

Appendix: Technomancy

n. The blending of technology and magic. Also known as “Sorcerous Science” or “Arcanotech.”

In worlds where technology and magic coexist, something about one tends to interfere with the other. Some individuals in these worlds pursue methods of combining their techniques to have the best of both. This can be quite dangerous in practice, as the results of using technology and magic in the same vicinity are often calamitous. Nevertheless, these “Technomancers,” as they are sometimes known, still chase after their elusive goal.

Some of them must meet with at least partial success, because “technomantic” items do come to exist in these worlds. What’s generally disturbing about these items are some of their more common characteristics. It appears that some aspect of their operation usually revolves around the use of living beings—particularly sentient ones—as “material.” Many items have body parts grafted onto them, or are somehow powered by things like blood or emotions.

As a result, such items and their creators are shunned by almost all who encounter them. Even having such an item in one’s possession can mean trouble. Nevertheless, it must be admitted that the objects often seem immune to the disruptions that normally occur when magic and technology operate in close proximity to one another.

Technomantic Mishaps

Technology and magic don’t play well together. Whenever one is introduced while the other is in use, there is a chance of ... problems. The rules that follow combine the estimated power of the technological and magical effects in use. For devices from a system like *Mutant Future*[™], the item’s complexity class determines its technomantic power. For magic effects from a system like *Labyrinth Lord*[™], the spell level or equivalent determines complexity level. Magic items use these guidelines:

Rings = complexity 3

Wands/Staves/Rods or Miscellaneous Magic = complexity 2

Armor or Weapons = complexity 1 per +1 (or per –1 for cursed items)

Potions = complexity 1

Scrolls = complexity 1 (protection) or spell level

Whenever technology and magic are activated in the same place, the referee adds the highest-level active magic to the highest complexity class of any activated technology and rolls 2d6. If the result is less than or equal to the total complexity, there are no ill effects. For example, if a wizard casts a 3rd-level spell at a mutant using powered armor (CC2), the result is 3+2 = 5. A 2d6 roll of 5 or less causes a Technomantic Mishap, rolled with another 2d6 on the following table.

2d6 Technomantic Mishap

2	No effect.
3	The magic is reduced in effectiveness by 50% for 1d6 rounds.
4	The tech is reduced in effectiveness by 50% for 1d6 rounds.
5–7	Magic and tech reduced in effectiveness by 50% for 1d6 rounds.
8	Magic nullified this round.
9	Tech nullified this round.
10	Magic and tech nullified this round.
11	ALL magic and tech in the area nullified for 1d6 rounds.
12	Technomantic Catastrophe (see below).

Usually, only the highest power magic item, spell, or technological device suffers the mishap. Nullification of ALL tech and magic includes anything the GM considers reasonably close, e.g., within a 15' radius, in the room, on board a vehicle, etc.

Technomantic Catastrophes are at the GM’s discretion and should be appropriate to the situation. Some possibilities include:

- ☛ Any or all spellcasters in the immediate area lose 1d4 prepared spells for the day.
- ☛ Any or all spellcasters in the immediate area lose ALL prepared spells for the day.
- ☛ One random magic item or piece of tech is destroyed. User takes 3d6 damage.
- ☛ 1d6 random magic or tech items explode, each doing 3d6 damage to anyone carrying it.
- ☛ One piece of tech (CC2+) drops one Condition Grade (MF42).
- ☛ ALL tech (CC2+) in area drops one Condition Grade.

Appendix: Monsters

A Word About Morlocks

Many of the creatures in *Realm of the Technomancer* are interchangeable between Labyrinth Lord and Mutant Future. The notable exception is the Morlocks' hit dice. Fantasy morlocks (LL88) have only one hit die, while the post-apocalyptic morlocks (MF84) have nine. Each section of the module gives appropriate stats.



Albino Ape (LL63, MF60)

AL: N; Move: 120' (40'); AC: 6; HD: 4 (45 hp); Attacks: 2 (claw/claw); Damage: 1d4/1d4; Save: L2; Morale: 7; HC: None; XP: 80

Apes can climb walls of caves and swing along ropes, branches, and the like at full movement rate. The apes can throw things with great accuracy to a range of 10'/30'/50': either rocks (1d6 damage) or *feces*: no damage, but target must save vs. poison or become incapacitated with nausea for 1d6 rounds.

Carnivorous Beetle (LL65)

AL: N; No. Enc.: 1d6 (2d4); Move: 150' (50'); AC: 3; HD: 3+1 (15 hp); Attacks: 1 bite; Damage: 2d6; Save: L1; Morale: 9; HC: VI; XP: 65

These fierce carnivorous beetles have a carapace with markings resembling the hide of a tiger. Though they often hunt giant insects, they also attack and eat large mammals, including humanoids.

