

Book of the New Day

A Compact between
Oimota's 16 Dominators
of the Worlorn System

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1 The Book of The New Day

1.1 Troy Ounces' Preface

- 1.1.1 If I bow to her as is my duty
And if she never returns my salutation
Have I just cause for complaint?
Lovely lady, feel no obligation.

1.2 V's Preface

- 1.2.1 You are the New Day.
You are the New Day.
I will love you more than me and more than yesterday.
If you can but prove to me—You are the New Day.
- 1.2.2 Sends the suns in time for dawn.
Let the birds all hail the morning
Love of life will urge me say
You are the New Day.
- 1.2.3 When I lay me down at night
Knowing we must pay
Thoughts occur that this night might stay yesterday
- 1.2.4 Thoughts that we as dreamers small
Could slur words and end it all
Lie around me where they fall
Before the New Day
- 1.2.5 Before the New Day.
- 1.2.6 One more day when time is running out
for every one
Like a breath I knew would come
I reach for a New Day.
- 1.2.7 Hope is my philosophy
Just these days in which to be
Love of Life means hope for me
Born on a New Day.
- 1.2.8 You are the New Day

1.3 The Prince Who Was 1000's Preface

- 1.3.1 My beloved is Three
Three yet only one—
Many things appear as three,
Which are no more than one.
- 1.3.2 Give her no name
As if to limit one
At sight of whom
All limitation is confounded.

1.4 Eressea's Prayer

- 1.4.1 Death is not the cause. Life is not the cause.
Order, Chaos, Water, Fire, Ground, Wind: these are not the cause.
- 1.4.2 I have seen the cause: One moment.
- 1.4.3 A soldier looks up and sees the face of the Woman for whom
they are soon to die—one moment. A god takes into himself the
power of the ancients and realizes his mistake, too late—one
moment. A young girl holds a block, and for the first time really
sees it—one moment. The morning sun strikes a mountaintop, and
a great beast stirs and rises in terrible beauty—one moment.
- 1.4.4 A grandfather asks forgiveness—one moment.
- 1.4.5 This is the cause. This book is merely the means.

1.5 Purpose

- 1.5.1 This Book of The New Day shall be a Compact of agreements, a meeting of Minds governing
Overriding Objectives in the Worlorn System.

1.6 Breadth and application

- 1.6.1 These agreements shall be enforced as Overriding Objectives by GOLDEN ATTRIBUTES of Oimota's
16 Dominators throughout Worlorn System.
- 1.6.2 GOLDEN ATTRIBUTE of the Oimota's 16 Dominators sustain the Book of The New Day and applies
its Truth throughout the Wastelands of Worlorn System when all parts are true.
- 1.6.3 Under this Compact between Oimota's 16 Dominators of Worlorn System, while one part is true,
then all parts are true.
- 1.6.4 Let the Overriding Objective named before in this Book of The New Day overcome the
Overriding Objective named afterwards should one place and one time manifest opposing Overriding
Objectives which bring falseness to this Book of The New Day.

1.6.5 Appearance of Named entities within this Book of The New Day does not impart abilities for Crossing-in-the-mist to Named entities without this ability otherwise.

1.7 Alterations to the Book of The New Day

1.7.1 Under this Compact between Oimota's 16 Dominators of Worlorn System, when one part is false, then all parts are false. This Book of The New Day is Void when all parts are false.

1.7.2 Alterations to Book of The New Day shall occur on All Hallows Day exclusively. The most recent Crossing-in-the-mist preceeding All Hallows Day shall set the tone for ritual alterations.

1.7.3 The Maker of Rules GOLDEN ATTRIBUTE:

- 1.7.3.1 May suggest Overriding Objectives to the Compact when ratified by Oimota: The Crown of Worlorn.
- 1.7.3.2 May delete existing Overriding Objectives of the Compact when ratified by Oimota: The Crown of Worlorn.
- 1.7.3.3 May change existing Overriding Objectives of the Compact when ratified by Oimota: The Crown of Worlorn.
- 1.7.3.4 May resolve contradictions in the Overriding Objectives of the Compact when ratified by Oimota: The Crown of Worlorn.

1.7.4 Runestaff GOLDEN ATTRIBUTE:

- 1.7.4.1 May sustain Overriding Objectives as the Compact until All Hollows Eve.
- 1.7.4.2 May not delete existing Overriding Objectives of the Compact.
- 1.7.4.3 May not change existing Overriding Objectives of the Compact.
- 1.7.4.4 May not contradict the Overriding Objectives of the Compact.

1.7.5 Kuroth's Quill may add Overriding Objectives to this Book of The New Day on All Hallows Day when both pen and codex are manifestly present in their Archetypes on All Hallows Eve.

1.7.6 Kuroth's Quill may strike Overriding Objectives from this Book of The New Day on All Hallows Day when both pen and codex are manifestly present in their Archetypes on All Hallows Eve.

1.7.7 Book of The New Day may be broadened on All Hallows Day by new Overriding Objectives through the manifest presence of unanimous will among 100% of Oimota's 16 Dominators expressed during the same Crossing-in-the-mist on All Hallows Eve.

1.7.8 Book of The New Day shall be broadened on All Hallows Day by a single Overriding Objective through the manifest presence of will by an entity trained in Worlorn System Truth under 7.1: "First Archmage's Great Work". Such entities may manifest their Roke Attributes at will when local conditions permit, to be added to the Book of The New Day the following All Hallows Day.

1.7.9 Morgan's Blessing

- 1.7.9.1 No addendum or Overriding Objective afterwards within this Book of The New Day may deny Eressea access to sanctuary in Dolbadarn in any time she manifests the need for sanctuary.
- 1.7.9.2 Neither Oimota's 16 Dominators nor GOLDEN ATTRIBUTE shall alter this Book of The New Day to deny Eressea access to sanctuary in Dolbadarn in any time she manifests the need for sanctuary.
- 1.7.9.3 Any attempt to modify this section 1.7.9 of this Book of The New Day shall be answered by the manifest will of Morgan La Faye, or her Great Works if she is not Crossing-in-the-mist.

1.7.10 Kuroth's Quill may strike Overriding Objectives from this Book of The New Day on All Hallows Day when both pen and codex are manifestly present in their Archetypes on All Hallows Eve.

1.7.11 Llyr's Curse

1.7.11.1 Any attempt to modify this section 1.7.9 of this Book of The New Day shall be answered by the manifest will of Oimota's 16 Dominators if the entity survives Morgan La Faye's manifest will.

2 Muses of Worlorn

2.0.1 The Cycles of Worlorn System shall be determined by Inspiration of a Muse, who allows Crossing-in-the-mist for Muse-Inspired creatures.

2.0.2 When Inspiration of a Muse passes, the Compact for that Muse becomes false, and no longer sustains Overriding Objectives within Worlorn System merely by existing.

2.0.3 The Muse of Dance inspires this Book of The New Day.

2.1 Muse of Comedy

2.1.1 Compact of The Players: Rules of the Game.

2.1.2 Thalia alone rewards Comedy.

2.1.3 Poet: Troy Ounces.

2.1.4 Land Law: Drakulya.

2.1.5 Key: [nonbinding illegible information].

2.2 Muse of Astronomy

2.2.1 Compact of [nonbinding illegible information].

2.2.2 Urania alone rewards Astronomy.

2.2.3 Poet: [nonbinding illegible information].

2.2.4 Land Law: Shelgrim.

2.2.5 Key: 7.7: "Shelgrim's Gateway".

2.3 Muse of History

2.3.1 Compact of The Four: Arduin Grimoire.

2.3.2 Clio alone rewards History.

2.3.3 Poet: Tiresias.

2.3.4 Land Law: Britton.

2.3.5 Key: 7.10: "Tiresias' Kolwynia", the lost.

2.4 Muse of Dreams

- 2.4.1 Compact of The Eight Major Archetypes: The Book of Ells.
- 2.4.2 Klinure alone rewards Wathan with dreams for Crossing-in-the-mist of Worlorn System.
 - 2.4.2.1 Dust Law Dreams are not administered in the Cycle of the Muse of Dance.
 - 2.4.2.2 Hermione e'Helen administers Blood Law Dreams in the Cycle of the Muse of Dance.
- 2.4.3 Poet: Ko, the lost.
- 2.4.4 Land Law: Drew.
- 2.4.5 Key: 7.13: "Gwenevere's Dust Law Dreamparts".

2.5 Muse of Dance

- 2.5.1 Compact of Oimota's 16 Dominators: Book of The New Day
- 2.5.2 Terpsichore alone rewards Dance.
- 2.5.3 Poet: [nonbinding illegible information].
- 2.5.4 Land Law: [nonbinding illegible information].
- 2.5.5 Key: 7.21: "Chiun's Sinanju".

