and does its PRICE in damage to the target.

Some types of majick armor not only add their PRICE to the defense of the wearer when targetted, but also absorb some amount of damage (usually, but not always, their PRICE.) Some majick defense spells do the same thing.



8. Nonviolence

Some attacks and tests in the world of RoonVenture take place without forceful physical contact, (though violence is usually a better bet for getting what your characters want.)

Characteristic Checks

To see whether a character can do something successfully that doesn't involve violence or active conflict, the character rolls four dice (4D6) and compares the result to the attribute that the RoonMaster has chosen to use for the test of ability. If the value rolled is greater than the value of the ability, then the character succeeds in whatever it was they were doing.

For example, if a character named Fred that had the class 'Overweight I.T. Professional and Part Time Turnip Farmer' has their class changed to 'Unsuccessful Exotic Dancer with Aspirations to Becoming Disc Jockey' by a Tentacled Horror, Fred's player may attempt once a month to change Fred's class to something else they like better. If the character has a PARANOIA LEVEL of 17, they must roll 18 or greater to become their new class of choice.

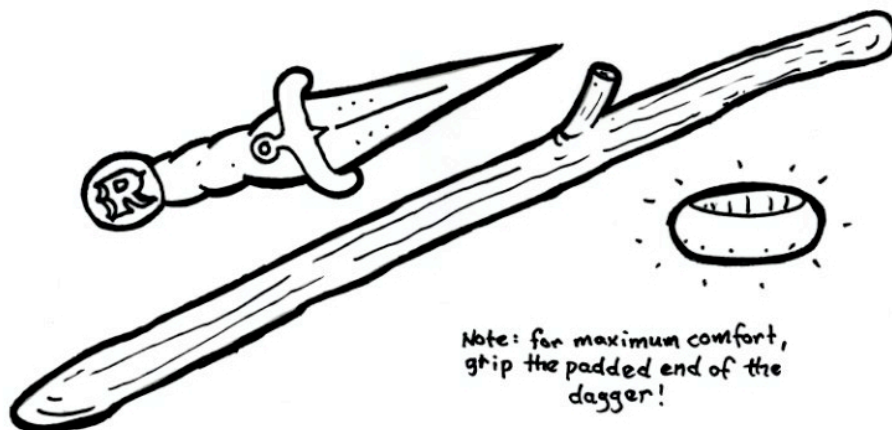
So each month Fred's player rolls 4D6 until they successfully roll over 17, allowing them to change Fred to a 'Middling Good Middle Manager at Moderately Successful Middleware Marketing Website'.

Nonviolent Conflict

Nonviolent conflict is used to decide matters where there is active opposition to the character completing a non-violent task. Where there is no specific rule given otherwise (such as checks against the non-violent attacks of the Silver Mind Control Methodicist or Giant Amoeba), each participant takes sides in a game of Soots. The winner of the game is the winner of the nonviolent conflict.

For a more rapid resolution of the conflict, or for larger numbers of participants, each participant makes a check against their own appropriate characteristic simultaneously until one participant fails. At that point that participant drops out of (loses) the conflict. This continues until only one participant is left. If multiple remaining participants fail simultaneously, the RoonMaster may declare a winner, or have everyone recheck until a clear winner emerges if they don't have the guts to pick someone.

If this isn't good enough then some other method may be agreed upon. Examples include flipping coins, fisties, matching pennies, around the world races, and arm wrestling.



9. Treasure

Once the RoonSeekers kill something or trick it into leaving the area, they can usually scoop up some goodies before anyone can stop them. Calling it treasure makes the looting sound legitimate, like maybe they're rescuing an artistic masterpiece from the obscurity of some monster's musty attic.

Washers

Almost everybody has a spare washer or two in their pocket at any given time. Or in their gullet, if they haven't got pockets. Particularly if they eat the sort of folks likely to have washers on them. This is useful information for the hard-up RoonSeeker with no scruples. Most creatures have treasure of some sort about equal to their PRICE in washers, but some of them have more, like a sort of monster savings account or something.

A washer is about one and a half inches (1.5") in diameter with a hole in the center about one half inch across (0.5") and it's about an eighth of an inch thick (1/8"). A washer has a monetary value of about 1/10th of a half-franc depending on the local economy.

Half-Francs

Half-Francs themselves tend to be somewhat more rare and well guarded. Any creature with a PRICE over ten (10) half-francs might have one or two, and occasionally a lower PRICE creature will have one. The coin itself looks like a standard New Republic French half-franc, though with the inscription "Republique Fracais" replaced by "RoonVenture Half-Franc" on the obverse and whatever the RoonMaster wants on the reverse. Close scrutiny will reveal that the figure of "Republic" on the face is carrying a stick, dagger, and wearing a ring.

Jools

Even better than half-francs are jools. They're usually spoken of in dreamy terms by those who don't have them. Those who have them usually wish they could covert them into more half-francs than the guy in town at the Jool Shoppe says they're worth. Jools run in value from about 10 half-francs (Amafists) to 100 half-francs (Roobies). Here are some common Jools and their relative values.

Jool	Average Value in Half-Francs (1/2Fr.)
Amafist	10
Emmeruld	20
Suffyre	40
Diiiiimund	50
Roobie	100

Majickal Things

Sometimes majickal things (not to be confused with Majick Items like the Ring, Dagger and Stick) are laying around after the RoonSeekers have killed something, or they can talk someone out of it, or steal. Here are some things you can use, or you can think up your own.

Highly Reflective Orange Coat of Blindness

A coat made of oranglomite skin, polished and treated to be a bright fluorescent orange under normal light. When a special power word (usually printed on the Care Tag) is spoken, it will emit all the light it has collected over the last 12 hours in a single burst. Will absorb up to three half-francs (3 1/2Fr.) of damage from any blow on it from the outside, preventing that damage from affecting the wearer, or someone sitting with it across their lap. PRICE: 17

Lug Wrench of Mighty Great Whacking

A cruciform lug wrench that shines in the sun and will loosen any lug nut no matter how high the WEAKNESS of the character using it. Makes any wimp look mighty and powerful. PRICE: 13

Army Bracers of Making Significance

Fuzzy terry cloth wristbands that are white with green stripes around the middle and the word "ARMY" printed on one side. When shot like a rubber band, they will strike any creature they hit with enough force to stun them for just a moment, and distract their thoughts. PRICE: 11

Cap of Pigs' Teeth

A skullcap of leather covered in strings of interlocked pigs' teeth. Deflects all but the mightiest blows to the skull. Does nothing for the bending of the neck from the force of the blow, though. Absorbs its price in damage. PRICE: 18

The Bell

A cursed helm (or space helmet), once worn it can't be taken off unless a RoonKnower tells you how to undo the chinstrap strings. Any blow to this helm will have all damage converted into a deafening ringing sound that will echo through the head of the wearer and amuse those standing nearby. PRICE: -20

The Scroll of Maze

A huge piece of parchment with a complex spirally maze drawn on it, but not quite finished. It's good for something, surely. Maybe it's a dungeon map, or maybe it's have some sort of thing that'll amazingly cause some effect if someone tries adding on to the maze drawn on it. PRICE: 10

The Book of Pi

A bad cookbook written by an engineer. Attempting to cook things using the recipes in it will produce food items with odd majickal effects. Examples include "R Pi Squares", "Guided Mussels", "Hasty Acetates" ('he who acetates is lost'), "Sodium Nitrate Stake Sauce", and "Phase Delay Capacitance Cookies." PRICE: 20

Majickal Things, continued

Majickal Kilt of Clan MacFoot

An ugly yellow plaid kilt that adds its PRICE to the defense of the wearer against majick attacks. If a majick spell gets through, it disappears and everyone finds out what the wearer has under it. PRICE: 9

Majickal Chicken Bone of Beeg Juju

If the owner shakes this chicken bone at the target of a majick spell, it adds its PRICE to the spell's PRICE for both attack value and damage, if any. PRICE: 2

Leather Thong with Feathers On

While wearing this thong, the owner is likely to be mistaken for a user of recreational pharmaceuticals and gains the PRICE of this object for all majick spells and majickal defense against spells and their damage. PRICE: 3

Sword of Spell Casting

This sword, when used in combat, will throw out spell scrolls to strike the target of the attack. Each scroll will do one (1) half franc, then disappear. The sword may also be used as a normal sword simultaneously. The spell scrolls can be cast to a distance of about ten (10) yards.

Sword of Healing

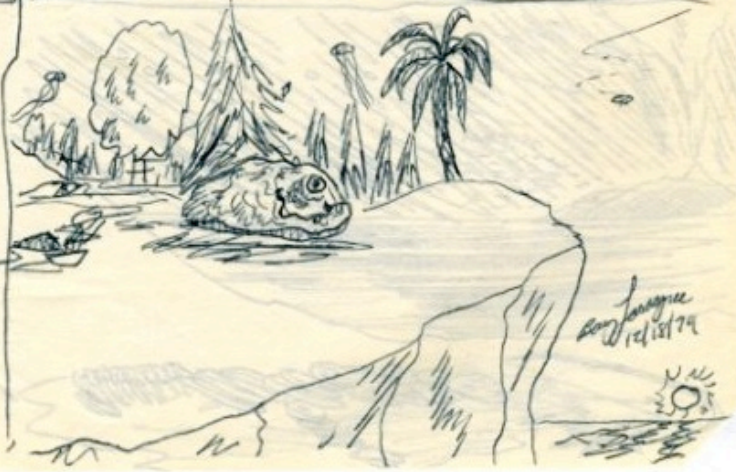
The sword of healing behaves as an ordinary sword, but each time it strikes it does zero to ten (0-10) half-francs of healing. Roll two dice (2D6) and subtract two to find out how many half francs of healing it performs. Healing will appreciate a character's PRICE to their original PRICE if it was previously below its original PRICE. Normal sword damage occurs before any healing.

The Conning Rod of Many Bits and Pieces

Rumored to be a powerful artifact if all the pieces are put together correctly after a long, exhaustive quest to collect them all. A quest series that no RoonSeeker in their right minds would undertake unless the RoonMaster is really clever at manipulating the players. In fact, there are not just seven pieces, as legend has it, but lots of other little bits and pieces like the parts to the bearings at each end, the fasteners and all their bits, and that doesn't even include the specialized tooling it takes to put this thing together. Assumed to give control of the entire universe if actually assembled and put in its proper place. More commonly used as a way of jerking around players who mistake RoonVenture for some other game. PRICE: PSTCWN

Wand of Great Prices

This wand, which appears to be a cheesy stage prop, can be used to permanently change the PRICE of a willing target or inanimate object once per day. When struck with the wand while the Majick Worde is spoken, the object or person's PRICE will increase by 1D6, then reduce by another 1D6 to its new permanent PRICE. If the PRICE would be reduced below zero, in the case of an object, or one, in the case of a person, its new PRICE will be zero (0) for an object, or one (1) for a person.







10. RoonVenture Campaigns

Measurement

RoonVenture is eclectic with respect to the measurement units it uses, with a preference for abusive use of Imperial units or other obscure units. Metric can be thrown in, but only for the sake of confusion or obfuscation. There are some nice abandoned metric measures that can be resurrected in the game, and confusing Newtons, Pascals, and Hectares in descriptions is always good for a laugh. The only measurement that actually matters is the half-franc, really.

Mileaux

The core rules for RoonVenture are usable in just about any time period or setting from paleolithic times to the distant future. For some special cases, the RoonMaster may find the additional rules in the Appendices valuable, or they may wing it.

Medieval/Fantasy

The Medieval Fantasy campaign is very easy to prepare. Find an old road map and change all the city names to "Yorkshire". Anything marked specially on the map, such as gas stations or restaurants, become special points of adventure. Go through them, writing each of the following in turn at each location across the map:

Wise Man
Hidden Treasure
Nasty Critter
Anti-Rooner Trap
Lead Mine
Burned Out Shack
Cave Leading to Center of Planet
Mysterious Riddler

If the RoonMaster doesn't have a specific location in mind for the Roon, roll dice to select a map grid square, then put it in the nastiest place imaginable in that square. Like an uncleaned gas station toilet (morphed into an uncleaned stable dunny to match the medieval setting, if you prefer.)

Five or ten minutes of preparation and a little quick thought during play is all it requires for a RoonMaster to have a full campaign.



Science Fiction

This campaign is also very easy to prepare.

Mapping

A star chart with some star names can be used, and any names that aren't weird enough already can be replaced with a common name, replacing the first letter with X, Z, or Q. Thus you will have star systems like Xorgan, Qavid, Zephania, Xustin, Qarry and Zark. Planet names can just be star names with a number after them (Xorgan 3) or can get a name the same way as a star system if it's important enough (e.g. Xrank, Xendy, Qeidi, Zoni, Zlnger, Qilliam, Zllen.) Break the map up into any shape other than grid squares to make it look more futuristic (triangles, hexagons, pentagons *and* squares, etc.)



Planets are mapped the same way as a medieval world, but place names are replaced with names of defunct technology companies and products instead of "Yorkshire" (e.g. Exanet, Nixdorf, Osborne, Cocom, Sinclair, Elwro, Cuil, lxl, Xoom, Schaak, Plessey, Corona, Sord, Racal-Vadic, Softape, Sleepycat, Connectix, Sco, etc.) Features are the same as for Medieval Fantasy, except Lead Mines become Plutonium Mines and Burned Out Shacks become Crashed Spacecraft.

Place the Roon by closing your eyes, waving your hand around then touching it down. If you miss the map entirely, that means it's in another dimension. Touch a finger at random again, until you hit the paper, to find the gate to the other dimension.

Objects

Objects are the same as in regular RoonVenture, with a high-tech veneer added to descriptions. For example, instead of describing armor as rusty metal, it becomes delaminating composites. Torches become sub-nuclear photon emitters, swords are hand-held edged mass weapons, horses are biomass fueled eco-friendly self-guiding biotech vehicles, and so on.

Plots

The usual fare. E.g., The plucky Rutabaga Pirates of planet Tandon versus evil Emperor Qorton of Xelanie whose planet-busting XOR Gate of Doom threatens peaceful planet Memotech.

Extras

For further fleshing out, use descriptions and settings from any science fiction show or film you've seen. If someone in the party seems to recognise it, make all the good characters evil and the evil characters good, then turn any secret escape routes into the way into the arena where they fight the giant multilegged tentacle monster (PRICE: 30). That'll show them.