Giant Centipede (LL68, MF66)

AL: N; Move: 60' (20'); AC: 9; HD: 1d4 hp (2 hp); Attacks: 1 (bite); Damage: Poison; Save: L0; Morale: 7; HC: None; XP: 6

New Monsters

Mudbug

No. Enc.: 1d6 (1d12); Move: 60' (20'), Swim 60' (20'), Climb 30' (10'); AC: 2; HD: 2 (11 hp); Attacks: 2 Pincers (1d4/1d4), Save: F1; Morale: 7; HC: None; XP: 20

Mudbugs resemble nothing so much as a large crayfish. Some grow as long as two feet. Their shells are a pebbled texture, mottled grey and brown. The rough texture of the shell causes the mud and slime to cling to their carapace, making them very hard to spot when they are still. They surprise on a 1–3 if not moving. Mudbugs have eyestalks that can retract, a tail with a fanlike fin on the end for pushing themselves along in the mud, and two thick pincers larger than a man's hand. Their crab-like legs fold up beneath their bellies to allow easier movement through the mud. When extended, each leg has two hook-like "toes" on its end that allow the creature to climb rough surfaces and even hang upside down from a rocky ceiling for a short time, sometimes falling into the mud with a startling plop. Mudbugs can breathe air and water, but in the mud they must surface to breathe one round every turn. Mudbugs are not particularly aggressive but will attack with their claws if frightened.

Skull Guardian

AL: N; Move: Fly 90' (30'); AC: 3; HD: 1+1 (6 hp); Attacks: 2; confusion (1/day) or 2 bites (1d3 each); Save: L1; Morale: 12; HC: None; XP: 27

This magical construct can fly through the air, vent horrifying screams, and deliver vicious bites. Once per day, it can flash colored lights from its eyes and can cause anyone looking at it to become confused as appropriate for the rules in use.

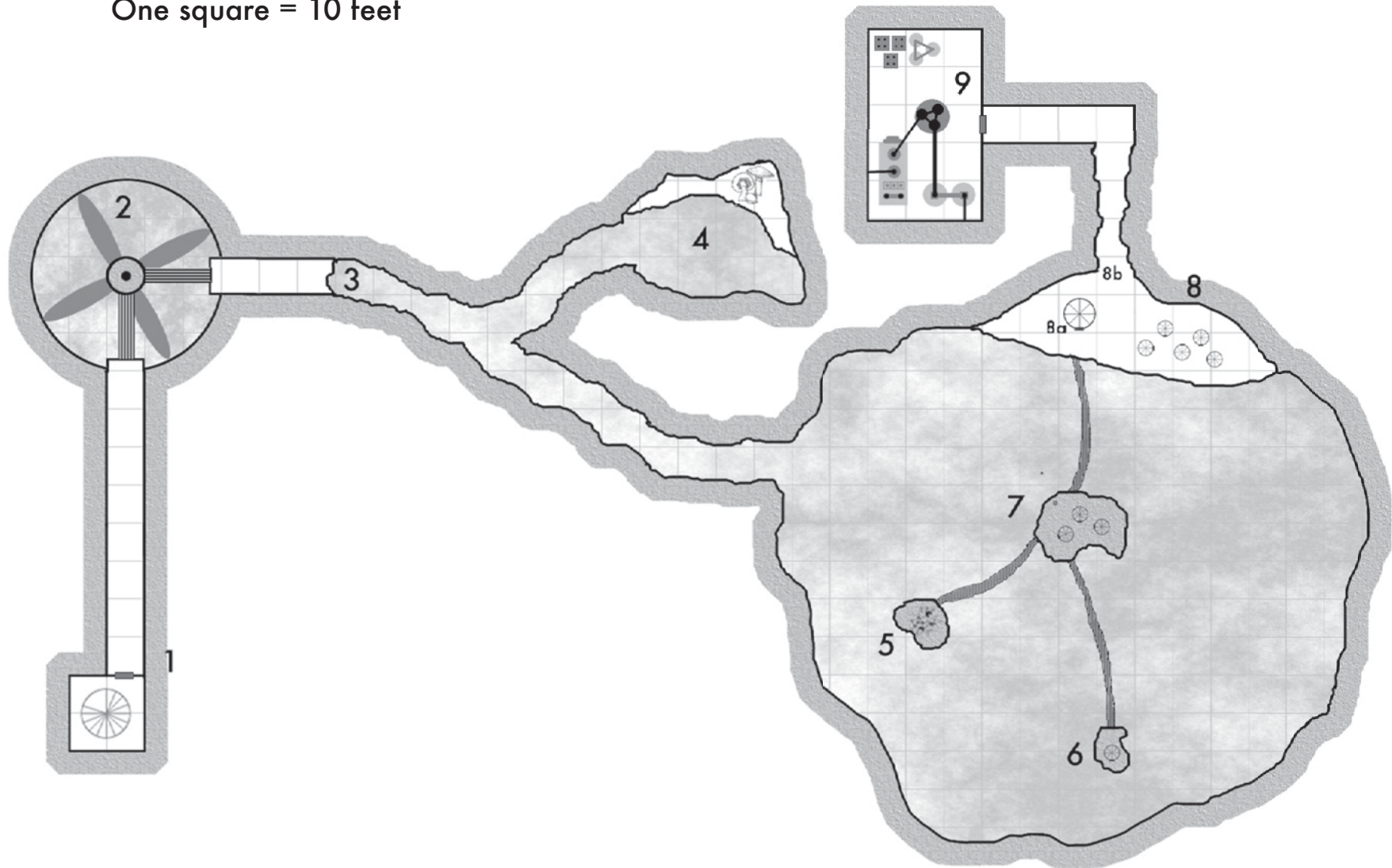
LL: Save vs. petrify or suffer the effects of the *confusion* spell (LL28).

MF: Save vs. stun or suffer confusion (MF57) for 1d10 rounds.

REALM OF THE TECHNOMANCER

GAME MASTER'S MAP

One square = 10 feet



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