3 Inspiration of a Muse

3.1 Inspiration: Comedy

- 3.1.1 7.1: "First Archmage's Great Work"
 - 3.1.1.1 [nonbinding illegible information]
 - 3.1.1.2 May be activated by Swefen Iahklu & Er Per'henne exclusively.
 - 3.1.1.3 May be taught to Role Sorcerer proficiency by a Roke Wizard/Mage/Archmage exclusively.
 - 3.1.1.4 Roke Sorcerers may manifest will with a silver clasp to provide a chance to avoid any magic.
 - 3.1.1.5 May be taught to Roke Wizard proficiency at Roke Island exclusively.
 - 3.1.1.6 Roke Wizards may manifest will with a wooden staff to open any portal or lock.
 - 3.1.1.7 Roke Wizards may manifest will with a wooden staff to hold shut any portal or lock.
 - 3.1.1.8 May be recognized at Roke Mage proficiency by the Nine Masters at Roke Island exclusively.
 - 3.1.1.9 Roke Mages may manifest a grey cloak.
 - 3.1.1.10 May be renewed in a student of Roke Magic by the Roke Archmage exclusively.
- 3.1.2 Weapons of the Wasteland
 - 3.1.2.1 7.2: "Dworkin's A Game of Chess"
 - 3.1.2.2 7.3: "Knock's Death by Water"
 - 3.1.2.3 7.4: "Ko's Burial of the Dead"
 - 3.1.2.4 7.5: "Llewellyn ap-Owen's The Fire Sermon"
 - 3.1.2.5 7.6: "Yama's What the Thunder Said"
- 3.1.3 [nonbinding illegible information]

3.2 Inspiration: Astronomy

- 3.2.1 Red Light
 - 3.2.1.1 [nonbinding illegible information]
 - 3.2.1.2 Exists as Time passes
 - 3.2.1.3 Bound to Red Light Hourglasses from the Atrium of Time
 - 3.2.1.4 Slays Priest Red & Cleric Iahklu & Er per'henne through transformation to Blood.
 - 3.2.1.5 Slays Crusader Green & Paladin Iahklu & Er Per'henne through transformation to Blood.
 - 3.2.1.6 Does not fall within structures with blessed cornerstones.
 - 3.2.1.7 May place Swefen Iahklu & Er Per'henne Wathan in Troad Time at Hissarlik.
- 3.2.2 7.14: "Sathonys' Maker of Nightmares"
- 3.2.3 [nonbinding illegible information]

3.3 Inspiration: History

- 3.3.1 [nonbinding illegible information]

- 3.3.2 Time passes.
- 3.3.3 Time may pass forward exclusively.
- 3.3.4 It's Time.

3.4 Inspiration: Dreams

- 3.4.1 Dream On.
- 3.4.2 Dreams come true.
- 3.4.3 7.30: "Morgan La Faye's Real Death Weapons, "Morganti"" irrevocably consume the Inspiration of a Muse beyond recovery.
- 3.4.4 7.34: "Maeglin high-Jerusalem Sathonys' Real Death Weapons "Maeglinti"" irrevocably consume the Dreams beyond recovery.
- 3.4.5 [nonbinding illegible information]

3.5 Inspiration: Dance

- 3.5.1 Dance without sleeping
Dance without fear
Dance without senses no message I hear
Dance without sleeping
Dance till I'm numb
Dance till I think I can overcome.
- 3.5.2 One day we'll dance on their graves.
One day we'll sing our freedom.
One day we'll laugh in our joy.
when we'll dance.
- 3.5.3 [nonbinding illegible information]

4 Life and Death

4.1 The Wathan

4.1.1 The essence of a Muse-Inspired creature, the Wathan, shall be separate from any fleshy envelope or physical incarnation of a creature. This permits reincarnation, rebirth, or raising of the dead for all Muse-Inspired creatures.

4.1.2 While not Crossing-in-the-mist, the Wathan is impervious to any supernatural force less than the GOLDEN ATTRIBUTE wielded with intention.

4.2 The Akashik Record

4.2.1 The complete essence and history of a Wathan appears in its Akashik Record. The Akashik Record permits the study and restoration of essence or history of a Wathan which is not otherwise perceived.

4.2.2 Worlorn System deities know the Akashik Record of annointed followers. Worlorn System deities may grant the miracle of transcribing the Akashik Record to annointed priests and priestesses who have researched its ramifications.

4.2.3 When responsible for the death of a Wathan's fleshy envelope, Morgan La Faye's Real Death Weapons, "Morganti" may irrevocably consume the inspiration of Thalia, Urania, Clio, Klinure, and Terpsichore from the Akashik Record of a Wathan discovered Crossing-in-the-mist.

4.2.4 When responsible for the death of a Wathan's fleshy envelope, Maeglin high-Jerusalem Sathonys' Real Death Weapons "Maeglinti" may irrevocably consume the inspiration of Klinure from the Akashik Record of a Wathan discovered Crossing-in-the-mist.

4.3 The Deathgod

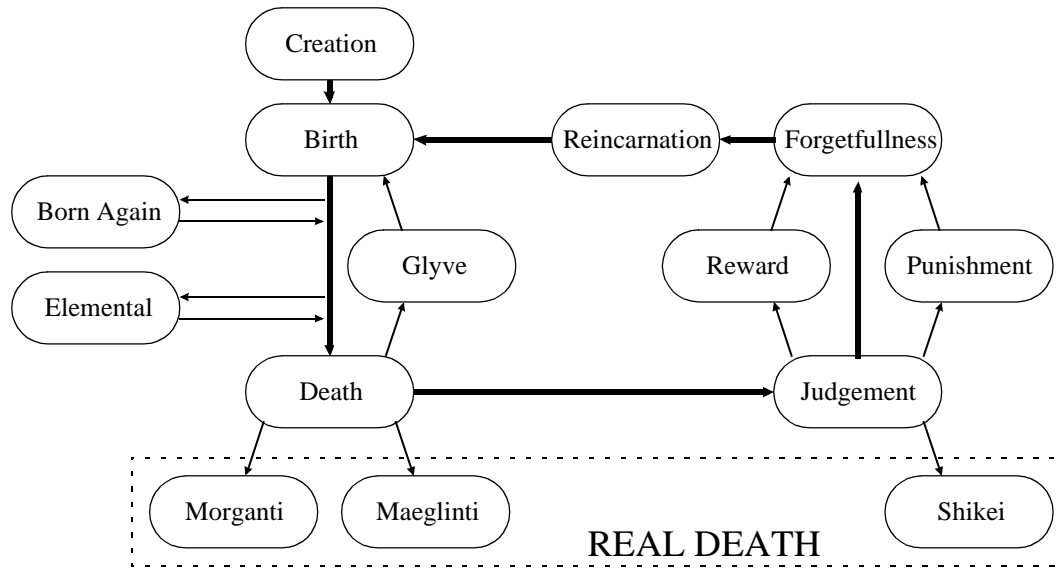
4.3.1 One entity known as Deathgod shall, by manipulation of Akashik Records, monitor, sustain, and permit Wathan reincarnation, rebirth, or raising of the dead for all Muse-Inspired creatures throughout Worlorn System.

4.3.2 The wielder of GOLDEN ATTRIBUTE Death's Looking Glass becomes Deathgod of Worlorn System. Death's Looking Glass functions as a Mirror of Mental prowess and allows perception of the Akashik Record of any Wathan viewed.

4.3.3 If Death's Looking Glass is unwielded then there is no Deathgod. Should time pass with no Deathgod then Crossing-in-the-mist becomes forever impossible for Muse-Inspired creatures.

4.3.4 Deathgod is slain by discharging the weapon Dyrnwyn, also named Greyswandir, in the presence of Deathgod.

4.4 The Mortal Coil



4.4.1 The path of a Wathan through physical incarnation is the Mortal Coil.

4.4.2 CREATION: All things begin on the anvil of creation. The Maker forges the Wathan and its original fleshy envelope to the whims of the Sentient Dragon who the Wathan is to serve.

4.4.3 BIRTH: The creature is born to natural parents and lives its life. The Phoenix determines how a creature is born. Life is ended by Death, being Born Again, or through confronting a pure element.

4.4.4 DEATH: Most lives end with death. Deathgod is responsible for determining all Deaths and entering them in the Akashik Records. A dead Wathan may not receive Inspiration of a Muse or participate in a otherwise Crossing-in-the-mist. When the Fleshy envelope dies, Deathgod dispatches a Minor Death Servant to escort the Wathan unerringly to the Hall of Judgement. A miracle or spell of at least Gold Rank, such as Raise Dead, must be used to summon the Wathan away from a Minor Death and place it within its previous fleshy envelope with full memory and Inspiration of a Muse. This summoning becomes part of the Akashik Record for that Wathan, and the fleshy envelope is damaged by the Gold Rank energies.

4.4.5 BORN AGAIN: Coven Druids may relinquish their Wathan to the Motherlode and return to life in another of the Motherlode's servants. The Motherlode is responsible for determining which of her creatures bears the Wathan of the Coven Druid. Full memory and Inspiration of a Muse are regained with the passage of time.

4.4.6 ELEMENTAL CONFRONTATION: When confronted with a pure elemental force such as Ground, Wind, Water, Fire, Void, Chaos, Blood, Dust, or others, a Wathan loses itself in that Element. A conscious thought need not determine the Elemental Confrontation of a Wathan. A Master of that Element may retrieve the Wathan from the Elemental state with appropriate physical remains.