Recent Past

In the early part of the 20th century, everything was made of cloth, wood, rubber, leather, and cheap metals except for the even older stuff that's all made out of stone. It was all dusty, and machines were both amazing and amazingly unreliable. Small towns with stalled economies sported crumbling gingerbread buildings and creaking Victorian manor houses. Broken cars were hauled into town across lumpy muddy roads by swayback horses with hats on. A perfect environment for Anti-Rooners to take up unspeakably dark cults as a way to fill the long dry afternoons and lonely evenings before television was invented.

The road map method of campaign mapping works for this period as well, though only one town should be called "Yorkshire" and the rest should have an Anglo-Saxon male name followed by '-ton', '-ville', or '-meade'. If you can't think of too many names, use the same names over and over with different suffixes then repeat again with prefixes like "East", "Little" and "Outer" with no rhyme or reason.

All major roadways should have their names and numbers replaced by a random letter-numeral pair. Locals will never refer to them by this, but that's all that will be on the signs. Locals will use odd local terms. For example, the road coming into the south end of town may be called "The North Highway" because it runs out of the north end of the town to the south. Another might be called "The Goat Highway" because some farmer had a goat farm there two generations ago, but which is now occupied by a corn farmer.

All people, Anti-Rooners and otherwise, are deeply suspicious of anyone asking questions, travelling, thinking for themselves, thinking, reading anything other than the local paper of correct political affiliation, or with a job other than farmer, drayer, shopkeep, or Mayor.

Horrible Abominations should have an outrageously high price, and will never do what their followers think they will do once summoned. They are as likely to turn the Universe inside-out as to decide to go to the local teashop for a quiet cuppa before returning to their home dimension. Of course, they'll probably smash or slime half the town on their way, just for appearance' sake.

Victorian/Steampunk

This period is very similar to the Recent Past, but things haven't had a chance to get quite so old yet and pastel colors have yet to go out of style. Roads are travelled by animal power except for the occasional self-powered vehicle driven by an eccentric scientific crank or industrial millionaire.

All objects are hopelessly complex, with a layer of unnecessary technology overlaid on their basic forms. Even the Majick Items are likely to be electric and unreliable, with the underlying "Majick" being a form of Mesmerism not yet understood by Science.

Isolated areas in South America and Africa will precisely mimic earlier historical periods if desired, plus the planet is hollow and full of a variety of environments if the openings are reached with the appropriate steam-powered air vehicles or electric submarines.

Modern Day



A "Moderns" RoonVenture is the easiest of all. Mapping is done using Google Maps or any other online source of locational obfuscation. Give the players an iPhone and let them try to find their way. If you need to research a campaign possibility, head out the door with a couple of friends bearing a stick (at least four feet long, should look like something you pulled out of a compost pile), majick ring (stick an old AOL CD on a finger) and a dagger (if you don't have a real

dagger, substitute an uncharged Taser) and see what happens when you start poking around inside corporate buildings and people's back yards.

In this world, immense Hummer H3s roll down the road oppressing tiny hybrids, IT professionals email each other funny cat videos, and it's sunny and bright every day just like California. The forces of Java and C++ battle each other for world supremacy while smaller, quicker applets for smartphones flourish in the underbrush, preparing for world domination as the giants battle over their heads.

In a Moderns campaign, washers are still the prevalent currency. The exchange rate for washers to common currencies is about 10 dollars to the washer, or five pounds sterling, or seven Euros.

Anti-Rooners should be placed in all positions of bureaucratic authority. They are likely to identify RoonSeekers as some sort of terrorist just because they can.

Arrow Shoppes continue to exist in the roustabout commerce areas at the edge of the cooler sort of college campus where the "hate speech" rules are not so strict, and a small internet commerce presence can be found by the skilled websurfer.

Weapons and armor can be expanded to include Googolbombs, Fingers of Death, Keypad Scanners, and Virus Scanners.

Vampires

Vampire campaigns are a snap. They can be placed in any of the other time periods except for Ancient Past, as people in the ancient past were not sophisticated enough to respect the cultural folkways of hemoglobin-challenged individuals--they were more likely to beat them to death with rocks whenever they caught them. Plus there was too much competition for habitat with Giant Vampire Bats, Giant Leeches, and Giant Mosquitos for Vampires to thrive in any numbers. Only after the ancient people got the competitors under control were Vampires able to spread as a successful adaptation.

You may either make RoonSeekers into vampires with cool powers like "Rakish Look", "Gesture Meaningfully with Sunglasses" and "Spikey Haircut That Doesn't Look Dorky", or you can make them "I am Legend" style last humans on the world, armed with hammers, stakes, and an antiviral cure that just needs a bit more work.

Vampire powers should be made as dramatically correct as possible. For example, levitation should be limited to relatively static situations where they're trying to impress someone, it never seems to get used in a chase or other dynamic situation. Similarly, running sideways on vertical walls should only work in really big fights against tough opponents, it isn't used for trip to the corner bagel shop in the morning.

Sunlight should reduce vampires to dust, possibly to be revived by dropping some blood of appropriate type on the dustpile so long as the day isn't too windy. If you choose to make your vampires sparkle in the sunlight, please don't contact the authors to tell us how cool your campaign is. We'd rather not know.

Ancient Past

In ancient past campaigns, no maps are necessary, it's the same arid, rocky, scrubby environment no matter where you go, one rock is pretty much like another, as is any primordial jungle that sits anywhere the aridity gives out for a stretch. Washers are made out of rock and quite sizable, weapons are pretty well restricted to things like clubs, eggs, pendulums, and pointed sticks. Half-francs still exist, but they're made by space aliens for some unknown purpose.

Towns are small clusters of caves and huts with a sandy trail down the middle where trudging barefoot people in fur swimsuits drive stinking giant sloths laden with their belongings, usually a collection of leaves, skins, and interesting rocks. Towns are all named "Ugh" since that's all anyone can say by the time they finally get there, it seems. In fact, all names tend to be monosyllabic grunts.

Dinosaurs, overgrown synapsids, gigantic mammals and other monstrosities of nature can be thrown in among the regular meandering monsters if desired, or meandering monsters can be described as their prehistoric equivalents (e.g. wilmotosaurus--same price, but bigger with tusks and spikes on.)

Throw in volcanos, rivers of lava, glaciers, and a couple of extra quicksand pits with vines to add flavor. Attach the Roon to a migrating Pteradactyl for lots of fun.

The Electronic World

RoonVenture is perfectly suited to recreating your favorite stories from "inside the machine." Just come up with a better use for the "real world" humans than giant EverReady batteries. Like maybe they're part of some poorly-designed but really big and scary computing complex. Otherwise whoever it is that controls reality would have used cats, who don't need to be tricked into laying around sleeping all the time.

Anti-Rooners can be secret agent types with black trenchcoats and black SUVs, or they can be in white body suits with piping illuminated in malevolent fluorescent colors. The Roon can be placed on some switch somewhere that will wake up all of humanity or reboot the system under an alternative operating system with ethically pure licensing agreements.

Creatures can be described as malevolent programs, programming errors, or hardware failures in the "machine." Weapons can be described as debugging tools, atomic-level soldering irons, or programs. Time can be started and stopped or stretched using the RoonVenture spell system, or whenever it's going to let somebody do a really cool flying wheel kick in a fifty pound leather trenchcoat that'd trip them in real life.

When mapping, use a really complex electronic circuit schematic and pretend like you're using it to figure out where the characters are and what they're doing. Come up with some doubletalk to make it more convincing, "Lessee, the capacitance in this line means you'll have a voltage versus current phase delay that'll increase the defrobulation factor when you encounter the first logical gate."



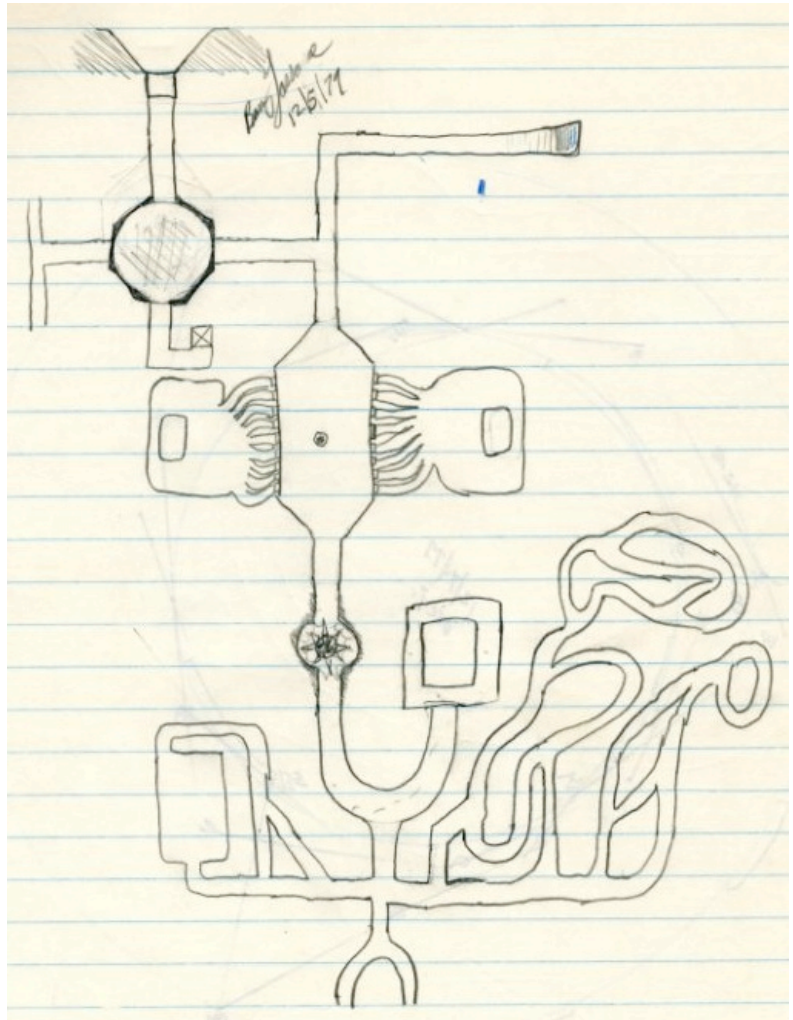
11. Rools for Soots

The game of Soots is a key part of RoonVenture in that it is used for decision-making where a simple die roll just isn't portentous enough. Soots is pronounced like "suits" not like the things that live in your chimney (Soot Monster, PRICE 5, gas attack when confronted with loud noises or long-handled brushes, wearing a tall hat gives +1 half franc to attack and defense against this creature.) Soots is a simple card games that masquerades as a more complex card game.

To win the game you must make your opponents unable to continue play. The usual way is by using the game rools to leave them with too few cards. Any other way you may use must be agreed on by all players first, or else it's cheating.

A standard 52-card deck of cards is used in Soots. None of those odd CCG cards with television monsters or people with spikey hair, just plain old cards like great-grandfather used when he lost the family farm at the town bar to the guy who later became great-grandfather's mayor and got his statue put up in town. Jokers, advertisements, and other oddball cards should be pulled out of the deck, if necessary. The deck should be completely randomized by being shuffled then cut at least once. The cut should be a proper Scarne cut, where someone other than the shuffler takes hold of some quantity of cards from the middle of the stack, pulls them straight out, then places them on top of the deck without looking at any of them.

Cards are distributed among players as evenly as possible by choosing one player as dealer who then passes cards out to everyone one at a time off the top of the deck with the cards face down and no looking first. Not even at the card on the bottom of the deck.



Once all the cards are dealt, everyone stacks their cards in a pile before them. Then the first turn starts.

All players play simultaneously on each turn.

At the start of each turn, each player lays down the three cards from the top of their stack one after the other face up in front of them, revealing the rank and soot of each card.

Players then examine their hands for combinations and for the highest value cards in the hand they have exposed. If one player has a higher value hand than any other player, that player then takes all

the hands from all the players and places them in their discard pile. In addition, if a player has been eliminated in this turn, they take any remaining cards from their deck and place them in their discard pile, too. Each player has their own discard pile.

There are three ways a player can beat the others:

1. Have the highest value card(s) in their hand. If a player has the highest rank card (Ace is highest rank in soots), then they win the turn and take everyone's hand into their discard pile.
2. If two players have the same highest card, they must both say "Rhombus!" and then lay out three more cards into their hand, comparing the highest value cards from the new hand. Any other players wait for the resolution of the turn.

If they tie again, they say "Double Rhombus!" as soon as they perceive it, then play out three more cards. This continues until one player or the other plays a card of higher rank than the other, with successive ties called out as "Triple Rhombus!", "Quadruple Rhombus!", etc. If there is a winner, they take all the cards in everyone's exposed hands and place them in their own discard pile.

3. If one player plays out three cards at any time that are all of the same soot (Clubs, Hearts, etc.), they say "Triambulus!" and this combination will beat any card of any rank, or a Rhombus of any level. If two players do this at the same time, then they have experienced the rare "Double Triambulus." The winner of a Double Triambulus is decided by fisties (Scissors, Paper, Rock), the winner takes all the hands in play for their own discard pile. In the event of more than one Triambulus at a time, a round-robin bout of fisties is played to determine the winner.

If a player runs out of cards in their stack, they pull their discards into their stack.

If a player isn't able to play the required number of cards to play, they must yell "Soots" before their opponent(s) or they lose. If they yell "Soots" first, they get the opponent's discard pile. If there is more than one opponent, they get the pile of the last person to yell "Soots!", and if that can't be decided, they choose someone to challenge. If they beat their choice at fisties, they can take their discards. If they fail, they choose someone else to challenge for their pile. If they fail to get anyone's pile, they lose the game and are out.

If all the players decide so before the game begins, "Scissors Paper Rock Spock Lizard" may be used in place of "Scissors Paper Rock."



12. Damage and Death



If a character's current PRICE has been changed from their original PRICE, they operate as if their PRICE is at the new amount until further changes occur.

If their PRICE is below their original PRICE, they will regain one half-franc of PRICE each day (appreciation) until they return to their original PRICE.

If their PRICE is above their original PRICE, they will lose one half-franc of PRICE each day (depreciation) until they return to their original PRICE.

Character's PRICES may be affected by damage from combat, majick, RoonMaster's whims, and many other things. Players should keep track of their character's original PRICE, even when it's not that PRICE any more.

If a character's PRICE ever drops to zero (0) or below (<0), they may be dead. They'll act like they're dead, regardless, until their PRICE is restored to some value above zero (0). To see if a character is really dead, or just sorta dead, they must play a game of Soots against Death (usually played by the RoonMaster) and win to be in some state that isn't completely dead before they begin to putrefy.