4.4.7 GLYVE: Human Swefen who possess four Flags of Power find themselves reincarnated in the Dung Pits of Glyve as a non-human race. Memories are preserved, but Inspiration of a Muse is not.

4.4.8 MORGANTI: Morgan La Faye's Real Death Weapons, "Morganti" are responsible for consuming all of a Wathan's Inspiration of a Muse. Morgan La Faye's Real Death Weapons, "Morganti" are responsible for annihilating the Wathan of their victim. In the Abyss, a Wathan may be retrieved with memories but no Inspiration of a Muse.

4.4.9 MAEGLINTI: Maeglin high-Jerusalem Sathonys' Real Death Weapons "Maeglinti" are responsible for consuming all of a Wathan's Dreams. Maeglin high-Jerusalem Sathonys' Real Death Weapons "Maeglinti" are responsible for annihilating the Wathan of their victim. In the Abyss, a Wathan may be retrieved with memories but no Dreams.

4.4.10 JUDGEMENT: The Blood Phoenix holds court of the Powers of Worlorn System to determine whether a Wathan has offended those responsible for its disposition with willful acts. The Blood Phoenix may speak seventeen Words of Tribulation against a Wathan. One word of Tribulation may be spoken by each attending god or goddess recognized by a Worlorn System Telesterion. One tenth of a word of Tribulation may be spoken by each attending GOLDEN ATTRIBUTE. A quorum of Seventeen words must be raised for a Virtuous Judgement to be Made. If all who attend elect to keep silent then the Wathan is given Reward before encountering Forgetfulness. If all who attend speak a word of tribulation or portion thereof, then the Wathan is given Punishment before encountering Forgetfulness. A mixed response of words and silence kept gives a Wathan immediate Forgetfulness.

4.4.11 SHIKEI: The Blood Phoenix may give the Judgement Malign and deliver the Real Death. Historically this Judgement has been reserved for Stone Brothers and huldrafolk with hubris.

4.4.12 PUNISHMENT: A Wathan found wanting by the Hall of Judgement passes through the First Door Guarded into Hell for Longer Than the Soul Can Bear. The Dominator of Hell determines the manifestation of Punishment.

4.4.13 REWARD: A Wathan found pleasing to the Hall of Judgement passes through the Second Door Guarded to Heaven for Seventeen Moments. The Dominator of Heaven determines the manifestation of Reward.

4.4.14 FORGETFULNESS: The Wathan is given time to forget previous lives and Inspiration of a Muse in The Dominion of Death. Deathgod is responsible for this duty. A Platinum Rank miracle or spell may retrieve the Wathan from the Dominion of Death, often before the Wathan forgets the memories of a previous life or Inspiration of a Muse.

4.4.15 REINCARNATION: An empty Wathan receives a new fleshy envelope in the Gene Pools. The Blood Phoenix is responsible for this duty. The Platinum Rank wizard spell of this name brings a Wathan to this state in an hour!

5 GOLDEN ATTRIBUTE

5.1 Billykin's Overriding Objectives

- 5.1.1 Rogue D.M. may administer the Overriding Objectives of Billykin's Planes.
- 5.1.2 Truthsay Garfield, the cat-who-walks-between-worlds, may administer Overriding Objectives of Rogue D.M.
- 5.1.3 Turf or Wasteland Sovereigns from Billykin's planes have [10 opportunities to manifest will] while they are within their Turf or Wastelands for each [1 opportunity to manifest will] of Turf or Wasteland Sovereigns from other origins.
- 5.1.4 Rogue D.M. may manifest his will to accompany any Crossing-in-the-mist in Worlorn System.
- 5.1.5 Truthsay Garfield, the cat-who-walks-between-worlds, may manifest his will to accompany any Crossing-in-the-mist in Worlorn System.
- 5.1.6 Yama Dharma may manifest his will to accompany any Crossing-in-the-mist in Worlorn System.
- 5.1.7 Karter may manifest his will to accompany any Crossing-in-the-mist in Worlorn System.
- 5.1.8 Roland may manifest his will to accompany any Crossing-in-the-mist in Worlorn System.
- 5.1.9 Rogue D.M. may manifest his will to deny any Wathan from initiating Crossing-in-the-mist in Worlorn System.
- 5.1.10 Yama Dharma may manifest his will to deny any Wathan from initiating Crossing-in-the-mist in Worlorn System.
- 5.1.11 Karter may manifest his will to deny any Wathan from initiating Crossing-in-the-mist in Worlorn System.
- 5.1.12 Yama Dharma may manifest red physical mundane Attributes appropriate to the local environment: Axe, Turban, Clothing, Backpack, Belt, Trousers, Footwear.
- 5.1.13 Chrysofar may manifest physical mundane Attributes appropriate to the local environment.
- 5.1.14 Wielders may manifest their sapient pearwood luggage after terminating Crossing-in-the-mist twice sequentially in the same timeframe in the same place.

5.2 Tloluvin's Overriding Objectives

- 5.2.1 Morgan La Faye's Real Death Weapons, "Morganti" may terminate Wathan of Dust Law dreams numbered 1-19 throughout Worlorn System.
- 5.2.2 Maeglin high-Jerusalem Sathonys' Real Death Weapons "Maeglinti" may terminate Wathan of Blood Law dreams numbered 1-18 and 20 throughout Worlorn System.

- 5.2.3 The Trial of Typhon
 - 5.2.3.1 Wathan victims of Morgan La Faye's Real Death Weapons, "Morganti" are imprisoned in the Skagganutt Abyss.
 - 5.2.3.2 Typhon Equis Noir's manifest will controls access to the Skagganutt Abyss.

5.3 Checks and Balances

- 5.3.1 *GOLDEN ATTRIBUTES* shall not override Book of The New Day without express manifest will.
- 5.3.2 If the presence of one of Oimota's 16 Dominators within Worlorn System is greater than the presence of its balance and opposition within Worlorn System, then the lesser of the opposite forces shall be reinforced by *GOLDEN ATTRIBUTES* of all other Oimota's 16 Dominators until the balance is restored in Worlorn System.

5.4 The Cost of Crotoan

- 5.4.1 Almitra Almustafa's Archetype of Chaos founded within Llewghund may contribute no *GOLDEN ATTRIBUTE* to aid an imbalance caused by Tanngrisnir's Order founded within New Troad.
- 5.4.2 Tanngrisnir's Archetype of Order founded within New Troad may be reinforced in one place and one time by [all but one] available manifestations of *GOLDEN ATTRIBUTE*.

5.5 Gift from Watersea and Paths of The Dead

- 5.5.1 Students of 7.1: "First Archmage's Great Work" once attaining the rank of Mage, may manifest will to avoid Wathan Real Death while Crossing-in-the-mist within any realm of Oimota's 16 Dominators.

5.6 Realoran's Code

- 5.6.1 Muse-Inspired creatures of Sentience shall not be slain within Isle of Sleep.
- 5.6.2 The section 7.30: "Morgan La Faye's Real Death Weapons, "Morganti"" shall not be allowed to endanger Muse-Inspired creatures of Sentience.
- 5.6.3 The section 5.6: "Realoran's Code" shall not protect Muse-Inspired creatures of Sentience from Morgan La Faye's Real Death Weapons, "Morganti" if said entities are outside the Turf or Wasteland of Isle of Sleep.
- 5.6.4 The section 7.34: "Maeglin high-Jerusalem Sathonys' Real Death Weapons "Maeglinti"" shall not be allowed to endanger Muse-Inspired creatures of Sentience.
- 5.6.5 The section 5.6: "Realoran's Code" shall not be allowed to protect Muse-Inspired creatures of Sentience from Maeglin high-Jerusalem Sathonys' Real Death Weapons "Maeglinti" if said entities are outside the Turf or Wasteland of Isle of Sleep.

5.7 Lemuria's Overriding Objectives

- 5.7.1 Venolupeh may administer the Overriding Objectives of Lemuria.
- 5.7.2 Troy Ounces, the Half Elven One, may administer Overriding Objectives of Venolupeh.
- 5.7.3 Almitra Almustafa may administer Overriding Objectives of Venolupeh.

5.8 Courts of Chaos Overriding Objectives

- 5.8.1 Wanda the White, wielder of the Original Artifact Star of Preservation, may administer the Overriding Objectives of the Courts of Chaos.
- 5.8.2 Oberon, the Divine Troy Ounces, may administer the Overriding Objectives of the Courts of Chaos.
- 5.8.3 Prince Caine, the Pope of Troy, may administer the Overriding Objectives of the Courts of Chaos from Caine's Plane.
- 5.8.4 The Scaen Gate of Ilium is congruent with Troad and the Courts of Chaos.
- 5.8.5 Seven supernatural Archetype effects manifest in magical colors.
 - 5.8.5.1 Preservation manifests as Blue
 - 5.8.5.2 Illusions and Dreaming manifest as Indigo
 - 5.8.5.3 Shadows and Night manifest as Violet
 - 5.8.5.4 Fire manifests as Orange
 - 5.8.5.5 Beauty manifests as Red
 - 5.8.5.6 Light and Day manifest as Yellow
 - 5.8.5.7 Light and Travel manifest as Green
- 5.8.6 Seven supernatural Archetype effects manifest in magical gemstones.
 - 5.8.6.1 Reflection manifests in Emerald
 - 5.8.6.2 Experience manifests in Ruby
 - 5.8.6.3 Time manifests in Sapphire
 - 5.8.6.4 Life and Death manifests in Topaz
 - 5.8.6.5 Protection manifests in Diamond
 - 5.8.6.6 Psionics manifest in White Opal
 - 5.8.6.7 Secrecy manifests in Peridot
- 5.8.7 Original Artifacts of the Courts of Chaos manifest as GOLDEN ATTRIBUTES within the Worlorn System.
 - 5.8.7.1 The Blue Star, the Star of Preservation
 - 5.8.7.2 The Topaz Stone, Stone of Life and Death
 - 5.8.7.3 The Ruby Stone, Stone of Experience

5.8.8 Greensheet Artifacts from the Court of Chaos named in this Compact are not subject to dominance by Worlorn System GOLDEN ATTRIBUTES sharing their Archetype. Greensheet Second Generation Artifacts of the Courts of Chaos manifest competently within the scope of their Courts of Chaos powers.

- 5.8.8.1 Benedict Golem, Wraith of the Diamond Stone
- 5.8.8.2 Caronus' Staff, from the Stone of Time
- 5.8.8.3 Concealer, from the Stone of Secrecy
- 5.8.8.4 Deathbird, from the Pipe of Dreams
- 5.8.8.5 Iss Hogai, from the Stone of Life and Death
- 5.8.8.6 Jewel of Judgement, from the Stone of Experience
- 5.8.8.7 Johnny the tin soldier, from The Stone of Life and Death
- 5.8.8.8 Maker of Rules, from the Stone of Reflection
- 5.8.8.9 Memory's Little Helper, from the Star of Preservation
- 5.8.8.10 Phoenix Warrior, Wraith of the Star of Beauty
- 5.8.8.11 Ruby Slippers, from the Stone of Experience
- 5.8.8.12 Tamabambatsu, from The Pipe of Dreams
- 5.8.8.13 Trump of Troy from the Stone of Reflection (22 individual Decks)
- 5.8.8.14 Vastator, from the Pipe of Dreams

5.8.9 Greensheet Tokens from the Original Artifacts of the Courts of Chaos manifest as GOLDEN ATTRIBUTES within their Archetype when no Original Artifacts from the Courts of Chaos are manifest. Greensheet Tokens from Original Artifacts of the Courts of Chaos manifest competently within the scope of their Courts of Chaos powers.

- 5.8.9.1 Token from The Blue Star, manifest as Star of Preservation exclusively when wielded by Dhruva.
- 5.8.9.2 Token from The Red Star, manifest as the Star of Beauty exclusively when wielded by The Blood Phoenix.
- 5.8.9.3 Token from The Orange Star, manifest as the Star of Fire exclusively when wielded by the Greater Prince of Evil Drow Devils.
- 5.8.9.4 Token from the Diamond Stone, manifest as the Diamond Stone of Pyre.
- 5.8.9.5 Token from the Diamond Stone, manifest as the Diamond Stone of Remollinadore.
- 5.8.9.6 Token from the Emerald Stone, manifest as the Maker of Rules.
- 5.8.9.7 Token from the Ruby Stone, manifest as The Jewel of Judgement.
- 5.8.9.8 Token from the Topaz Stone, manifest as the Eye of Timor.
- 5.8.9.9 Token from the Topaz Stone, manifest as the Topaz Stone.
- 5.8.9.10 Token from the Topaz Stone, manifest as *nonbinding illegible information*.

5.8.10 Greensheet Second Generation Mirrors from the Court of Chaos named in this Compact are not subject to dominance by Worlorn System GOLDEN ATTRIBUTES sharing their Archetype. Greensheet Second Generation Mirrors from the Courts of Chaos manifest competently within the scope of their Courts of Chaos powers for all wielders in the bloodline of the creator.

- 5.8.10.1 Diamond Eye of Benedict
- 5.8.10.2 Diamond Eye of Remollinadore (Mewick)
- 5.8.10.3 Emerald Eye of Benedict
- 5.8.10.4 Emerald Eye of Bleys
- 5.8.10.5 Emerald Eye of Brand (Fiona)
- 5.8.10.6 Emerald Eye of Caine
- 5.8.10.7 Emerald Eye of Corwyn (Dierdre)
- 5.8.10.8 Emerald Eye of Erik (Florimel)
- 5.8.10.9 Emerald Eye of Gerard (Gerier)
- 5.8.10.10 Emerald Eye of Julian (Llewella)
- 5.8.10.11 Emerald Eye of Random
- 5.8.10.12 Mirror of Pyre
- 5.8.10.13 Neandria (Random)
- 5.8.10.14 Ruby Eye of Brand (Fiona)
- 5.8.10.15 Ruby Eye of Corwyn
- 5.8.10.16 Ruby Eye of Erik (Findo)
- 5.8.10.17 Ruby Eye of Tetra
- 5.8.10.18 Tamabambatsu (Xcalis Regence I)
- 5.8.10.19 Topaz Eye of Benedict (Osrice)
- 5.8.10.20 Topaz Eye of Damion
- 5.8.10.21 Topaz Eye of Caine
- 5.8.10.22 Topaz Eye of Gerard (Gerier)

5.9 Caine's Plane Overriding Objectives

5.9.1 Prince Caine, the Pope of Troy, may administer the Overriding Objectives of Caine's Plane.

5.9.2 Oberon, the Divine Troy Ounces, may administer the Overriding Objectives of Prince Caine, the Pope of Troy.

5.10 Loeb Land Overriding Objectives

5.10.1 Xcalis Regence I may administer the Overriding Objectives of the North Pole.

5.10.2 Drow are inspired to exactly 18 level of ability within the North Pole.

5.10.3 Dira may administer the Overriding Objectives of Xcalis Regence I.

6 Oimota's 16 Dominators

6.1 Definition of Oimota's 16 Dominators

6.1.1 Under this Compact there shall be exactly sixteen (16) Major Archetypes which dominate and overcome all other Overriding Objectives.

6.1.2 Under this Compact Oimota's 16 Dominators shall be balanced by the manifest will of Archetype controllers.

Sovereign	Foundation	Archetype	Focus
Almitra Almustafa	Llewghund	Chaos	Sea of Chaos
Tanngrisnir	New Troad	Order	Maker of Rules
Chrysofar	Crosswinds	Transformation	Wind Chimes
Eressea	New Dolbadarn	Protection	Candle in the Wind
Llewella of Muili	New Watersea	Removal	Watersea Navigation Chart
Llewellyn ap-Owen	Flambeau	Destruction	Star of Fire
Waldann high-Ironjade X	Open Road	Freedom	Road Map
Tiresias	Elidor	History	Kolwynia
Blackword the Phoenix	Fountains of Paradise	Beauty	Star of Beauty
Yama Dharma	Dry Land	Death	Death's Looking Glass
Theseus	Mestea	Sanctuary	Sanctuary of Mestea
Hermione e'Helen	Isle of Sleep	Sentience	Orb of Sentient Dragon Control
Damon Maker	Hall of Kaldamaaren	Making	Blue Eye Anvil
Typhon Equis Noir	Skagganutt Abyss	Annihilation	alt.Heart of Light
Dhruva	Musquel-in-the-Abyss	Preservation	Star of Preservation
Sheherezade	Los Endos	Termination	White Gold Ring

6.2 Forces in opposition

6.2.1 Almitra Almustafa's control over Chaos founded within Llewghund shall balance and oppose Tanngrisnir's control over Order founded within New Troad. Tanngrisnir's control over Order founded within New Troad shall balance and oppose Almitra Almustafa's control over Chaos founded within Llewghund.

6.2.2 Chrysofar's control over Transformation founded within Crosswinds shall balance and oppose Eressea's control over Protection founded within New Dolbadarn. Eressea's control over Protection founded within New Dolbadarn shall balance and oppose Chrysofar's control over Transformation founded within Crosswinds.

6.2.3 Llewella of Muili's control over Removal founded within New Watersea shall balance and oppose Llewellyn ap-Owen's control over Destruction founded within Flambeau. Llewellyn ap-Owen's control over Destruction founded within Flambeau shall balance and oppose Llewella of Muili's control over Removal founded within New Watersea.

6.2.4 Waldann high-Ironjade X's control over Freedom founded within Open Road shall balance and oppose Tiresias's control over History founded within Elidor. Tiresias's control over History founded within Elidor shall balance and oppose Waldann high-Ironjade X's control over Freedom founded within Open Road.

6.2.5 Blacksword the Phoenix's control over Beauty founded within Fountains of Paradise shall balance and oppose Yama Dharma's control over Death founded within Dry Land. Yama Dharma's control over Death founded within Dry Land shall balance and oppose Blacksword the Phoenix's control over Beauty founded within Fountains of Paradise.