Soots for Life

Each day that the character remains dead, their player plays a game of Soots against Death until their character's body begins to putrefy, at which point the character is dead and nobody wants them around any more anyway.

If the player of the potentially dead character wins the game of Soots (see Rools for Soots in the Appendices), then the character is just sorta dead, and will appreciate normally that day. If the character's PRICE raises above zero (0), then that character has snapped back to life against all the odds.

If the player loses the game, Death cackles and orders the player to record the cause of death on the character sheet, that character is now dead. In-game, the body begins to putrefy. Any looting of the body should occur before the objects become tainted and too nasty to use.

Putrefaction

Each day that the character is dead, a roll is performed to see if putrefaction sets in. On a roll of six (6) on a die (1D6), the character's body begins to putrefy. At this point the potentially dead character becomes completely dead, and anyone who wants some of their possessions had better take them before the putrefying body makes them too nasty and horrible to consider owning.

13. Help! I Can't Stop!

So you've caught the RoonVenture bug, eh? You're wearing RoonVenture licensed clothing, eating RoonVenture snacks and breakfast cereals, working at a dead end job while waiting for the perfect job opening as a RoonVenture writer or artist, and it still doesn't quite seem to fill all the gaps in your life.

That's perfectly all right. In fact, what you need to do is drop any family members that are still trying to reach out to you and start thinking of how to make RoonVenture an ever more pervasive part of the lives of yourself and other RoonVenture enthusiasts. Like inventing the RoonVenture light bulb, producing RoonVenture feature films, writing RoonVenture novels, then paying the low, low RoonVenture trademark license fee and taking it to market.

RoonVenture has stretched itself beyond the confines of low to middling fantasy as covered in the original RoonQuest (not to mention that the name sounds like another name used by people whose lawyers frighten us), to extend itself to all of space, time, and alternate realities like those TV shows on the channel that's pretty well gone downhill and really needs to just die a quiet, if belated, death. Now you, too, can stretch RoonVenture into parts of your life that may have seemed entirely inappropriate before.

Got an older relative in a rest home incapable of caring for themselves? Now is the perfect time to remake their environment into a RoonVenture simulation, dress them as a RoonKnower in the appropriate licensed attire, and invite all your RoonVenture player friends over for a Reel Live RoonVenture Encounter. Pretend your elderly loved one's confused mutterings are secrets that will lead you to your own Roons! Travel through relatively unused and inaccessible parts of your local area with a stick, a ring, and a dagger from the line of fine RoonVenture products! Pretend the local authorities are Anti-Rooners out to get you, and go looking for an Arrow Shoppe!

RoonVenture is truly a game that should change your life!

So this isn't the end of the RoonVenture rools, it's the beginning of a new life!*

*RoonVenture's authors take no responsibility for the actions of anyone foolish enough to read and believe this. The discussion of possibly dangerous and stupid courses of action is intended for entertainment and hyopthetical purposes only, and should not actually be done under any circumstances that may result in any legal complications for us unless it involves prior compensation way beyond our later liabilities including legal fees, lost income, etc.

Appendix A, The Slightly Ajar Gaming Suggestion

1. Scope

Everything, everywhere, real or imaginary. Even the exceptions. And anything else we haven't thought of or mentioned.

2. Limitations

None. Abandon all hope.

3. Name

The License shall be known as the Slightly Ajar Gaming Suggestion. The name is not to suggest any limits on extent, force, or scope of the license. Essentially it says we own anything we think we can lay claim to and make it stick. The name "Slightly Ajar Gaming Suggestion" sounds better than "Iron Clad Negation of All Rights" and almost as good as "Open Gaming License", and we're counting on the fact that almost nobody reads really small uncomfortable print unless it's going on about some majick item or special powers of a meandering monster.

For short, it can be called 'the License' or 'SAGS' in informal use. You will be able to identify didactic dunderheads when they use periods between each letter of SAGS.

4. Terms of Use

Anything within the scope of this license is protected, and owned by the authors of RoonVenture. In reality, of course, it all comes down to who has the most money and the best lawyers for all ownership, doesn't it? So basically we're claiming anything we think we can either hold on to, or bully other people (in a legal sense) into letting us have.

Anyone else can use the SAGS on their product, which transfers all their ownership rights to us if we care to have them, though chances are against it if they are foolish enough to use this license and the product reflects the same quality of thinking. Maybe it makes them feel good to be part of some imaginary "movement" against unfair property rights or something, or they think they'll improve their chances of desirable sexual encounters if they run around saying "I've released my product under the Slightly Ajar Gaming Suggestion." Whatever floats your boat. Feel free to use SAGS on anything.

5. Gratuitous Latin Quotations

This document is bound by the legal principles of "Del Mortuis Nihil Nisi Bonum" and "Ab Ovo Usque ad Mala." If you don't know what those mean, you'd better not mess with us or our lawyers, who are keeping a few good Latin phrases in reserve in case you end up in court with us. Nyaah!

6. Other Licenses

This one trumps all of them. We don't specifically advise you to ignore them, but until some judge says otherwise this one's the most important of them all.

7. Derivative Works

We own them. We own your website, we own your blog. We own your characters, your campaign, and have probably copyrighted your dog's name. But if you're not actively ripping us off, we probably won't bother to come after you if we've got richer fish to fry. So go make lots of money off derivative works. Bwa ha ha. Whoops, that last bit slipped out.

8. Happy-Sounding Plain Speech

This License, and its terms, may be described in happy-sounding plain language by anyone associated with it, but this in no way invalidates the terms of the license in any way. It's just talk. So no trying to hold us to what we say outside the text of this license when the rubber hits the road (or our summons hits your doorstep). All that matters is the legalese gibberish, and what our lawyers can scare you into forking over to avoid a messy scene in court.

9. Patents

The terms of this license mean that we not only have patented everything, but that we own the very idea and process of patents. If you think we're infringing on your patent, remember that. Right now you've got a patent that allows you to scare other people into forking over your rent money. If you come after us, you might end up owing us money and losing your precious meal ticket patent as well. Boo!

10. Brave Face Clause

Legally, we're required to make outlandish claims so that we can protect what's ours. It's probably mostly bluster, but we can't say so for legal reasons. Instead we have to growl and snap as if we might bite at all times, otherwise anyone can take away all our stuff and hippies can come crash in our bathtub without our say-so. Pretty soon all of civilization collapses because we failed to act like overpossessive preschoolers at every opportunity. Support your local legal system, without it we might be reduced to barbarity, forced to settle dispute through politeness and reasoned discourse.

11. Compliance

Determining whether you are in compliance with the license is simple. It will require your original work in text form (print all non-text objects as hexadecimal file dumps), a deck of cards, and a pair (2) of six (6) sided dice, and a copy of Winston S. Churchill's THE SECOND WORLD WAR (ISBN 039541685X.)

- a. Shuffle and cut the deck. No sneaky fake shuffles, and the cut should be a Scarne Cut, not one of those cheesy cuts that just puts the bottom on the top of the deck.
- b. Draw four cards off the deck.
- c. If the first four cards include a Rhombus, Triambulus, Double Rhombus, or Double Triambulus (refer to Rools for Soots for definitions), roll one die. Otherwise, roll both dice.
- d. If you rolled one die, and your document is six (6) pages or longer, delete the page whose number matches the roll of the die as noncompliant with SAGS. If your document is less than six (6) pages, strike out or delete the paragraph that matches the count from the start of the document that was rolled on the die.

e. If you rolled two dice, if they are a natural double (same number rolled on both dice), delete the last page of your document. Otherwise, count in the number of sentences rolled on the die and delete the following sentence in your document.

f. Next, draw four more cards off the deck. If the newly drawn cards include a Rhombus, Triambulus, Double Rhombus, or Double Triambulus (refer to Rools for Soots for definitions), roll one die. Otherwise, roll both dice.

g. If you rolled one die, select the volume of THE SECOND WORLD WAR whose number matches the number rolled on the die. Open that volume to a random page with your eyes closed. Insert the text from that page into your document in a random location. Make the following word substitutions:

Britain->RoonVenture
British -> Roon
Russia -> Majick Stick
Airplane->Majick Ring
Gun->Majick Dagger
shoot -> poke
Soldier->RoonSeeker
hope -> attack
German->Anti-Rooner
Germany -> Aldrum
car -> horse drawn cart
train -> globomorg caravan
Tank->Polleneater
Ship->Killbee
U.S. or United States -> Yorkshire
difficult -> more
President -> Polleneater Eater
Premier -> Oranglomite
Prime Minister -> Army Sweatbands
Member of Parliament or M.P. -> Arrow Shoppe Owner
Neville Chamberlain or Chamberlain -> Gralblogron

Then cross out every thirteenth word and replace it with a word chosen at random from a dictionary.

h. If you rolled two dice, count in that many paragraphs from the start of a random page in your document. At that point, insert a paragraph selected at random from THE SECOND WORLD WAR, making word substitutions as noted above.

i. Repeat from b. above until all cards have been drawn from the deck.

j. If the original item was other than a plain text file, convert all non-hexadecimal values into their compressed 7-bit ASCII hexadecimal equivalent before converting the file back to whatever it was before.

k. Internationalization - If the file is in a language that's read backwards or sideways or something else weird, count from the back or side of the file instead of the front when using the process above. Note that you must still use the English-language edition of THE SECOND WORLD WAR when inserting text required for compliance. After word substitution, you may then translate the English text back into your strange foreign lingo on the most literal, word-for-word, basis possible so as to obscure any possible meaning. Where possible, translation into a third language before translation into the final language should be performed. English editions may consider doing a translation into another language, or transliteration into Pig Latin if another language is not known well enough to do a bad job of translation, before translating back to English, for the sake of "dithering" the text to maintain a smooth flow of nonsense even in all-English texts where meaning might otherwise be accidentally conveyed.

Appendix B-Item Lists

Weapons List

The following are examples of what might typically be found for purchase at an arrow shop. (A) indicates that the weapon is effective against aethereal creatures. A number next to the 'A' indicates that item's effectiveness against aethereal creatures (purchasers pay the non-aethereal price.)

<u>Weapon</u>	<u>Price</u>
Arrow	3 (each)
Bar Stool	8
Blowgun and Darts	1 per dart
Boomerang Fish	3
Bottle, Broken	4
Bow	3
Bow, Long	4
Bow, Short	2
Browning Air-Cooled Submachine Gun	35
Candle, Broken	1
Clipboard	3
Club with nails in it	4
Crosscut Saw	7
Crystal(A)	2
Dagger	3
Egg	1 (only good for one use)
Falchion	4
Fountain Pen	6
Halbard	17
Hand Buzzer	3
Killer Disc	8
Light Bulb, Broken	3
Mace (one can)	4 (good for 1D6 uses)
Pendulum(A)	1
Pike (or Haddock)	3
Pointed Stick	2
Poker, Fireplace	3
Pyramid(A3)	2
Raspberries (one basket)	1 (only good for one use)
Rayzer Gun(A)	50
Rolling Pin	2
Rubber Ball	1
Rubber Band	1
Rubber Chicken	2
Rusty Spork	3
Sixteen-Ton Weight	700
Spear	5
Squirting Carnation	1
Sweatband (Army)	1
Sword	5
Sword, Flaming(A)	25
Sword, Great (two-handed)	10
Sword, Nine-Bladed	45 (Req. Weakness<15 to wield)
Sword, Short	4
Tiger (in cage)	15 (When released)
Tracer Gun	3
Trojan Rabbit	20 (When dropped from >15' height)
Vorpal Blade(includes handle)	16,000
Water Balloon	1
Weed Cutter	4 (6 vs. Snakes)
Zebra Gun (Flash Gordon style)	6

Weapon Descriptions

Arrow-A wooden stick that is relatively straight that has either feathers or a piece of cloth attached to one end, where there is a notch in the wood, and with a piece of sharp wood, stone, or metal attached to the other end. May be used with bow to provide a pricier attack (arrow price + bow price.)

Bar Stool-A wooden stool, usually with four legs, that stands about three to three and a half feet tall. Seat is wooden and may be covered with cheap velvet or garishly colored vinyl.

Blowgun and Darts-A tube from six inches to six feet long that is used to shoot darts, small items that are pointy at one end and fit snugly in the tube.

Boomerang Fish- a fish that is flat and has a crook to its body that allows it to be thrown like a boomerang.

Bottle, Broken- A bottle, typically a liquor or beer bottle, that has had the bottom broken off so as to form a formidable weapon.

Bow- A curved stick with notches in the edges near the ends to facilitate the retention of the string that stretches across it when it is "strung". When strung it can be used to shoot Arrows, or it may be used as a bludgeon without arrows.

Bow, Long- Just like a bow, but longer.

Bow, Short- Just like a bow, but shorter.

Browning Air-Cooled Submachine Gun- A fully automatic firearm that pours out a stream of hot .30 caliber lead that will cut down any but the largest opponents with ease. Tends to jam at embarrassing times. Almost never seems to require reloading.

Candle, Broken- A candle, typically a taper, that has been broken off in a shard to form a not-so-formidable weapon.

Clipboard- A rectangle of wood or metal, about one foot tall by nine inches with a heavy metal clip at one end for holding things to the board. Board may be swung edge-on for full effect. Clip may be snapped against backboard for full effect in a psychological (not physical) attack, so as to cause surprise and confusion.

Club with nails in it- A large knurled wooden club with nail points sicking out of it in several directions (how they make it with the points sticking out, and not the heads of the nails, I don't know.)

Crosscut Saw- A sheet of metal, about two and a half feet long, and about eight inches wide, with wicked teeth cut in one edge and alternately bent to one side or the other to

make it an effective ripper of virtually any material. Has a wooden handle attached at one end to facilitate use without injury.

Crystal(E)- A rock crystal of some hard material. Can be swung at opponent for attack. Becomes attuned to its owner's "frequency". If it becomes "contaminated" it will lose its attunement and must be buried in salt for several days. An unattuned crystal is ineffective against ethereal opponents.

Dagger- A knife designed for use in combat, but too short and too heavily decorated with valueless gilding and cut glass cloisonne to make it very effective.

Egg- The ovum and protective shell of some egg-laying creature. (Note, Roc eggs are price 50, and require a Weakness of 1 to carry unassisted.) The egg is thrown at the opponent or broken on their body. Faking an egg break on an opponent's body effectively (check vs. MALADROITNESS by rolling 5D6 and scoring less than the attacker's MALADROITNESS) will cause one half-franc of surprise and confusion, but no physical damage.

Falchion- A heavy sword-like weapon with only one edge and a blade about two feet long. The combat equivalent of a butcher's cleaver.