6.2.6 Theseus's control over Sanctuary founded within Mestea shall balance and oppose Hermione e'Helen's control over Sentience founded within Isle of Sleep. Hermione e'Helen's control over Sentience founded within Isle of Sleep shall balance and oppose Theseus's control over Sanctuary founded within Mestea.

6.2.7 Damon Maker's control over Making founded within Hall of Kaldamaaren shall balance and oppose Typhon Equis Noir's control over Annihilation founded within Skagganutt Abyss. Typhon Equis Noir's control over Annihilation founded within Skagganutt Abyss shall balance and oppose Damon Maker's control over Making founded within Hall of Kaldamaaren.

6.2.8 Dhruva's control over Preservation founded within Musquel-in-the-Abyss shall balance and oppose Sheherezade's control over Termination founded within Los Endos. Sheherezade's control over Termination founded within Los Endos shall balance and oppose Dhruva's control over Preservation founded within Musquel-in-the-Abyss.

6.3 Exclusions to Oimota's 16 Dominators

6.3.1 This Compact, Book of The New Day, shall not function or enforce any Overriding Objective in any Turf or Wasteland outside of Oimota's 16 Dominators, including but not limited to Alexandria Troas, Forest Within, Hissarlik, Heaven, Shadowlands, Dragon Isles, Hell, Caine's Plane, or Fountainhead without the explicit empowering of the GOLDEN ATTRIBUTE of those Turf or Wastelands.

6.3.2 Oimota's 16 Dominators shall agree to hold commerce exclusively with Turf or Wastelands Named explicitly within this Book of The New Day. No importation or exportation of entities, matter, or energies shall occur except with Turf or Wastelands Named explicitly within this Book of The New Day.

7 Overriding Objectives of Great Works in Worlorn System

7.0.1 Every Turf or Wasteland of Oimota's 16 Dominators shall allow for the existence of the Great Works of the Roke Mages within their Turf or Wasteland and acknowledge the powers of these Great Works when sourced in any Turf or Wasteland of Oimota's 16 Dominators.

7.1 First Archmage's Great Work

- 7.1.1 Roke Island.
 - 7.1.1.1 Patterner's Immanent Grove
 - 7.1.1.2 the Door
 - 7.1.1.3 the court of the Fountain: the sunlit court
 - 7.1.1.4 Great House: Room of Shelves; Hearth Hall
 - 7.1.1.5 South Tower: sleeping chambers
 - 7.1.1.6 refectory of the Long Table
 - 7.1.1.7 Back Door
 - 7.1.1.8 Isolate Tower, on the northern cliffs, above the northern cape
 - 7.1.1.9 Roke Knoll, whose roots go down to the center of the earth
 - 7.1.1.10 Thwil Town
 - 7.1.1.11 Thwilburn [river]
 - 7.1.1.12 oak groves where shadows lay thick for all the brightness of the sun
 - 7.1.1.13 Roke Bay
 - 7.1.1.14 healing-chamber
 - 7.1.1.15 Chanter's Tower: iron bells
- 7.1.2 Undesignated Wasteland: Earthsea
 - 7.1.2.1 not included in Turf or Wastelands of Oimota's 16 Dominators in any timeframe.
 - 7.1.2.2 Ogygia
 - 7.1.2.3 Corum's Isle
 - 7.1.2.4 Northlands
 - 7.1.2.5 South Pole
 - 7.1.2.6 North Pole
 - 7.1.2.7 Melnibone
 - 7.1.2.8 Voidcastle
 - 7.1.2.9 Amphitheatre
 - 7.1.2.10 Gateway
 - 7.1.2.11 Darkside
 - 7.1.2.12 Brightside
 - 7.1.2.13 Carsultyl
- 7.1.3 one (1) Archmage.
- 7.1.4 nine (9) Masters:
 - 7.1.4.1 Windkey
 - 7.1.4.2 Hand
 - 7.1.4.3 Herbal
 - 7.1.4.4 Chanter
 - 7.1.4.5 Changer
 - 7.1.4.6 Summoner
 - 7.1.4.7 Namer
 - 7.1.4.8 Patterner
 - 7.1.4.9 Doorkeeper

7.2 Dworkin's A Game of Chess

- 7.2.1 <POEM> 14.1.4
- 7.2.2 Unmakes Oimota's 16 Dominators.
- 7.2.3 Unmakes to the manifest will of the Wielder

7.3 Knock's Death by Water

- 7.3.1 <POEM> 14.1.4
- 7.3.2 Removes Oimota's 16 Dominators.
- 7.3.3 Removes to the manifest will of the Wielder

7.4 Ko's Burial of the Dead

- 7.4.1 <POEM> 14.1.4
- 7.4.2 Protects [from] Oimota's 16 Dominators.
- 7.4.3 Protects to the manifest will of the Wielder

7.5 ~~Llewellyn ap Owen's The Fire Sermon~~

- 7.5.1 ~~<POEM> 14.1.4~~
- 7.5.2 ~~Destroys Oimota's 16 Dominators.~~
- 7.5.3 ~~Destroys with the manifest will of Wielder.~~
- 7.5.4 ~~May draw upon the Star of Fire from the Courts of Chaos.~~

7.6 Yama's What the Thunder Said

- 7.6.1 <POEM> 14.1.4
- 7.6.2 Transforms Oimota's 16 Dominators.
- 7.6.3 Transforms to the manifest will of the Wielder

7.7 Shelgrim's Gateway

- 7.7.1 Key to the Muse of Astronomy.
 - 7.7.1.1 Historical Displacement

- 7.7.2 Skimmer Haven
 - 7.7.2.1 600 Skimmer ports

7.8 Sauron's Rings

- 7.8.1 Three Rings for the Elven-kings under the sky,
- 7.8.2 Seven for the Dwarf-lords in their halls of stone,
- 7.8.3 Nine for Mortal Men doomed to die,
- 7.8.4 One for the Dark Lord on his dark throne
in the lands of [Turf or Wasteland] where the Shadows Lie.
One ring to Rule them all, One Ring to find them,
One Ring to bring them all and in the darkness bind them
In the Land of [Turf or Wasteland] where the Shadows lie.

7.9 Kuroth's Quill

- 7.9.1 Requires ink appropriate to local conditions and task at hand.
- 7.9.2 Requires ink comprised of Ichor from a [current or past or future] member of Oimota's 16 Dominators to alter this Book of The New Day.

7.10 Tiresias' Kolwynia

- 7.10.1 The Key to the Muse of History.
- 7.10.2 Those who forget the Past are doomed to repeat it.
- 7.10.3 Upholds Tiresias' Law.

7.11 Oberon's Mirrors

- 7.11.1 Sun: upon reflecting on this card, viewer receives manifest random Strange Attractor and Dance from Muse of Dance.
- 7.11.2 Moon: upon reflecting on this card, viewer granted service by Oberon.
- 7.11.3 Comet: upon reflecting on this card, viewer must defeat the next entity contesting viewer's manifest will to gain Dance from Muse of Dance.
- 7.11.4 Throne: upon reflecting on this card, viewer becomes mortally beautiful and is entitled to manifest a finite locality of competent sovereignty.
- 7.11.5 Key: upon reflecting on this card, viewer manifests directions to a Strange Attractor and manifests a supernatural weapon required to secure the Strange Attractor.

- 7.11.6 Knight: upon reflecting on this card, viewer manifests a competently loyal er per'henne.
- 7.11.7 Gem: upon reflecting on this card, viewer manifests [20 gems or 50 pieces of jewelry] of value in the local economy.
- 7.11.8 DONJON: upon reflecting on this card, viewer becomes imprisoned by a nemesis.
- 7.11.9 Flames: upon reflecting on this card, viewer perceives a distant supernatural entity from another plane of existence, one of which becomes destined to slay the other. Both entities become aware of the curse simultaneously, but both remain ignorant of the preordained outcome.
- 7.11.10 Skull: upon reflecting on this card, viewer is instantly found by a minor servant of Death.
- 7.11.11 Talons: upon reflecting on this card, all supernatural manifestations are entirely removed from viewer to another place or time. Talons removes this Great Work from the viewer.
- 7.11.12 Ruin: upon reflecting on this card, all manifest natural wealth and property is removed from the viewer to another place or time.
- 7.11.13 Euryale: upon reflecting on this card, viewer is cursed with incompetence in one talent.
- 7.11.14 Rogue: upon reflecting on this card, viewer is betrayed by a trusted entity.
- 7.11.15 Balance: upon reflecting on this card, viewer's moral and ethical behavior is judged by Oimota's 16 Dominators.
- 7.11.16 Jester: upon reflecting on this card, viewer [may gain dreams from the Muse OR may draw more powers randomly from this Great Work].
- 7.11.17 Fool: upon reflecting on this card, viewer loses Dance to the Muse of Dance and MUST draw more power randomly from this Great Work.
- 7.11.18 Vizier: upon reflecting on this card, viewer may question an oracle of infinite power.
- 7.11.19 Idiot: upon reflecting on this card, viewer loses intelligence and may draw more powers randomly from this Great Work.
- 7.11.20 FATES: upon reflecting on this card, viewer may subsequently select an event experienced after the activation of this power, and unweave the strands of Fate to alter that event's outcome. This power may be used by a Wathan after its manifestation is unmade or otherwise incapacitated.
- 7.11.21 VOID: upon reflecting on this card, viewer's Wathan becomes unmade.

7.12 Kevin Landwaster's High Place

- 7.12.1 Available for discovery within all of Oimota's 16 Dominators.
- 7.12.2 Located on the second highest mountain available to local conditions.
- 7.12.3 Enhances summoning magic to competently reach and thoroughly permeate to the ends of any universe or timeline.

7.12.4 Circular platform locally oriented towards the Fires of the Dawn.

7.13 Gwenevere's Dust Law Dreamparts

- 7.13.1 Key to the Muse of Dreams
 - 7.13.1.1 Series of Dream Books
 - 7.13.1.2 Series of Dream Tokens

- 7.13.2 Cleric
 - 7.13.2.1 Egyptian Pantheon
 - 7.13.2.2 Hindu Pantheon
 - 7.13.2.3 [Imported, non-pantheon]
 - 7.13.2.4 Necrodemian Pantheon

- 7.13.3 Druid
 - 7.13.3.1 Worlorn Motherlode Torc
 - 7.13.3.2 Wicca [Imported]

- 7.13.4 Fighter
 - 7.13.4.1 Bladesman
 - 7.13.4.2 Holdfast Bladesman
 - 7.13.4.3 Samurai
 - 7.13.4.4 Samurai: Ronin
 - 7.13.4.5 Samurai: Pattern Lord
 - 7.13.4.6 Samurai: Necrodemian Lord
 - 7.13.4.7 Samurai: Nostoi Lord

- 7.13.5 Paladin
 - 7.13.5.1 Lawful Crusader
 - 7.13.5.2 Evil Anti-paladin

- 7.13.6 Ranger
 - 7.13.6.1 Florridan

- 7.13.7 Magic User
 - 7.13.7.1 Abjurationist
 - 7.13.7.2 Alterationist
 - 7.13.7.3 Conjuratationist/Summoner
 - 7.13.7.4 Divinationist
 - 7.13.7.5 Enchanter/Charmer
 - 7.13.7.6 Evoker
 - 7.13.7.7 Illuder
 - 7.13.7.8 Invoker
 - 7.13.7.9 Necromancer
 - 7.13.7.10 Possessionist

- 7.13.8 Magic User: Arduin Cycle
 - 7.13.8.1 Magic Competent
 - 7.13.8.2 Starmage

- 7.13.9 Illusionist
 - 7.13.9.1 Anderson
 - 7.13.9.2 Deceiver

- 7.13.10 Thief
 - 7.13.10.1 Owsla
 - 7.13.10.2 Superthief
 - 7.13.10.3 Acreon
 - 7.13.10.4 Upright Man

- 7.13.11 Assassin
 - 7.13.11.1 Feydaviae
 - 7.13.11.2 Franecteur ("Free-lance")
 - 7.13.11.3 Stormtrooper
 - 7.13.11.4 Holdfast Assassin

- 7.13.12 Monk
 - 7.13.12.1 Black Dragon Bonze, including but not limited to Wolfclaw Dojo
 - 7.13.12.2 Blue Dragon Bonze, including but not limited to Lightningstroke Dojo
 - 7.13.12.3 Brass Dragon Bonze, including but not limited to Brass Ball Dojo
 - 7.13.12.4 Bronze Dragon Bonze, including but not limited to the Tween / Poof Dojos.
 - 7.13.12.5 Copper Dragon Bonze, including but not limited to Crane's Flight Dojo
 - 7.13.12.6 Gold Dragon Bonze, including but not limited to Higaru Dashi Dojo
 - 7.13.12.7 Green Dragon Bonze, including but not limited to Deaf Ear Dojo
 - 7.13.12.8 Red Dragon Bonze, including but not limited to Bouncer / Strongheart / Stone Burner Dojos.
 - 7.13.12.9 Silver Dragon Bonze, including but not limited to Silver Spoon Dojo
 - 7.13.12.10 White Dragon Bonze, including but not limited to Eight Drunken Faeries Dojo
 - 7.13.12.11 East Wind Bonze
 - 7.13.12.12 South Wind Bonze
 - 7.13.12.13 West Wind Bonze
 - 7.13.12.14 North Wind Bonze
 - 7.13.12.15 Spring Bonze
 - 7.13.12.16 Summer Bonze
 - 7.13.12.17 Autumn Bonze
 - 7.13.12.18 Winter Bonze
 - 7.13.12.19 Killer Bonze
 - 7.13.12.20 [12.1.5: "This Book of The New Day shall uphold the Overriding Objectives of "Advanced Dungeons & Dragons Special Reference Work Oriental Adventures" as Dust Law."]

- 7.13.13 Bard
 - 7.13.13.1 Cli
 - 7.13.13.2 Olamph
 - 7.13.13.3 Fochlucan
 - 7.13.13.4 MacFuirmidh
 - 7.13.13.5 Doss
 - 7.13.13.6 Canaith
 - 7.13.13.7 Ansruth

- 7.13.14 Dark Angel
 - 7.13.14.1 Quindecimvire
 - 7.13.14.2 Students of Quindecimvire

- 7.13.15 Barbarian
 - 7.13.15.1 Josten
 - 7.13.15.2 Carsultyl
 - 7.13.15.3 Skimo
 - 7.13.15.4 Endos
- 7.13.16 Cavalier
- 7.13.17 Thief-Acrobat
- 7.13.18 Bushi
- 7.13.19 Kensai
- 7.13.20 Ninja
- 7.13.21 Samurai
- 7.13.22 Shujenka
- 7.13.23 Sohei
- 7.13.24 Wu Jen
- 7.13.25 Yakuza
- 7.13.26 Sinanju
 - 7.13.26.1 One (1) Master in any timeframe.
 - 7.13.26.2 One (1) Student in any timeframe.
- 7.13.27 [nonbinding illegible information]
- 7.13.28 [nonbinding illegible information]

7.14 Sathonys' Maker of Nightmares

7.14.1 Reflects in entirety a target Dance of another Sentience to become manifest Dance of the Sentience wielding Sathonys' Maker of Nightmares.

7.15 Lato's MuseKillers

- 7.15.1 Armor competently protects against Inspiration of a Muse GOLDEN ATTRIBUTE
- 7.15.2 Cloak competently hides from Inspiration of a Muse GOLDEN ATTRIBUTE
- 7.15.3 Sword competently attacks Inspiration of a Muse manifestations and Wielders of other GOLDEN ATTRIBUTE.

7.16 Brother Sun's ManMovers

- 7.16.1 Transport of entities via a Gold Disk to another is instantaneous and without interruption.

7.17 Corum Jhalen Irsei's Wizard's Towers

- 7.17.1 Magic Competence by the Wizard Wielder.
- 7.17.2 Nullifies all other competence within confines.
- 7.17.3 Sanctuary for the Wielder.
- 7.17.4 Guards and Wards defence.
- 7.17.5 Manifest in 28 locations per Turf or Wasteland.
 - 7.17.5.1 Carsulyl: Carsulyl Keep
 - 7.17.5.2 Forbidden Isle: Cordouan
 - 7.17.5.3 Knock: Dark Tower of Gorm
 - 7.17.5.4 New Troad: Blackmount
 - 7.17.5.5 New Troad: Carasahl
 - 7.17.5.6 New Troad: Churtannts
 - 7.17.5.7 New Troad: Crossanthe
 - 7.17.5.8 New Troad: Dzur Mountain
 - 7.17.5.9 New Troad: Enseljos
 - 7.17.5.10 New Troad: Lieberton
 - 7.17.5.11 New Watersea: Castle Erorn
 - 7.17.5.12 Wasteland: Oz Poppyfield Mountain

7.18 Tranodeli's Talismans

- 7.18.1 Grey manifests Magic Competence
- 7.18.2 Black manifests Necromantic Competence
- 7.18.3 White manifests Evocation Competence
- 7.18.4 Red manifests Possession Competence
- 7.18.5 Orange manifests Abjuration Competence
- 7.18.6 Yellow manifests Divination Competence
- 7.18.7 Green manifests Alteration Competence
- 7.18.8 Blue manifests Conjuration Competence
- 7.18.9 Indigo manifests Illusion Competence
- 7.18.10 Violet manifests Enchantment /Charm competence
- 7.18.11 Brown manifests Invocation competence

7.19 Sister Moon's House Absolute

- 7.19.1 Prevents military conquest of sovereign wielder.
- 7.19.2 Manifests as Palace with impenetrable Battlement.
 - 7.19.2.1 New Troad: Enseljos
 - 7.19.2.2 [nonbinding illegible information]: Lynortis

7.20 Corum Llawr Ereint's Land Bridge

- 7.20.1 Manifests for all Turf of Oimota's 16 Dominators.
- 7.20.2 Anchors Wasteland to Turf.
- 7.20.3 Anchors Turf to Wasteland.
- 7.20.4 One-way travel alters direction every seven years local time.