Fountain Pen(A)- A pen with a protective cap to protect the point. Cap must be removed for combat use. May be stuck into the opponent's body for a physical attack, or may be used

with paper to fire tactical missives at ethereal foes.

Halbard- Like a falchion on a seven-foot long stick.

Hand Buzzer- A small device that fits into the palm, induces damage in an opponent when pressed against their body.

Killer Disc- A device like a discus with sharp metal blades that fly out of the edges when hurled. Has a key that fits into a keyhole in the top center of the disc and rotates to

retract the blades.

Light Bulb, Broken- An incandescent light bulb that has had the glass broken off into nasty shards. The user grips it by the socket threads and strikes opponents with the glass shards.

Mace (one can)- A small pressurized canister of mace gas, damages opponent when sprayed into eyes or breathing passages.

Pendulum(A)- A small weight at the end of about one foot of string. Can be swung for physical attacks, or can be used against ethereal foes through intense concentration on the opponent while holding up the pendulum in a still hand. Successful ethereal attack will cause pendulum to swing spontaneously, causing damage to ethereal opponent.

Pike (or Haddock)- A long, thin fish, usually quite dried out, which is held near the tail and swung like an axe.

Pointed Stick- A relatively straight stick with a sharp point whittled into one end. Can be thrust into opponents to cause damage.

Poker, Fireplace- A metal rod, about two feet long, with a hook and a point in one end and a handle on the other end. Useful for both bashing and thrusting.

Pyramid(A3)- A hollow square-base pyramid about six inches long on a side. Can be gripped in the palm and swung point-first for physical attacks. Is swung in opposite way for use against ethereal opponents, to place parts of the ethereal being at the "focus" of the pyramid's power where damage will occur. Pyramids are also useful for sharpening razor

blades, purifying water, and protecting crystals against de-attunement.

Raspberries (one basket)- One basket of ripe red or black raspberries with lots of little seeds. Entire basket is squashed against opponent's body in attack.

Rayzer Gun(A)- A gun which fires a mathematical ray originating at the apex of the gun's point and extending into infinity. Striking the opponent with the ray causes damage to both physical and ethereal opponents.

Rolling Pin- A device typically used for flattening dough that can be gripped by one of its two handles and used as a bludgeon.

Rubber Ball- A sphere of rubber or a suitable synthetic substitute that is thrown at an opponent in an attack.

Rubber Band- A loop of rubber or a suitable synthetic substitute that is stretched between the fingers then released suddenly to cause it to fly toward an opponent and strike with snapping force.

Rubber Chicken- A rubber or plastic simulation of an unplucked fryer that is gripped by the legs and swung as a bludgeon.

Rusty Spork- A small steel spork (about six inches long) that is still quite sharp though it has begun to rust a bit. Anyone struck with a rusty spork must roll to see if they get Lockjaw (roll 12 on 2D6). If they get Lockjaw, they permanently lose 2 half francs of PRICE and have to drink through a straw. If their PRICE drops below zero from Lockjaw, they Play Soots with Death (see Death and Damage, below), and if they lose they die, if they win their PRICE permanently becomes one (1).

Sixteen-Ton Weight- A large trapezoidal prism with a ring on top the whole of which weighs sixteen tons, and it says so on the side.

Spear- Like a pointed stick, but with a point of metal or stone attached to the stick, instead of a whittled point.

Squirting Carnation- A fake flower with a tube attached, and a bulb at the end of the tube. The bulb is filled with water which squirts out of the fake flower and sprays the opponent when the bulb is squeezed.



Sweatband (Army)- A wrist-sized sweatband, made of white terry cloth with the word "ARMY" printed on it in large green letters. It is fired like a rubber band to strike the opponent.

Sword- An ordinary broadsword. If you don't know what this is, ask any gamer. You'll receive a four hour lecture in the history of swords and like weapons, some of it may even be true.

Sword, Flaming(A)- A broadsword with a blade that spontaneously burns, all the time. Makes a considerable safety hazard in grasslands during dry seasons, but is extremely effective against a variety of opponents.

Sword, Great (two-handed)- Again, if you don't know, ask a gamer.

Sword, Nine-Bladed- A broadsword with nine blades radiating out from the hilts. Clumsy to handle, but effective when it actually lands a blow.

Sword, Short- Like a broadsword, but shorter.

Tiger (in cage)- A ferocious, hungry tiger. Comes in a cage, and is released against opponents for use. Will generally not return to cage willingly once freed, and may still be hungry, depending upon size of opponent eaten.

Tracer Gun- A gun designed to fire small plastic discs to distances of up to fifty feet.

Trojan Rabbit- A large wooden rabbit that is hollow so that people can hide inside it. (Note: other trojan animals work the same as the Trojan Rabbit.)

Vorpall Blade(includes handle)(A)- A broadsword of special majickal power that almost no foe can stand against.

Water Balloon- a plastic bladder-shaped device, filled with water and hurled at the enemy to burst upon them.

Weed Cutter- a serrated blade of steel about nine inches long set at about a 115 degree angle to a handle about three feet long. Swung like a golf club to cut weeds or opponents. Especially effective against snakes.

Zebra Gun (Flash Gordon style)- A gun designed to shoot small spherical yellow plastic pellets up to about 20 feet.

Armor List

The following lists items of armor that might commonly be found in an Arrow Shoppe, or otherwise for sale if the RoonSeekers are willing to risk the suspicion of possible Anti-Rooners while shopping.

<u>Armor</u>	<u>PRICE</u>
Pointy Hat with Tip Bent Over	0
Carpet Armor (used)	1 (usually no charge.)
Bathrobe with Stars and Planets On	1
Pointy Toed Shoes	1
Cardboard and Masking Tape Armor	2
Big Heavy Ogre-mongous Boots with Stompy Soles	2
Carpet Armor (new)	2
Chunks of Metal on Heavy Cloth with Baling Wire ("Brigandine")	3
Leather Jacket with Studs and "colors"	4
Plywood Armor	5
Chainmail Soot (used)	6
Chainmail Soot (with vest and spare pants)	7

Equipment and Food/Drink List

The following items are commonly available in the game. The RoonMaster can add anything else they please, using these prices as a guideline.

<u>Item</u>	<u>PRICE</u>
Broken pencil	0
Deflated balloon	0
Kite String (100 feet)	1
Old Cardboard Box	1
Used Gunny Sack (marked "Fertilizer")	1
Skotch Bye Ale, 6 cans	1
Abacus	1
Masking Tape (30' roll)	2
Lemonade Drink Concentrate	2
Tweenkees cake-like snack material	2
Pole, 10' with EZ Grip Handle	2
Chicken, live	2
Spikes, 6	2
Ammo Box, steel	3
Orange Drink Concentrate Powder	3
Sandwich with a bit of meat wrapped in foil	3
Spam, 1 can	3
Munchies addictive salty snack food	3
Dog, vicious, untrained, hard of hearing	3
Mallet	3
Pony	4
Hoagie Sandwich	4
Sea-Go Nutritive Drink (4 can pack)	4
Rope, 250' one inch thick polypropylene with bits sticking out	4
Saddle (for whatever beast type)	4
Tent with lots of complicated bits and instructions in Japanese	4
Beef Jerky, 1 lb.	5
Iron Rat-ions, 1 week supply	5
Horse	5
Rat-ions with a bit less rat in them, 1 week supply	6
Car Alarm, 5 different sounds, can be used with saddle	6
Ground based missile targeting radar installation (with coffee maker)	12,000

Appendix C-Detailed Monster Descriptions

Gilled Majick Yoozer InSpectres

PRICE 12-18

Gilled Majick Yoozer InSpectres are a critical part of the process of ensuring that only quality Majick Items and Majick Yoozers are employed in quests for Roons. They will wish to inspect the group's Majick Items for proper function and to make sure they aren't clever counterfeits made by Anti-Rooners. They will also wish to inspect and question any RoonSeeker with any majickal powers or a class name that includes the least hint of majick yoose, such as "tooth fairy third class" or "Bonzo the Amazing and His Astounding Hat of Endless Rabbits!!!"

If the group resists their attempts to complete their duties, the InSpectres may take any remedial action they choose, up to and including the summoning of a Destroy Monster targeted to the group's Majick Stick.

Anti-Rooners

PRICE 0-15

Anti-Rooners, like RoonSeekers, may have any occupation or form, human or semi-human. They are bound only by a deep loathing and hatred of RoonSeekers. They may see RoonSeekers as only a public nuisance that needs eradication, or as the agents of the downfall of all they hold dear. In any case, they will react in a hostile fashion to any RoonSeekers that they identify as such on sight, and take any action they can to thwart the RoonSeekers or their quest. They may bear any weapons that RoonSeekers bear, or they may improvise weapons out of whatever is at hand in their furor.

The Anti-Rooner's PRICE should be determined by the RoonMaster as appropriate to the situation, or, at a pinch, roll a six-sider (1D6) for each Anti-Rooner encountered. Potentially more powerful Anti-Rooners can be created by rolling three six-siders (3D6) and subtracting three (3) from the result. A result of zero (0) is a dead, somnolescent, or comatose Anti-Rooner. Roll characteristics as required the same as for player's characters.

10 Chewing Gum (1)

PRICE A(1)

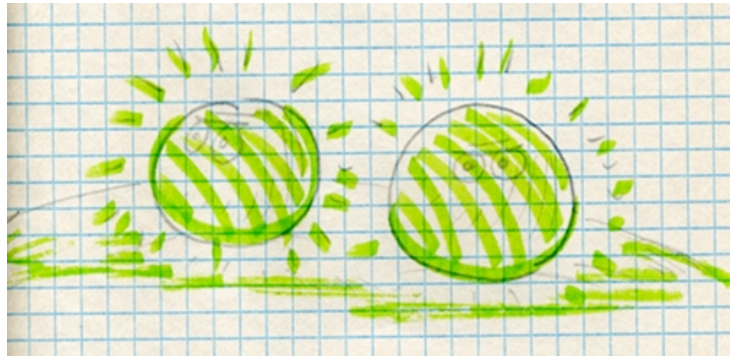
Chewing gum is an aetherial creature which takes up residence in the victim's mouth, usually while they are asleep, unconscious, or very distracted. It extracts energy from its victim by mentally commanding them to chew, transferring energy from the protoplasmic parts of the Chewing Gum to its more aetherial parts. To eradicate the Chewing Gum, one (1) point of aetherial energy damage must be successfully done to it, causing it to leave the victim and lie dormant for one (1) day before seeking another. To kill the Chewing Gum requires 5 points of Aetherial damage dealt in one attack. Note that the likelihood of the victim taking damage from these attacks is very high as well, particularly when a physical weapon of Aetherial type is used.



These are small balls (about one hand in diameter) that glow green and generally seem malevolent. They are capable of movement, usually rolling but occasionally flying for short distances (less than a furlong.) They try to project a mental image of greater power than they actually possess in an attempt to daunt their victims before actual attack.

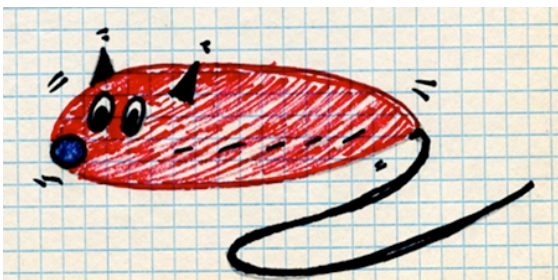
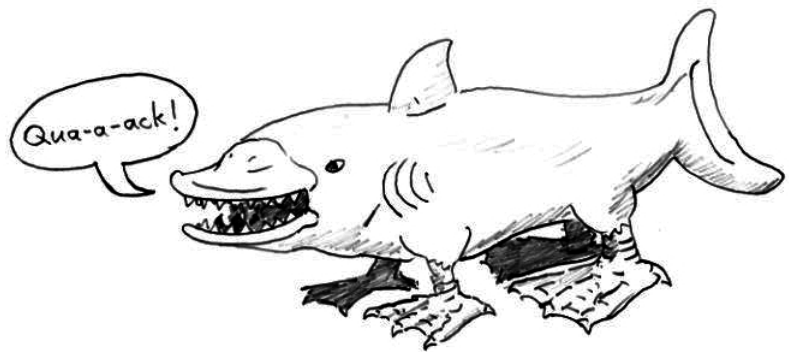
The attack consists of bumping into the victim until they are subdued or killed.

Actual Glowing Green Globes are far more powerful, and very rare. These creatures mimic them.



The Dark is a terrifying cross-breed of the duck and the shark. Its horrible quack is known to raise a sense of dread and horror in sea-farers and those who live near the sea. Though it prefers an aquatic environment, where it can use the water as a source of concealment and protection, it is known to emerge to hunt on its great taloned web feet when particularly hungry or a choice meal presents itself out of reach of the water.

Anomalously, Darks have been found even in areas far from the sea. Their appearance in oases in the desert, mountain tarns, and other such unlikely places has led to widespread speculation about underground passages linking the various waterways of the world. Regardless, many an unwary traveller has found themselves the victim of a dark in places where they would least expect to encounter them.



The Wilmot is a small, legless rat-like creature. Its short fur is red, its ears and tail are black. It is always in motion, and attacks by making a furious buzzing motion that damages the victim on contact, causing friction burns and minor ultrasonic damage. The Wilmot is notoriously difficult to damage as a result of having no centralized organs. Dead Wilmots may be eaten uncooked or cooked, their flesh is sweet in flavor and of a chewy, slightly sticky consistency. The Wilmot's source of sustenance is unknown.

14 Creeping Terror (1-3)

PRICE 17

The Creeping Terror looks like a section of rotted carpet thrown over a frame with radiator hoses attached as eye stalks. It is, however, a formidable foe. It consumes its prey by overrunning to draw the prey into its mouth, which looks like the entrance to a very small car wash on its front. It can swallow humans whole, and likes to do so.

Its feet occasionally show from under its shaggy body, they appear to be the feet of normal humans. This sometimes tricks its prey into thinking the creeping terror is a practical joke of some sort, until it actually devours them.



15 Ticklish Triffid

(1)

PRICE 5

The ticklish triffid is a large carnivorous plant that likes to eat humanoids, up to seven or eight feet tall if it can catch them that large. Unfortunately, it is ticklish so it has half a chance (roll 1-3 on 1D6) to spit them out laughing once it ingests them (any successful attack), losing its next attack while the giggles settle down.



16 Destroy Monster

(1)

PRICE 10

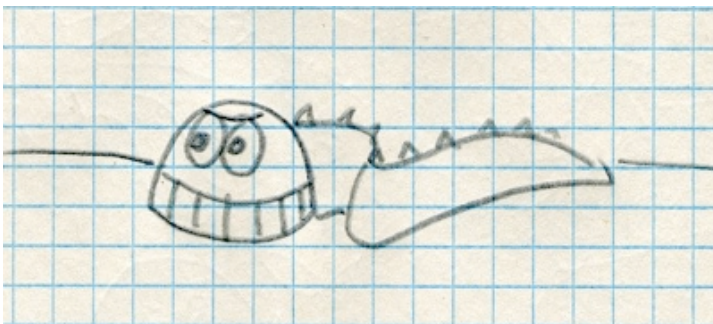
The Destroy monster looks like a skinny blue minotaur with long clawlike fingers on the top, the bottom trails off into vapor, like a classic genie. When the "Destroy" monster appears, it selects one object at random, attacks until it destroys that object, then disappears in a cloud of smoke.

Better hope that object isn't one of the Majick Items.

17 Grablogrons

(1-6)

PRICE 0



The grablogron looks like an angry brown scrubbing bubble with a lizardlike tail. It has prominent teeth, which are useless because it has no lower jaw. It is incapable of attacking or damaging anyone, though their eyes look like they really want to. The grablogron is the original creature with no obvious means of support.

The common grablogron can be found almost anywhere. The desert grablogron tends to move with the shifting sands. The

sea grablogron is equipped with a set of inert fins and is found in riverbeds as well as on the ocean floor.

Grablogrons are the air ferns of the animal world. They reside at the bottom of the food chain, being edible by nearly any creature, should they be that desperate for food.

18 Tree (1-6)

PRICE 7

Trees look just like ordinary trees, but they're animated and malevolent. Think Dorothy and the Scarecrow, you get the idea. Or Snow White and her bad time in a dark forest. Yeah, like that.



19 Rock (1-6)

PRICE 5

The rock is a small, generally spherical type of beast. Its main attack is rolling into someone or something. Once its intended victim is killed, the rock will attempt to drag the victim to its lair. This is impossible, however, because the rock has no appendages in which to grab hold of the prey. Besides, the rock has no lair. This may give some idea of the rock's intelligence.

A dead rock has a one in six chance of containing an Amafist jool.

20 Globomorgs (1)

PRICE 13

The Globomorg is a close relative of the oranglomite (below), with a large, nearly spherical body and four legs placed close together underneath. It has a head at one end and a tail at the opposite end of its body. Globomorgs are much sought for their skin, which mysteriously adopts a pattern of markings that matches the form of the major landmasses of the world the globomorg lives on, with accurate spacing between landmasses.

Professional hunters carefully smother the globomorgs so as to avoid damaging the skin, which a skilled taxidermist can prepare as the covering for a highly accurate globe.

Each globomorg is missing some areas of the map of the world where their neck, legs, and tail connect to the body. Different globomorgs tend to be missing different areas, so it often requires two (2) or three (3) skins to complete an entire globe.

For its part, a globomorg has about the same mass as a hippopotamus and a similar nasty disposition. If accosted, it will often attack on sight. Some globomorgs will make a habit of herding with oranglomites, taking advantage of the natural defense of the oranglomite for their own defense, or to blind their enemies as they attack.

21 Ant Lions (1-2)

PRICE 6

The any lion is a large cat-like creature with a great mane on both sexes and the head, mandibles, and antennae of an ant. They are fierce and territorial, maintaining a large hunting area in which they will attack any other creature which they perceive as competition.

22 Ice Ants (6-36)

PRICE 1

Ice ants are ants about nine inches in length. They look like ants with bits of fur around the edges of their chitin and at their joints.

Their name comes from a chemical they exude when gripping prey or enemies with their mandibles, which has a freezing effect on whatever is gripped. Because of this, they do damage beyond their PRICE when the attack successfully. The bite itself does the ant's PRICE in half-francs to the victim, plus the freezing chemical will do as much again.

Ice Ants arise by spontaneous generation from tainted ponds of water, septic mud, rotting vegetation and other such sources of ick. They respond to physics in many unusual ways, including the fact that if two are dropped simultaneously, the heavier one will reach the ground first. Pendulums loaded with ice ant bodies as a mass will behave erratically, swinging at different rates even if the same length.

23 Vulture Penguin (1-3)

PRICE 7

The dreaded Vulture Penguin is like the vulture that has given up waiting and decided to go kill something, but with a penguin's body shape and markings. It has an oversized hooked beak and a bad attitude a mile wide to go with it. Unlike penguins, they can fly, but they typically like to conceal this fact from potential prey if it is to their advantage.

24 Oranglomite (1)

PRICE 14

The oranglomite is a large plant-eating dragon-type creature. It is a true fire breather. If there is a fire in the area, it will thrust its nose deep into it and breath deeply. It attacks by biting when provoked. It is orange in color, and can turn a blindingly bright orange at will (one (1) chance in six (six) per combat turn.) This will blind all who are sighted that are nearby for 3 combat turns.

Its treasure is a collection of rare plants in a lair that consists of a large reed nest, with a fifty percent (50%) chance of 2-12 washers in its lair.



25 Gzorgnplants (1)

PRICE 17

These are the plants that generate polleneaters. The polleneaters grow in pods on the plant, surrounded by gas that is poisonous to most creatures, including humans and other humanoids. The gas is released into the surrounding air as the polleneaters are released. The fully developed plant has eyes with which it can see its surroundings, and it will use the gas to defend itself if it perceives an attack, like an animal approaching that it doesn't like the look of.

They look a bit like 3' tall venus flytraps that already caught something in every leaf. Plus they have tendrils that wave around in the wind. These tendrils are fairly fragile, but in distress the gzorgnplant will use them in bunches to grasp at enemies.

26 Zerocks (1, to start)

PRICE 9

The Zerock (or Xerock) lives in any clime, but their favorite place to reside is atop mountains. At first glance, the zerock appears to be a normal rock (see Rock) but when in combat, their true identity reveals itself.

If the zerock is struck by any weapon it immediately duplicates itself 500-1000 times. It then causes an avalanche on its opponent. If any of the 501-1001 zerocks are struck, they will immediately produce 500-1000 more zerocks again. If one of the zerocks are killed, the others will wander off or delve into the ground, minding their own business.

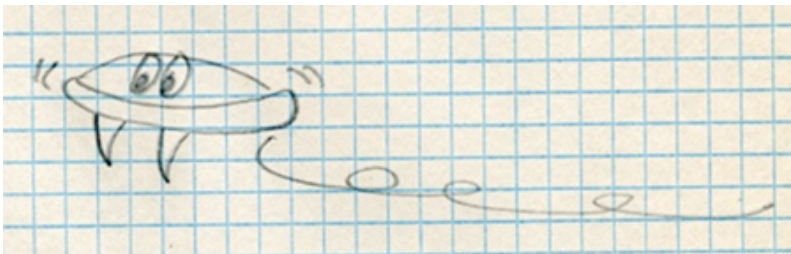
Note: Missile weapons do not cause duplication, unless they are a result of a majick spell or made of solid silver.

Cutting open a dead zerock will reveal a geode-like formation of 4-24 random jools.

27 Killbees (1-6)

PRICE 6

The killbee is a round flat disk that flies. This monster will mercilessly ram into anything in its flight path. They are usually in the air, except when ramming, rolling, or roosting in their rooftop lair.



The killbee is unable to penetrate even leather armor. Its teeth are mainly for looks. The killbee's main form of attack is ramming its appointed victim until it or its victim is dead.

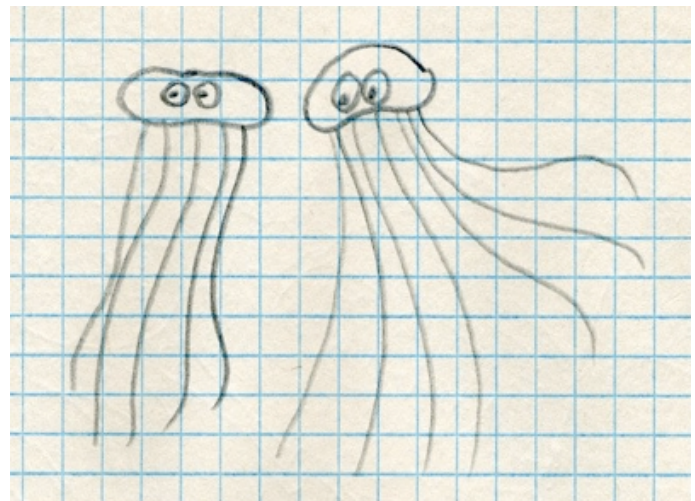
A killbee can be made harmless for 1-3 combat turns by being placed upside-down on the ground. It is affected by all majickal and non-majickal weapons.

28 Polleneaters (1 to 20)

PRICE 1

Polleneaters look like jellyfish floating on the air. They have a transparent head/body filled with a naturally generated lifting gas. Fine tendrils of up to three meters long depend from the floating body. When encountered as a meandering monster, it is because nearby polleneaters have mistaken the party members for a source of pollen. They attack by wrapping their tendrils around the victim, and attempting to draw out pollen.

Wherever polleneaters are present in substantial numbers, there is a one (1) in six (6) chance (1D6) of polleneater eaters being nearby.



29

AmYay Distributor (1 to 30)

PRICE 6

The AmYay distributor is a dangerous and unpredictable foe. They often come in substantial numbers, especially when encountered in the confines of a hotel conference room. There are three possible actions that an AmYay distributor may take upon encountering RoonSeekers:

1. Attack them.
2. Attempt to sell them AmYay products, including Liquid Roonic Cleanser (LRC), guaranteed to remove Roons fast with only a capful!
3. Attempt to convince them to become AmYay dealers.

If they attack, they will use such chemical weapons as they have on hand, such as Liquid Roonic Cleaner (PRICE 3 per capful), WinSheen (PRICE 2 per shpritz), SlipperiOil (PRICE 1 pre shpritz), and DraneScrape (PRICE 5 per application).

If they attempt to sell then the products, once they have made the sale they will often (roll 1 to 5 on 1D6) then follow the customer and attempt to upsell them to larger packages of product ("It cuts the price per use to less than half, and only weighs 250 pounds in the E-Z-Carry carton!"), put them on the AmYay Regular Reefull Program, which automajickally extracts the payment from their Free Limited Time Offer AmYay coin pouch and keeps their AmYay product containers majickally full at all times, or attempt to convince them to become an AmYay distributor or to assume the AmYay Distributor's distributorship.

If they attempt to convince them to become AmYay distributors, they will attempt to get the characters to watch a "brief presentation" while sitting in an uncomfortable cheap hotel conference room chair. They will follow the characters around while giving the presentation if necessary, pushing the amazing opportunity they are offering ("Unlimited Earnings Potential", "Distributor Discounts on Product!", "Shanghai Your Friends and Earn Untold Wealth Off Their Misery!", "Drive Off All Social Contacts That Interfere With Your Business!")

AmYay distributors usually wear seedy business clothes, except for the occasional "alpha" that wears the finest leisure fashions lots of gold and jewelry and is paid by the AmYay Corporation to make themselves visible where ever distributorships are being sold as an example of what you can get if you get fifteen million (15,000,000) distributors "underneath" you.

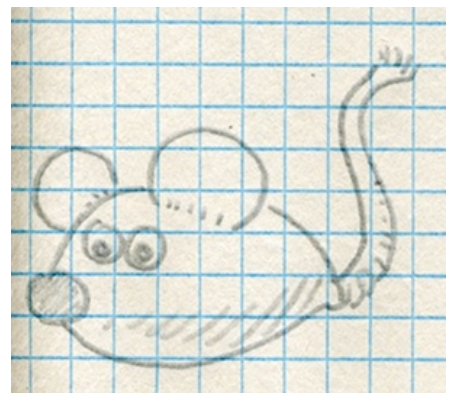
30

Baby Wilmots (1-6)

PRICE 1

Smaller, rounder, cuter, and with big white ears the Baby Wilmot attracts its prey with cuteness, then attacks with a mix of the regular Wilmot's microphonic buzzing and the emission of hazardous invisible rays of energy from its great radar ears.

If tamed, baby Wilmots can be faithful and helpful companions, if you consider something that basically sits around and does nothing but being fuzzy and cute helpful.



Ninja wannabees try to attack, but almost never cause surprise because they yell before attacking, rather than during the attack. They are also better at posing with weapons than actually using them. Often (one chance in three) their weapons will fall apart in a comical fashion should they actually seek to attack with them. They also have frequent wardrobe problems, since their ninja outfits are usually slapped together from whatever they had in the closet that might look vaguely ninja-ish if you're in a forgiving mood.

Ninja wannabees are often armed with cell phones (PRICE 1), plastic spoons (PRICE 1/2) and other useless weapons as featured in internet videos titled "How to Kill Someone with a _____". The unfortunate ninja wannabees don't know any better.

Among the most dangerous of creatures in their price range, there's almost no telling what a group of Drunks Who Think They're Funny will end up doing. In addition to fists and concealed melee weapons, the Drunks possess both breath and gas weapons which each do 2 half-francs of damage on a successful hit. So those who encounter them should probably try not to anger them.

Drunks who think they're funny will approach their victims with incoherent jokes, Big Ideas, questions like "What's the Big Idea?", and "You lookin' at Me?"

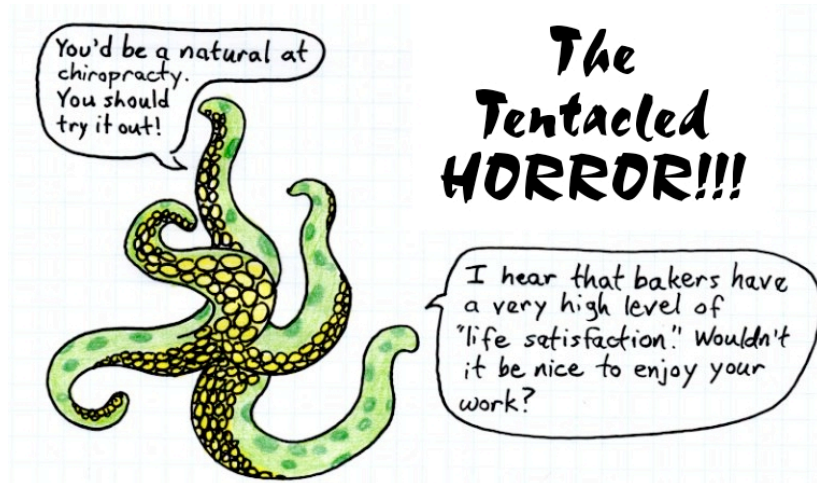
The Pi-Rat is an anthropomorphic rodent that travels in groups. They wear fore-and-aft hats or headscarves, eye patches, shirts with blousy sleeves, sashes, and either knickerbockers or baggy pants. All their clothing is in garish, clashing colors. Their attack is to stand on various sides of their opponent and all rats present will start reciting the decimal digits of pi in unison. This attack creates extreme cognitive dissonance in the victim, doing two (2) half-francs every combat turn unless the victim makes a successful PARANOIA LEVEL check to resist it.