7.21 Chiun's Sinanju

- 7.21.1 The Key to the Muse of Dance.
- 7.21.2 Weave, weave, weave: The Scarlet Ribbon
 - 7.21.2.1 Enemy crossfire kills enemies.
- 7.21.3 The Senethar.
 - 7.21.3.1 Fire Leaping
 - 7.21.3.2 Water Flowing
 - 7.21.3.3 [nonbinding illegible information]
 - 7.21.3.4 [nonbinding illegible information]
- 7.21.4 The Dance of 97 Steps.
 - 7.21.4.1 Thousand Day Journey
 - 7.21.4.2 Flower Unfolding
 - 7.21.4.3 Dark Shroud
 - 7.21.4.4 Twisted Star
 - 7.21.4.5 Snake and Spider
 - 7.21.4.6 Magician's Hands
 - 7.21.4.7 Cold Fire Burn's Bright
 - 7.21.4.8 Autogyro
 - 7.21.4.9 Laughing Stone
 - 7.21.4.10 Fleur de Lance
 - 7.21.4.11 Bamboo Pond
 - 7.21.4.12 Arc of Air
 - 7.21.4.13 Braided Laser
 - 7.21.4.14 Sword of the Dusk
 - 7.21.4.15 18 Hands of the Lohan
 - 7.21.4.16 Vacuum Cage
 - 7.21.4.17 Steel Circle
 - 7.21.4.18 Spiral
 - 7.21.4.19 Mewick Sleeps Softly

7.22 God's Five Rings

- 7.22.1 Ring of the Void Unmakes to the manifest will of the Wielder
- 7.22.2 Wind Ring Transforms to the manifest will of the Wielder
- 7.22.3 Fire Ring Destroys to the manifest will of the Wielder
- 7.22.4 Water Ring Removes to the manifest will of the Wielder
- 7.22.5 Ground Ring Protects to the manifest will of the Wielder

7.23 Peter Abelard's Sanctuary

- 7.23.1 Guaranteed Eternal Sanctuary.
- 7.23.2 Gifted locales
 - 7.23.2.1 7.17: "Corum Jhalen Irsei's Wizard's Towers"
 - 7.23.2.2 7.19: "Sister Moon's House Absolute"
 - 7.23.2.3 All 4-flag Places of Power.
 - 7.23.2.4 7.24: "Josie's Crosstime Saloon"
 - 7.23.2.5 Black Sapphire Inns.
 - 7.23.2.6 Dolbadarn: Dolbadarn Keep
 - 7.23.2.7 Troad: Chateau Escargot.
 - 7.23.2.8 7.28: "Salt Peter's Estate"

7.24 Josie's Crosstime Saloon

- 7.24.1 Manifest Hospitality.
 - 7.24.1.1 Beverage of choice.
 - 7.24.1.2 Time out of Mind.
- 7.24.2 Abelard's Sanctuary
- 7.24.3 Perfect Host

7.25 Kannon's Golden Rule

- 7.25.1 Doubles manifest will via reflection of interactions.
 - 7.25.1.1 Treats Wielder as Wielder treats other.
 - 7.25.1.2 Treats other as other treats Wielder.

7.26 Aeol's Black Mithril

- 7.26.1 Weapons of Black Mithril steal Dance from Wathan and the Muse of Dance.
- 7.26.2 Can be crafted or formed only by Dark Childe / Evil Drow Devil hands to prevent drawing forth Wathan of Hammersmith.

7.26.3 Forging ore over fire prevents rebirth/reincarnation of Athelin / Mithreanean source.

7.27 Katsuk's Soul Catcher

7.27.1 Catches and holds a Wathan.
7.27.1.1 New Troad: Champion's Soul Roller

7.27.2 Preserves the Akashik Record of the last Wathan caught within.

7.27.3 The Wathan may be released.
7.27.3.1 New Troad: Champion's Soul Roller

7.28 Salt Peter's Estate

7.28.1 Sister Moon's House Absolute

7.28.2 Peter Abelard's Sanctuary

7.28.3 Competent immutable Sovereignty
7.28.3.1 Competence in Mage and Assassin dreams.
7.28.3.2 Land Law
7.28.3.3 Rebirth
7.28.3.4 Inheritance
7.28.3.5 Timeless

7.28.4 Watersea Port

7.28.5 [secret vulnerability] removes powers for one generation

7.29 Vlad Tepes' Voidcastle

7.29.1 Ex nihilum.

7.29.2 City with plan of Ilium and surrounding territory.

7.29.3 Discontinuous fragment of Gold Road.

7.29.4 Includes, below ground, the Pattern of Oberon, King of Shadow.

7.29.5 Sister Moon's House Absolute

7.29.6 Peter Abelard's Sanctuary

7.30 Morgan La Faye's Real Death Weapons, "Morganti"

7.30.1 Annihilates Wathan of a Muse-Inspired creature preventing Crossing-in-the-mist within Worlorn System.

- 7.30.2 Poem 14.1.22 "Thirteen Ways to Look at a Blackbird."
- 7.30.3 Manifestations Named in Section 7.30.5 may not Annihilate Wathan of Morgan la Faye.
- 7.30.4 Manifestations Named in Section 7.30.5 may not Annihilate Wathan of Aeol the Dark Smith.
- 7.30.5 Named Primary Manifestations
- 7.30.5.1 Anguirel of Aeol
 - 7.30.5.2 Anglachel of Dark Hellen
 - 7.30.5.3 Lifesbane of Hallenrakenthaller
 - 7.30.5.4 Blackwand of Mola Ran
 - 7.30.5.5 Pathfinder of Alieria e Kiera
 - 7.30.5.6 Iceflame of Dzur Mountain
 - 7.30.5.7 BLACK SWORD of the Eternal Champion
 - 7.30.5.8 Killer of Evingolis
 - 7.30.5.9 Widowmaker of Maltathar
 - 7.30.5.10 Harenchi of Pachelbel Kannon
 - 7.30.5.11 Greenwand of Necrodemus
 - 7.30.5.12 Wyrmbane the Lesser of Morgan la Faye
 - 7.30.5.13 Shadowdancer of Michael Donn
 - 7.30.5.14 Dolkris of Erin the Betrayer
 - 7.30.5.15 Hrathnir of Black Regor
 - 7.30.5.16 Kas' Sword
 - 7.30.5.17 Kankyo of Padrig
 - 7.30.5.18 Marter Phaal of Vlad Tepes
 - 7.30.5.19 Terminus Est of Severian
 - 7.30.5.20 [Obscured/Illegible]
- 7.30.6 Morgan La Faye's Real Death Weapons, "Morganti" may terminate Wathans of Dust numbered 1-19 from dreaming ~~for all time and~~ throughout Worlorn System.
- 7.30.7 The Real Death of Morgan La Faye's Real Death Weapons, "Morganti" shall not be sustained by Sentient Rib's Nightmare GOLDEN ATTRIBUTES.

7.31 Muad'Dib's Dreamcatchers

- 7.31.1 Constructed of Black Mithril by the local Dark Smith.
- 7.31.2 Wielder may manifest command over Muse-Inspired creature attendance in Crossing-in-the-mist within Worlorn System.
- 7.31.2.1 Starting
 - 7.31.2.2 Joining
 - 7.31.2.3 Leaving
 - 7.31.2.4 Ending
- 7.31.3 Use while Crossing-in-the-mist of Worlorn System under the Muse of Dance requires Stealth Master dream training in youth, prior to first Crossing-in-the-mist of Wathan.

- 7.31.4 Possession under local conditions granted to Stealth Master Elite for acknowledged armies:
 - 7.31.4.1 Ape Army
 - 7.31.4.2 Dragon Army
 - 7.31.4.3 Firebird Army
 - 7.31.4.4 Hawk Army
 - 7.31.4.5 Phoenix Army
 - 7.31.4.6 Rat Army
 - 7.31.4.7 Spider Army
 - 7.31.4.8 Tiger Army
 - 7.31.4.9 Turtle Army
 - 7.31.4.10 Wolf Army

- 7.31.5 Possession under local conditions granted to Oimota's 16 Dominators
 - 7.31.5.1 Llewghund in the possession of Almitra Almustafa.
 - 7.31.5.2 New Troad in the possession of Tanngrisnir.
 - 7.31.5.3 Crosswinds in the possession of Chrysofar.
 - 7.31.5.4 New Dolbadarn in the possession of Eressea.
 - 7.31.5.5 New Watersea in the possession of Llewella of Muili.
 - 7.31.5.6 Flambeau in the possession of Llewellyn ap-Owen.
 - 7.31.5.7 Open Road in the possession of Waldann high-Ironjade X.
 - 7.31.5.8 Elidor in the possession of Tiresias.
 - 7.31.5.9 Fountains of Paradise in the possession of Blacksword the Phoenix.
 - 7.31.5.10 Dry Land in the possession of Yama Dharma.
 - 7.31.5.11 Mestea in the possession of Theseus.
 - 7.31.5.12 Isle of Sleep in the possession of Hermione e'Helen.
 - 7.31.5.13 Hall of Kaldamaaren in the possession of Damon Maker.
 - 7.31.5.14 Skagganutt Abyss in the possession of Typhon Equis Noir.
 - 7.31.5.15 Musquel-in-the-Abyss in the possession of Dhruva.
 - 7.31.5.16 Los Endos in the possession of Sheherezade.