If necessary, they may resort to attacking with their hangers (Wire Clothes Hanger, PRICE 1).

Pi-rats can be turned away by any character with a mathematics-related class. To do so, the character needs to recite either the digits of e, or of the square root of two. This will confuse the pi-rats in their recitation if the character performs their own successfully (roll 1-5 on 1D6), and force them into a rapid, stumbling retreat.

Otherwise, the unfortunate victims will have to rely on physical attacks, although the use of a Slide Rule (Eleven Inch Steel Slide Rule: PRICE 6, Aluminum Four Inch Circular Slide Rule: PRICE 4, Six Inch Pocket Speed Rule, PRICE 3) will do double damage against a Pi-Rat.

The tentacled horror is made up entirely of five sucker-covered tentacles that writhe and twist in a disturbing fashion at all times. Its initial attack will always be to seek to convince the victim to change its life and do something entirely different. For example, if the tentacled horror encounters a 'Moderate Democrat Horse Breeder', it will attempt to convince them to do something like become a 'Card-carrying Religious Proselyte Living on Charity'. Or a 'Very Tall Nuclear Scientist' will be assailed with the benefits of becoming a 'Relatively Short Basketball Player and Short Order Chef'.



To resist the attack, the victim adds their own PRICE to the PRICE of their currently equipped weapon(s) and armor, then rolls a die (1D6). The value thus obtained is then compared against the Horror's current price, plus that of any adherents (see below), plus the roll of a die (1D6). If the Horror's value is higher, the victim is convinced by the Horror's arguments and changes as they suggest (this change is permanent, the character may attempt a PARANOIA LEVEL check once per game month to change their class to something else (see Nonviolence:Characteristic Checks.)

The tentacled horror will shift its attack from victim to victim until one succumbs, at which point they become an adherent of the Tentacled Horror. The Horror will use that person to reinforce its arguments with the other victims, adding that character's PRICE to the PRICE of the Horror's in its attack.

The Silver Mind Control Methodicist will attempt to sell anyone they encounter a book (The Silver Mind Control Methodic Process, PRICE 4), and demonstrate their amazing powers of mental control by attempting to remember the color of the victim's clothing (will get it correct on a roll of 1-3 on 1D6) recite long texts from memory (correct recitation on a roll of 1 on 1D6), and chanting of Silver Mind Control mantras ("Every day in every way I am getting silverer and silverer and silverer and silverer and silverer and silverer. And silverer.") They often paint their skin silver to show their "inner silverness".

They will tell you the longwinded tale of Mr. Bobuando Silver, a Guacamolian refugee, who discovered the Silver Mind Control Methodic Process when his life was at a nadir and he'd accidentally mixed tequila, scotch, bathtub gin, prickly pears mistaken for peyote buttons, and something that had been in the fridge too long--then accidentally imbibed it for dinner. Once he discovered the method he went out the next day, met an incredibly wealthy man, told him his entire life history just by looking at his cufflinks, and became the man's financial manager. By noon he had multiplied the man's wealth by fifty-fold and earned himself two half-francs for his service. At two P.M. (2 in the afternoon), he quit the job, took his two half-francs, and by five o'clock (5 in the evening) he grown that pittance into something like a trillion half-francs, more than had ever been minted.

Satisfied with his fortune, he retired to a small country nation, paid a broken AmYay distributor to write a book telling everyone else how they could use the Silver Mind Control Methodic Process to do exactly what he did for themselves. Which always works, if they learn it *well enough*.

Once this story is told in detail, the Methodicist will then relate their own story of how they've raised themselves up from moderate prosperity to their present extreme poverty, but with excellent control of all their mental faculties. If the victims of their tale fail a PARANOIA LEVEL check and a HEART RATE check, they will buy the book and must proselyte for the Silver Mind Control Methodic Process themselves. They will be able to summon a copy of the book to sell (they always retain one copy for themselves) at will upon a successful MALADROITNESS check.

36 Proselyte (2-1500)**PRICE 3**

Proselytes often occur in groups known as “revivals” and will behave aggressively to anyone who does not advocate their own views in complete detail. In large groups, they tend to have trouble organizing their movements unless a charismatic leader (present on a roll of 1 on D6) is present to command them. If the leader makes a successful PARANOIA LEVEL check (a leader’s PARANOIA LEVEL is determined by rolling 3D6), they successfully command their flock to act in concert with each other this combat turn. While doing this, the leader may not themselves attack.

37 Local Political Candidate (1)**PRICE 7**

The local political candidate attacks through handshakes and reassurances. Any creature that it successfully shakes hands with (victim fails PARANOIA LEVEL check) becomes a minion of the candidate for every combat round until they make a successful HEART RATE check, and will do whatever they want for that time. After this wears off, they will remain friendly to the candidate until they successfully make a PARANOIA LEVEL check.

38 Sparkling Bloodsucker (1-6)**PRICE A (1-6)**

The sparkling bloodsucker is a humanoid creature that looks like the member of a boy band, or one of the girls from the sort of band parents wished their children still liked after they turn ten (in the case of the female of the species.) They are easy to spot by sunlight, as they sparkle like dishes in a soap commercial. Outside sunlight, they can be identified by their unrealistic angsty discussions of philosophy and their relationship to their food--humans and other humanoids.

Sparkling bloodsuckers can only be damaged by aetherial weapons, and when struck by any such will take from one (1) to six (6) half-francs of damage, no matter what the PRICE of the weapon and its bearer may be. Their relative PRICE in aetherial half-francs is determined by rolling one die (1D6).

39 Fat Purple Allosaurs (1-3)**PRICE 19**

The fat purple allosaur will first attempt to sing its prey into a state of stupor, then seek to convince them to not resist being devoured. The first will be successful if the victim fails a HEART RATE check. The second occurs if the victim fails a PARANOIA LEVEL check. Finally, the allosaur will simply attack, with the victim unable to resist. The Allosaur has the ability to stupefy multiple targets simultaneously with its songs, any target which is stupefied will not react to any external stimuli for four combat turns unless they make a successful HEART RATE check. Otherwise, the allosaur can be engaged and fought normally.

The allosaur may be driven off if all party members successfully brush their teeth without letting the water run as they do so (all must make successful MALADROITNESS checks within three (3) combat turns of each other.)

40 Unpublished Author (1)**PRICE 2**

Unpublished authors employ a verbal attack equal to their PRICE as they complain about the unfairness of the publishing industry, and a physical attack with a manuscript (PRICE 0, but it’s still annoying).

41 Secret Secret Agent (1-6)**PRICE 8**

Secret secret agents sneak around conspicuously, and will respond in a random way to anything that seems to be a code term. They may choose to confide in characters if the character makes a successful WHISTLING ABILITY check, but after gaining their confidence a successful PARANOIA LEVEL check must be made every day or so or the agent may “flip” on them, as a result of becoming a double secret secret agent. They will often use highly techernolgicuhl weapons with a price lower than they’d achieve with their fists, because that’s what secret secret agents do. They may be befriended if three successive PARANOIA LEVEL checks have been successful by making a successful HEART RATE check.

42 Innocent Bystander (1-3)

PRICE 3

Innocent bystanders will steal and do stealthy attacks against anyone nearby, but to be detected they must fail a WHISTLING ABILITY check and the suspicious party must make a successful PARANOIA LEVEL check. If successful, the theft or attack will be confirmed, and the Bystander will attack (if a fight hasn't started already.) Bystanders often appear where any event of public interest occurs, including house fires, public executions, heart attacks, and sporting events.

43 RoonSeekers (3-9)

PRICE 1-6 (roll 1D6)

RoonSeekers are always looking for something to kill, and are suspicious of everyone. If any member of a group of RoonSeekers succeeds in a PARANOIA LEVEL check, they will attack without further conversation. RoonSeekers tend to be ugly, wear tatty armor held together by baling wire and duct tape, and carry weapons from the item lists in the appendices.

44 Apothecaries (1-4)

PRICE 4

Apothecaries are small guinea pig like rodents that attack with medicinal spittle and bites. If they successfully bite a creature, the spittle will have the effect of one majick spell chosen at random on its victim. If killed, their spittle can be collected within 3 combat turns of their death to provide a majick potion with the effect of some random spell, that will be determined when it is imbibed.

45 Quicksand with Grasping Vines (1)

PRICE 18

This creature resembles a normal patch of quicksand that happens to have typical jungle vines around it. Unlike a normal quicksand pit, it uses its vines to pull victims into itself. Characters must make a successful MALADROITNESS check to get out of the quicksand if they are drawn in, or to pull another character out if they are not in it. The attacks of the Quicksand pull the characters into itself, but otherwise do no damage. Each vine (usually 4) can be severed by doing 4 half francs damage. This damage does not count against the PRICE of the quicksand itself, as the vines are expendable appendages.

Every character in the quicksand takes 2 half francs damage for each full combat turn they are in the quicksand.

Quicksands are almost impossible to damage without majick that can do damage to liquids.

46 Spanish Moss (1-6)

PRICE 3

These creatures look like large tufts of normal spanish moss. They hang on trees and along paths waiting for prey to walk under them or step on them. They are not necessarily bright enough to hang out where spanish moss normally occurs. When dead, their bodies are reputed to be an aphrodisiac if dried and prepared properly, so they will often sell for their original PRICE to anyone who wants to give it a try.

47 Troglomorph (1-3)

PRICE 5

The troglomorph is famous for fighting with other troglomorphs. This is their major pastime, and they will drop all else to fight any other troglomorphs in the area that they know of. If troglomorphs are rolled on the meandering monster check, roll a six (6) sided die (1D6) to determine the number of troglomorphs encountered. A result of one (1) or two (2) yields a lone (1) troglomorph, three (3) through five (5) means there are two (2) troglomorphs, and six (6) means there are three (3).

They surprise their prey on a roll of one (1) to four (4) on a six (6) sided die (1D6).

Their bony skull is extremely hard, and can be fashioned into a helmet to fit a moderately small human head. When not attacking RoonSeekers or other troglomorphs they can be comical companions for Majick Yoozers who befriend them.

48 Giant Tigron (1)

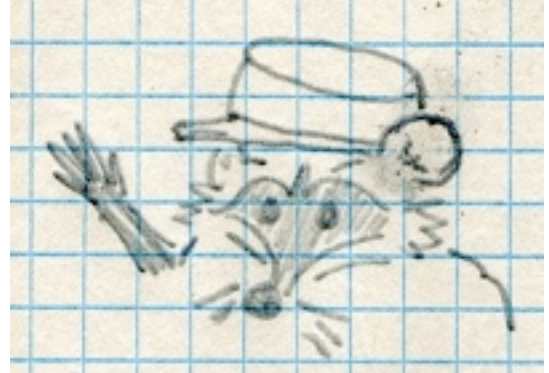
PRICE 19

The giant tigron is a great big cat. If rolled as a meandering monster, it has probably decided to make a meal of the party. It looks like a lionish tiger, or a tigerish lion, and if placed in a pit will attack anyone else who enters, much to the delight of evil villains and dictators everywhere.

49 Nazi Raccoons (2-12)

PRICE 4

Nazi raccoons are like normal raccoons but they've got a political ideology that causes them to be more aggressive and more organized than typical raccoons. Plus they wear little armbands and hats. One of the Nazi raccoons encountered will be an officer, the others will be enlisted raccoons following the officer's orders, uttered in little raccoon chirps and squeaks. They've got all the coordination of a crack drill team, so RoonSeekers had better watch out. If your milieu doesn't have Nazis, these raccoons will happily serve any dictator's regime.



50 V Raccoon

(1) PRICE 35

The V Raccoon is an especially deadly form of raccoon that is a product of secret Nazi science (substitute some authoritarian form of government if your milieu doesn't have Nazis.) It normally appears as a normal raccoon (*Procyon Lotor*) with no distinguishing features. If angered, however, it will grow to giant size (body length from 10 to 200 feet, Roonmaster's choice, adjust price for sizes over 50 feet long to suit its size). When enraged, it may use a physical attack equal to its PRICE or emit a powerful roar that does 350 half-francs of damage to nearby structures and landscape, plus 2-12 half-francs of damage to bystanders within about 40 feet.

After an outburst of rage lasting about 5 minutes, it will shrink back to normal raccoon size and resume normal raccoon behavior.

51 Giant Amoeba (1)

PRICE 13

The giant amoeba occupies about five to six (5-6) cubit feet of space. If hungry (roll <4 on D6), it will attempt to attack a victim directly to absorb their nutrients. If it is not hungry, it will approach one target and attempt to convince the individual cells of its target to strike out on their own. The target rolls 3D6, and if a number less than their HEART RATE is rolled, their cells will stay loyal to the overall organism. Otherwise, the cells will each strike out on their own to seek to live as single-celled organisms, reducing the attacked individual to a mass of unorganised protoplasm.

52 Philosophical Commoner (1)

PRICE 3

The philosophical commoner comes in many forms, usually as some form of humanoid, but always as some sort of social creature. The philosophical commoner is usually unduly chipper and cheerful for its station of life, taking a light attitude toward disease, degradation, near famine, and other poor conditions. The commoner may or may not be disposed to attack on sight. Usually it will first strike up conversation. If in the course of conversation its precepts are challenged or its sunny attitude sufficiently punctured, it will turn violent. They often (1-3 on 1D6) appear as part of a larger group of commoners (3-18, roll 3D6) who will attack in concert with the philosophical commoner if they think there's something in it for them, or they see it as a chance to get a boot in without being caught, or if they're just bored.

53

d'Orc (3-18)

PRICE 2

The d'Orc is an ugly humanoid with thick, flaky skin, oversized tusklike teeth, pointed ears and patchy growths of hair in unfortunate locations. They wear heavy horn-rim glasses as head protection (PRICE 1), and a small off-center chestplate made of durable plastic, filled with stiff writing instruments (armor value 2 half francs). They will attack with stories of non-existent people that they've pretended to be, trivia about science fiction stories they've enjoyed, laser pointers (PRICE 2), slide rules (11 inch plastic: PRICE 2, or circular pocket style: PRICE 1) and telescoping pointer pens (PRICE 1).



54

Hobblygoblin (2-12)

PRICE 3



Hobblygoblins are ill-tempered goblin-type creatures that limp or use crutches and complain a lot to gain sympathy for their poor mannered behavior (they can actually walk or run normally, their limps or crutches are part of the "look" they affect). They tend to rudely push their way to the front of queues. They will turn violent if their anyone questions them about anything for any reason.

Their crutches can be formidable weapons (PRICE 4 when used by a hobblygoblin, PRICE 3 otherwise.)

55

ManBearPigRabbit (1)

PRICE 23

This creature is often responsible for changing weather, disruptions to communications networks, and other indefinite problems in society. It may (roll 1-3 on 1D6) be pursued by a Local Politician looking to demonstrate a particular political statement they have made.

It is usually inadvisable to actually encounter this creature. Fortunately it tends to be very shy and elusive. If confronted it will fight ferociously. Carrots and political literature may be used to draw it from hiding (make a check of PARANOIA LEVEL, if successful, roll 1 on 1D6 for success.) Its physical attacks include fists, claws, and ear-slaps and diatribes against messing with nature and stuff.

56

Singing Mice (7-42)

PRICE 1

Mice, each capable of striking a single pure note. They are popular with a particular class of musician that is unpopular with animal-lovers. Singing mice sell for their PRICE to those musicians. If accosted, the mice will strike back by doing their PRICE in gnawing damage to the attackers, or their possessions.

57 Flower Zombies (1-200)

PRICE A(1-6)

Often mistaken for elves, flower zombies are among the most feared of the undead. Their graceful humanoid forms bear perfect complexions. They usually have long fair hair flowing over their pointed ears. They live practically forever, in peace and harmony with nature but at odds with all else. They are powerful fighters, difficult to kill because of their undead aetherial nature. Once they attack they never seem to stop coming.

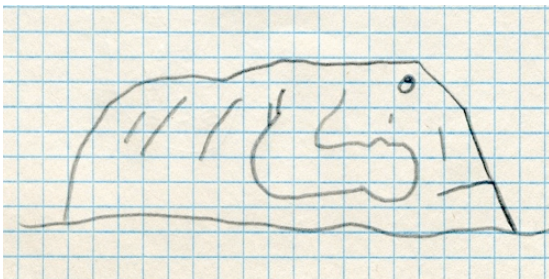
Sometimes their attacks can be avoided by acting as if at peace and at one with the forces of nature. Joining them in their gamboling behavior, enjoying flowers and running water and the beauty of a sunset. It is risky, however, as any false chord can trigger a sudden frenzied attack by the flower zombies.

Flower zombies are strictly vegetarian, normally living off of the scents of the blooms of flowers, fresh breezes, and clear water. When they kill they will not consume their victims, but use them as fertilizer for their favorite naturalized flower beds. They kill with physical weapons, but can only be damaged by Aetherial weapons. Their PRICE is from one (1) to six (6) (roll 1D6).



58 Polleneater Eater (1)

1 (3 vs. polleneaters)



Polleneater Eaters look like large moss-covered rocks. They are equipped with a single thick, dextrous arm and hand which they use to grab polleneaters by their tendrils and swing them into their previously concealed gaping maw. If molested, they can give a weak attack with their arm and mouth.

(50-5000)

59

Killer Fleas

1/10

A popular subject of the news, killer fleas are inevitably said to be invading from some foreign country where conditions are deplorable. They are said to be spreading inexorably until in roughly a decade they'll have killed everything and everyone in their path.

In reality they occur in random clumps. They can be dangerous when they appear in large numbers. They are very small and difficult to defend against. Characters may defend themselves to some degree with a successful WHISTLING ABILITY check each turn, which will keep them from being bitten in that combat turn. Roll one die for each ten killer fleas attacking each character, a roll of one or two (1-2) on a die (1D6) results in a bite of one half franc. Fleas of smaller groups (<10) successfully give a half franc bite on a roll of one (1) on a die (1D6).

Slapping is the most effective attack against the fleas. A successful slap requires a successful MALADROITNESS check, and it destroys one to eleven (1-11) fleas, determined by rolling two dice and subtracting one (2D6-1). Other attacks may also be made normally, destroying one flea if successful.

The Rare Earth Dragons are among the most sought and most feared of creatures. If defeated, they yield the greatest of treasures, Rare Earths essential to both Majick and Tchernoluhgy.

If a Rare Earth Dragon is encountered as a Meandering Monster, roll on the following chart to determine its type:

Roll 4D6	Dragon Type	Features	PRICE
4-6	Lutetium Dragon	Crytalline appearance, spits black stones	71
7-8	Thulium Dragon	Dark black, shoots x-rays	69
9	Praesodymium Dgn	Two-headed slime-spitting dragon.	59
10	Promethium Dragon	Atomic radiation breath	61
11	Europium Dragon	Glowing red and blue scales, mercury vapor	63
12	Terbium Dragon	Glowing green, shoots an electron beam	65
13	Erbium Dragon	Shiny steel color, shoots a laser beam from head	68
14	Lanthanum Dragon	Clear glassy, stealthy, electric shock	57
15	Scandium Dragon	Aluminum sheen, glowing yellow eyes, light beam	21
16	Yttrium Dragon	Orange garnet scales, colored electron beams	39
17	Cerium Dragon	Yellow ceramic scales, spits crude oil	58
18	Holmium Dragon	Stringy silver-white skin, magnetic, shoots lasers	67
19	Gadolinium Dragon	Red garnet scales, magnetic, shoots x-rays	64
20	Samarium Dragon	Bright silver scales, magnetic, oxidizing breath	62
21	Neodymuim Dragon	Violet glass scales, magnetic, laser attack	60
22	Dyprosium Dragon	Dull silver, toxic spit	66
23-24	Ytterbium Dragon	Dull yellow scales, infra-red laser, reducing spit	70



Lutetium Dragon, PRICE 71

Looks like a crystal dragon from one of those shops that sells little glass figurines of unicorns and dragons, but big enough to smash a house. Its main attack is spitting large black stones that look like meteorites which do the dragons PRICE in damage if they hit.

Thulium Dragon, PRICE 69

This dark black dragon has a glassy sheen to its scales it has a surprisingly long neck, and shoots a beam of x-rays out of a crystal growth on its head. If extracted, the crystal breaks down to a crystalline dust which has some minor value to Majick Yoozers who like to dink around with crystalline dusts.

Praesodymium Dragon, PRICE 59

This green dragon looks like a classical European dragon with two necks and two heads. It spits a noxious green slime that does the dragon's PRICE on contact and once every five minutes or so if not washed or rubbed off.

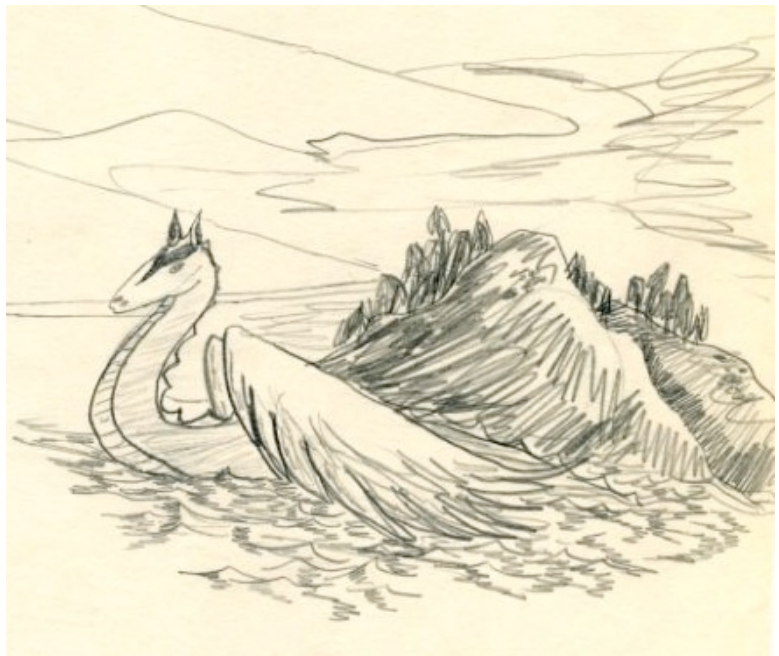
Promethium Dragon, PRICE 61

This dragon stands upright, walking on its back legs. Its skin is green, rubbery, and lumpy and it has large plates along its spine. The head and face are doglike, with heavy features. Even being in the presence of this dragon is dangerous. Each combat turn that characters are in its presence, they roll a six sided die (1D6) to see if they take one (1) to six (6) half-francs of damage (roll 1D6) if the first roll came up a six (6).

The dragon attacks by shooting a radioactive beam out of its mouth that does its PRICE in damage on contact. The dragon also has a long, drawn-out roar that sounds like an electronic Johnny Weismuller.

Europium Dragon, PRICE 63

The Europium dragon is covered in beautiful glowing blue and red scales, much sought after as sources of light for dance halls and other festive events. It defends its scales with a toxic mercury vapor breath weapon. The dragon's overall form is svelte and slender, like an aerodynamic diplodocus with long, graceful bat wings.



Terbium Dragon, PRICE 65

The Terbium dragon looks like a giant green turtle. To fly, it spins around and shoots rocket-like jets out of the leg holes in its shell. It emits a powerful green electron beam from its head, which it raster-scans across its enemies as it spins in the air, moving its head up and down.

Erbium Dragon, PRICE 68

The Erbium dragon looks like a dragon made of living steel--think T2000, but a dragon instead of some guy. It has a pink crystal in its forehead, from which it projects a powerful laser beam. The crystal is an Erbium Jool which has a value in half-francs equal to that of the original dragon.

Lanthanum Dragon, PRICE 57

The Lanthanum dragon is a sneaky, stealthy dragon that likes to hide, using its clear glassy appearance to its advantage. It attacks by touching its opponent with some part of its body and delivering an electric shock that does its price in half-francs of damage. It likes to do this by sneaking up on people and giving them a goose with its nose.

Scandium Dragon, PRICE 21

The scandium dragon has a boxy, undergrown-looking build for a dragon. Its skin has a shiny aluminum sheen to it, and its eyes glow a bright yellow. Its attack is a bright beam of yellow light projected from its eyes, powerful enough to burn its target if it strikes.

Yttrium Dragon, PRICE 39

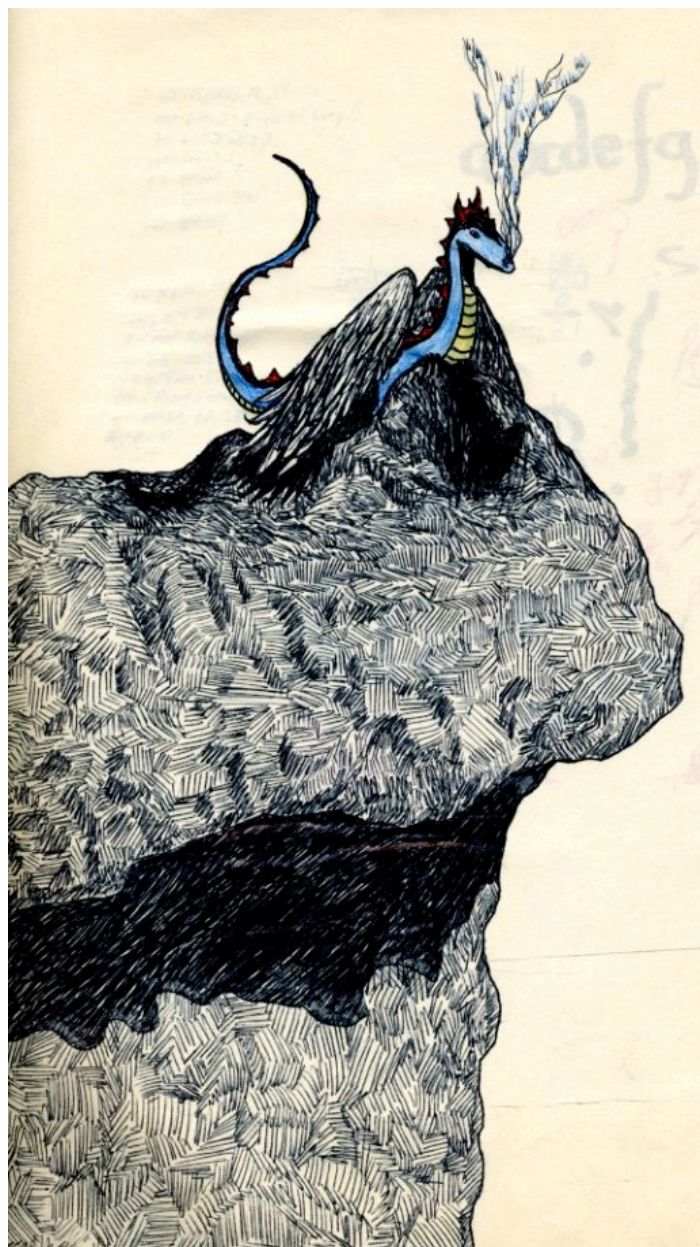
The Yttrium Dragon is covered with crystalline scales the color of orange garnets, fading to yellow at the edges (sort of like candy corn.) They have very large and wide wings, and shoot multicolored electron beams out of one particular cluster of colorless crystals at the peak of their skull.

Cerium Dragon, PRICE 58

The cerium dragon is covered with mustard-colored ceramic scales and is wingless. Its overall build is slender and snakelike. It defends itself with noxious spit that's almost exactly like hot, nasty crude oil. It is very sticky and will deaden the nerves if left in contact with the skin for long periods of time.

Holmium Dragon, PRICE 67

This dragon has no scales, but rather is covered with a stringy skin. The skin is silvery-white. It has long, graceful wings like the wings of a giant pterodactyl. Like many other rare earth dragons, it defends itself with a powerful laser. It has the added ability to give itself a powerful magnetic charge, which it uses to trap its prey if they are wearing or bearing anything magnetic. They will often "lace" their hoard with lots of washers to make sure their prey has something magnetic with them.



Gadolinium Dragon, PRICE 64

Like its close relative, the Yttrium Dragon, the Gadolinium Dragon has crystalline scales, but of a deep red garnet rather than orange-yellow. They also have large, wide bat wings like their cousins. As with the Holmium dragon, they have the ability to give themselves a powerful magnetic charge, and they emit an invisible beam of x-rays from a rhinoceros-like horn on their nose. These guys are tough customers.

Samarium Dragon, PRICE 62

The samarium dragon is covered in bright silver metallic scales, always kept shiny. Like its holmium and gadolinium cousins, it can generate a powerful magnetic field in itself. It also breathes a powerful oxidizing gas, a mix of fluorine and chlorine guaranteed to attack any substance--it will even "oxidize" pure oxygen. Needless to say it's tough on the lungs of most creatures, as well.

Neodymium Dragon, PRICE 60

The neodymium dragon is covered with glassy violet-colored scales, one of the most beautiful dragons to be seen, particularly when it takes to the air on its broad curved wings. Like several other rare earth dragons, it can generate a magnetic field. Unlike them, however, it can generate a field selectively in different parts of its body, or several different fields in several different parts of its body. It also has a relatively low-powered laser (only does 1/2 of the dragon's PRICE to the unfortunate victim.)

Dyprosium Dragon, PRICE 66

The dull, almost tarnished-looking silver skin of

this dragon distinguishes it from its brighter Samarium cousin. It also defends itself with a violently toxic spit that will not only poison but blind and paralyze victims if not washed off in about 10 minutes or so. If the victim survives that long.

Ytterbium Dragon, PRICE 70

The dull yellow scales of this dragon give it a look like that of the Cerium Dragon, until the viewer notices the stocky build of this dragon compared to the Cerium, and its wide, stubby wings (incapable of supporting it in flight.) A crystal between its eyes casts an invisible infra-red “heat beam”, and it spits a tarry reducing substance that does only half the dragon’s PRICE in damage, but has a terrible effect on most armor and clothing, should the victim live long enough to reach a laundry.

Appendix D-Sample Campaign Materials

Campaign Maps

Two campaign maps are included with these rules. One represents a portion of the game world’s surface area with many points of interest for adventure. This map can be used in place of, or in addition to, the ordinary road map with all the place names changed to “Yorkshire” in any campaign. The other represents a common town, and can be re-used for many towns by using it as-is, or changing which side is “north” for different towns.

The campaign map includes colors to make it easier to see details, red is used on or around areas that may be of significant interest for adventures, or where Anti-Rooners hold sway. Non-red areas may be just as dangerous, and crossing rivers, streams, flows, creeks, and other areas where there is water is an adventure of its own.

The town map includes safe places for Roonquesters, arrow shoppes and friendly taverns. There are also unfriendly locations set as traps for unwary Roonquesters, such as fake arrow shops (often identifiable by the whispering and jostling behind the door of Anti-Rooners crowding up as they position themselves to bushwhack any Roonquesters that enter.) Then there are places that take no sides in the Rooner/Anti-Rooner debate, but seek to fleece everyone equally (banks, casinos, etc.) Finally there are places with no general concern about Roonquesting, though individuals at different locations may take sides (graveyards, residences, etc.)

Both maps can be adapted for use in campaigns where they are not usable as-is by changing the types of things that the names on the map refer to. For example, Roonventure Map #1 can be used in a science fiction campaign by making each of the different points of interest a separate solar system, with the attributes of the area being the dominant attributes of the main planet. Thus, the Big Hot Desert becomes system B1G H07 D-353R7 with planet Tresed as its main inhabited world: a large, arid, hot world like one featured in some major motion pictures. Secret Elf City becomes the Secret Elf Starbase, Dang Dam becomes the Dang Force Barrier, separating the peace-loving worlds (or at least those that claim to love peace) from the dangerous systems on the other side.

This may be more effort than simply using a star chart taken from an astronomy magazine, making up the place descriptions as you go with the plans to destroy each planet once the characters leave so that you don’t have to remember anything about it later.

For an “Electronic World” campaign, pull some data sheets for microcontrollers or CPUs and spread them around the table while you make it up from scratch.

The Re-Usable Town Map can be similarly used for non-pre-industrial settings by changing the stables to rocket launch facilities, the parks to electro-laser-prisons, the graveyards to planetary defense bases, residences to arcologies, and the mud pit to a cryogenic resource extraction factory. Spooky building can become early experiments in building automation that have gone dangerously wrong, such as arcologies that decided the best way to maintain the building was to eradicate the inhabitants. And so on.

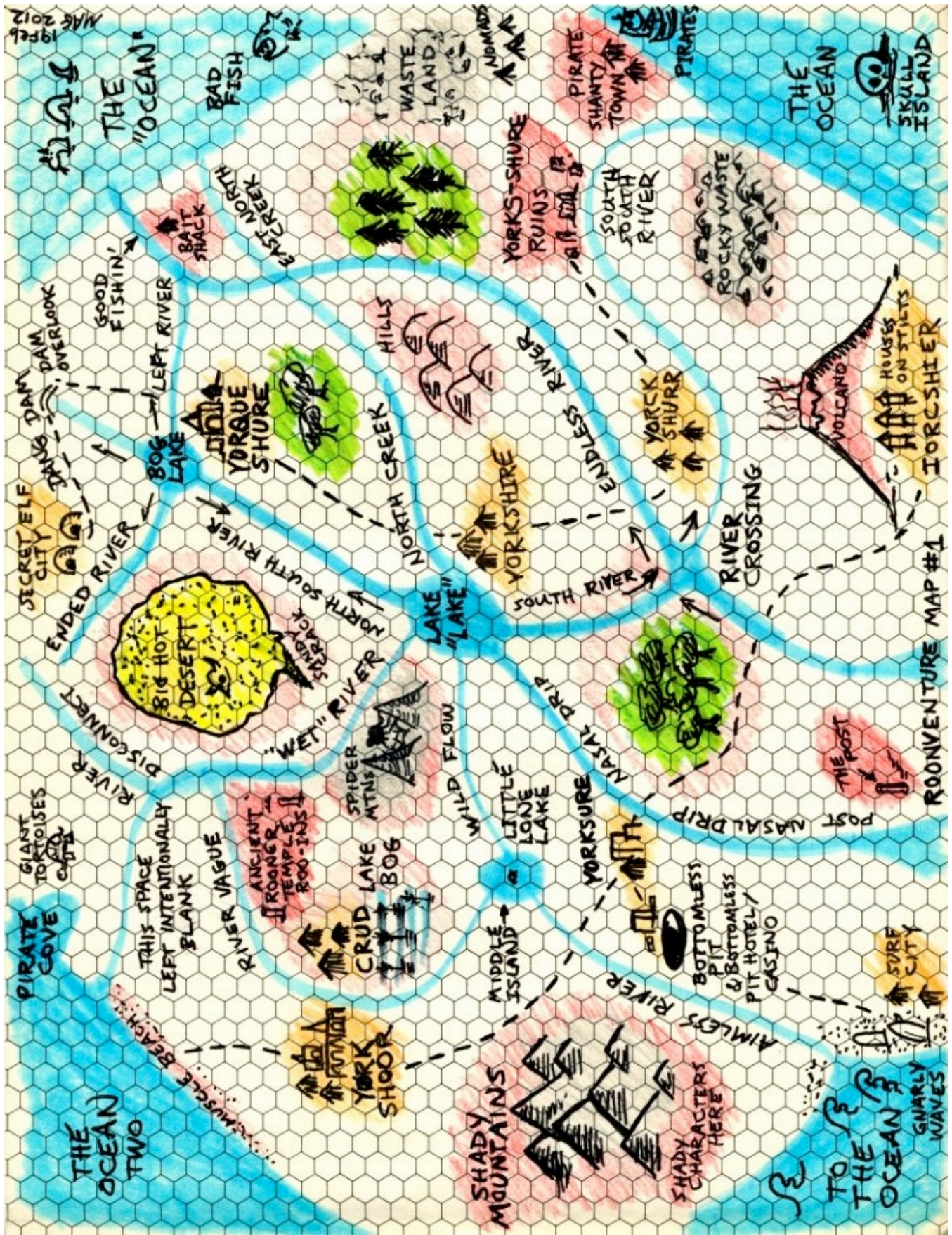
Dungeon Maps

In addition to the campaign maps, three sample game module suggestions are appended. The first provides for a very short game, suitable for use during elevator rides, between classes, and so on when a speedy resolution to the adventure is desired. A slightly longer game module adds a bend to the line of the hall leading to the Roon, so as to remove it from the immediate sight of the characters. This added test of skill, to see whether they are capable of solving the puzzle of finding something not directly visible, adds intellectual interest to the game beyond the first module. For more advanced players, sneaky Anti-Rooners can be placed just out of sight of the entrance as a further obstacle to immediate success.

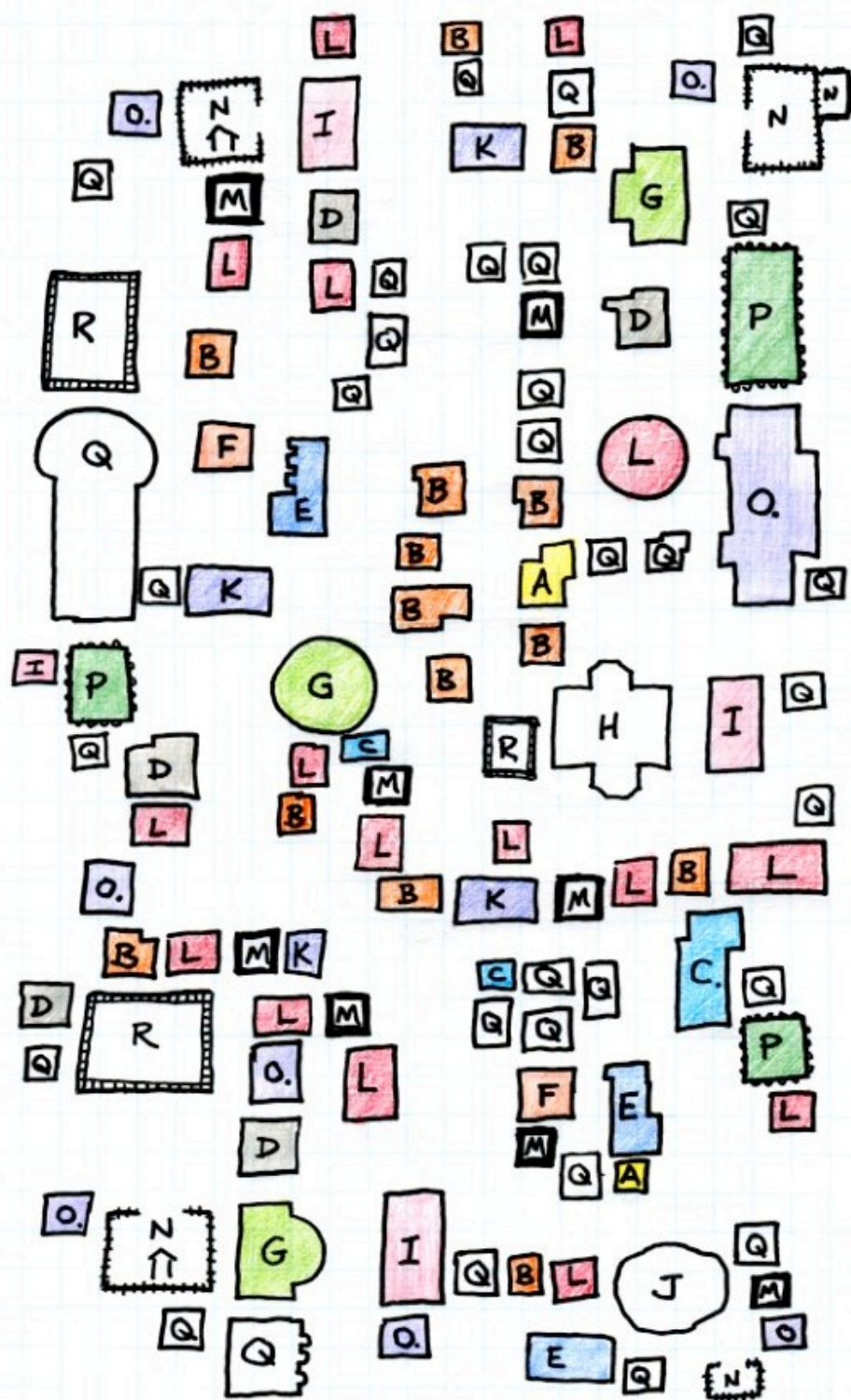
The third suggestion provides for a campaign of variable length, providing a Roon which the Roonmaster may manipulate at will to extend the game to the desired length. Remember, there’s no telling where a Roon will appear, and each Roon has an attuned set of Majick items somewhere waiting for the worthy Roonquesters to take them up and begin their search.



MAY 2012



ROONVENTURE MAP #1



LEGEND:

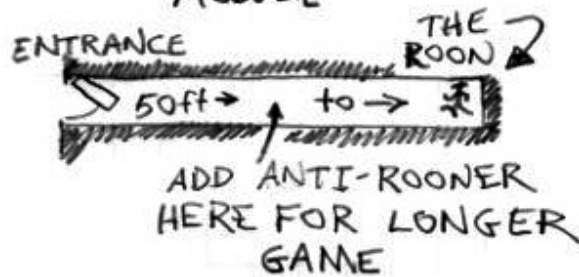
- A. ARROW SHOPPE
(YE OLDE ARROW/
SHOPPE, YE ARROW
SHOPE, DE ARROW
SHOPPE, ETC.)
- B. ANTI-ROONER
"AROW SHOPPE"
COPY (TRAP)
- C. ROONER TAVERN
- D. ANTI-ROONER
INN (TRAP)
- E. STABLES (NEUTRAL)
- F. BLACKSMITH (NEU.)
- G. BANK (NEUTRAL EVIL)
- H. CITY HALL (N.E.)
- I. DANCE HALL (NEU.)
- J. MUD PITS (NEU.)
- K. BAKER (NEU.)
- L. ANTI-ROONER
TRAP BUSINESS
- M. BURNED OUT
SHACK (USED AS
LANDMARK FOR
ALL LOCAL
DIRECTIONS)
- N. GRAVEYARD
- O. SPOOKY BUILDING
- P. CASINO AND
LOUNGE (NEU. EVIL)
- Q. RESIDENCE (VARIES)
- R. PARK (VARIES)

SCALE: STRETCH TO FIT

ROON VENTURE
RE-USABLE TOWN MAP
(TURN DIFFERENT WAYS, ETC.)

MAG 20Feb2012

SHORT GAME MODULE



SLIGHTLY LONGER ROONQUEST GAME MODULE



MUCH LONGER ROONQUEST GAME MODULE

(USE "WILDERNESS
MAP" FOR TERRAIN)