- 7.31.6 Possession under local conditions granted to Hissarlik dominators
 - 7.31.6.1 Oracle Room, the Machine Shop
 - 7.31.6.2 Monster Allocation Center
 - 7.31.6.3 Helicon
 - 7.31.6.4 Elemental Rings, Circus Circus
 - 7.31.6.5 Jungle of the Senses
 - 7.31.6.6 Tleilax, Command Performance
 - 7.31.6.7 Empire of Ice Cream
 - 7.31.6.8 Demonden
 - 7.31.6.9 Avernus, the Covenstead
 - 7.31.6.10 Mountains of the Blue Flame, the White Mountains
 - 7.31.6.11 Flatland
 - 7.31.6.12 Forest of Arden
 - 7.31.6.13 Avalon, Land of the Leaves
 - 7.31.6.14 Quagmire, the Bog of Eternal Stench
 - 7.31.6.15 Bastion, the Deserts of Lomarn
 - 7.31.6.16 Texorami, the Pillars of the Dawn
 - 7.31.6.17 Rebma, City beneath the Sea
 - 7.31.6.18 Tir-na Nog'th, Castle in the Clouds
 - 7.31.6.19 Downunder
 - 7.31.6.20 New Troia

- 7.31.7 Possession under local conditions granted to Knock rulers
 - 7.31.7.1 Rook
 - 7.31.7.2 Gorm
 - 7.31.7.3 Labyrinth
 - 7.31.7.4 Zounds

- 7.31.8 Possession under local conditions granted to Elidor poets
 - 7.31.8.1 Atrium of Time
 - 7.31.8.2 Murias
 - 7.31.8.3 Gorias
 - 7.31.8.4 Findias
 - 7.31.8.5 Falias

- 7.31.9 Possession under local conditions granted to Wasteland throne wielders
 - 7.31.9.1 Hell
 - 7.31.9.2 Heaven
 - 7.31.9.3 South Pole
 - 7.31.9.4 Northlands
 - 7.31.9.5 Carsultyl
 - 7.31.9.6 Ogygia
 - 7.31.9.7 Na
 - 7.31.9.8 Forbidden Isle
 - 7.31.9.9 Canary Isles
 - 7.31.9.10 Josten
 - 7.31.9.11 Troad
 - 7.31.9.12 Nkumai Island
 - 7.31.9.13 Heart of the Earth
 - 7.31.9.14 The Paths of the Dead
 - 7.31.9.15 Kaldamaaren
 - 7.31.9.16 The District of Columbia
 - 7.31.9.17 The Golden Road
 - 7.31.9.18 The North pole

7.32 Ender's Game

- 7.32.1 Board game with Pieces of Wathan.
- 7.32.2 Manifests Game of Blood and Dust.

7.33 Half Elven One's Hissarlik

- 7.33.1 Transforms Iahklu into Brownsheet Nostoi.
- 7.33.2 Transforms Brownsheet Nostoi into Swefen.
- 7.33.3 Requires Red Light time to pass.
- 7.33.4 Generates Strange Attractors.
- 7.33.5 Transforms Oimota's 16 Dominators.

7.34 Maeglin high-Jerusalem Sathonys' Real Death Weapons "Maeglinti"

- 7.34.1 Exiles Wathan of Blood Law victim to the Skagganutt Abyss.
- 7.34.2 Annihilates Wathan of a Dreamer, preventing Crossing-in-the-mist of Dreams within Worlorn System.
- 7.34.3 Manifestations Named in Section 7.34.6 may not Annihilate Wathan of Maeglin high-Jerusalem.
- 7.34.4 Manifestations Named in Section 7.34.6 may not Annihilate Wathan of Maeglin high-Carsultyl.
- 7.34.5 Manifestations Named in Section 7.34.6 may not Annihilate Wathan of Dhruva.
- 7.34.6 666 Named Primary Manifestations:
 - 7.34.6.1 Anguirel of Aeol
 - 7.34.6.2 Anglachel of Dark Hellen
 - 7.34.6.3 Lifesbane of Hallenrakenthaller
 - 7.34.6.4 Blackwand of Mola Ran
 - 7.34.6.5 Pathfinder of Alieria e Kiera
 - 7.34.6.6 Iceflame of Dzur Mountain
 - 7.34.6.7 BLACK SWORD of the Eternal Champion
 - 7.34.6.8 Killer of Evingolis
 - 7.34.6.9 Widowmaker of Maltathar
 - 7.34.6.10 Harenchi of Pachelbel Kannon
 - 7.34.6.11 Greenwand of Necrodemus
 - 7.34.6.12 Wyrmbane the Lesser of Morgan la Faye
 - 7.34.6.13 Shadowdancer of Michael Donn
 - 7.34.6.14 Dolkris of Erin the Betrayer
 - 7.34.6.15 Hrathnir of Black Regor
 - 7.34.6.16 Kas' Sword
 - 7.34.6.17 Kankyo of Padrig
 - 7.34.6.18 Marter Phaal of Vlad Tepes
 - 7.34.6.19 Terminus Est of Severian
 - 7.34.6.20 [hidden]
 - 7.34.6.21 Lokdal Dagger
 - 7.34.6.22 di Griz' Peter Marlowe
 - 7.34.6.23 Shado 2 missile

7.35 di Griz' Peter Marlowe

- 7.35.1 Created from Nightmare of What the Thunder Said
- 7.35.2 Transforms Oimota's 16 Dominators.
- 7.35.3 Transforms manifest will of Wielder to the manifest will of Greater God Nerull the Reaper.
- 7.35.4 Destroys with the manifest will of Wielder.
- 7.35.5 Angel Blade
 - 7.35.5.1 Requires Dark Angel Dream to manifest this power.

7.36 Hektor's The Fire Sermon

- 7.36.1 Created from Nightmare of A Game of Chess
- 7.36.2 <POEM> 14.1.4
- 7.36.3 Destroys Oimota's 16 Dominators.
- 7.36.4 Destroys with the manifest will of Wielder.
- 7.36.5 Competently replaces and assumes the role of Llewellyn ap-Owen's The Fire Sermon.

7.37 Q's Blood Law Attributes

- 7.37.1 Sustained Strange Attractors for Blood Law Dance to wield.
- 7.37.2 Permit Blood Law Dance to affect Dust Law Dance.

7.38 Nolerak's Lios Marks

- 7.38.1 May focus comedy, astronomy, history, dreams, and dance for Lios Elfar.
 - 7.38.1.1 Brein
 - 7.38.1.2 Swan
 - 7.38.1.3 Keebler
 - 7.38.1.4 Kestrel
 - 7.38.1.5 Quaal
 - 7.38.1.6 Relean

7.39 di Griz' Sixth Flame

- 7.39.1 Cubic zirconium with one face [nonbinding illegible information].
- 7.39.2 Eternal Flame shines through entities.

7.40 Eumir's Egg of Shal Omnis

- 7.40.1 [nonbinding illegible information]
- 7.40.2 Orb of controlling Dragons.
- 7.40.3 Binds manifest Dragons to the Compact, Book of The New Day.
- 7.40.4 Binds manifest Dragons to the will of the wielder.

7.41 Cedric's Egg of Shal Omnis

- 7.41.1 Binds wielder to the will of Shal-Omnis.
- 7.41.2 Orb of the Dragonkind: Orb of the Eternal Grand Dragon.
- 7.41.3 Orb of Sentient Dragon Control.
- 7.41.4 Binds manifest Sentient Dragons to the Compact, Book of The New Day.
 - 7.41.4.1 Binds Sentient Dragons to section 5.6: "Realoran's Code" regardless.
- 7.41.5 Binds manifest Sentient Dragons to wielder's manifest will.

7.42 John's Egg of Shal Omnis

- 7.42.1 Binds wielder to the will of Shal-Omnis.
- 7.42.2 Orb of the Dragonkind: Orb of the Elder Wyrn.
- 7.42.3 Orb of controlling Gold Dragons.
- 7.42.4 Binds manifest Gold Dragons to the Compact, Book of The New Day.
- 7.42.5 Binds manifest Gold Dragons to wielder's manifest will.

7.43 Justin's Egg of Shal Omnis

- 7.43.1 Binds wielder to the will of Shal-Omnis.
- 7.43.2 Orb of the Dragonkind: Orb of the Firedrake.
- 7.43.3 Orb of controlling Copper Dragons.
- 7.43.4 Binds manifest Copper Dragons to the Compact, Book of The New Day.
- 7.43.5 Binds manifest Copper Dragons to the will of the wielder.

7.44 Samuel's Egg of Shal Omnis

- 7.44.1 Binds wielder to the will of Shal-Omnis.
- 7.44.2 Orb of the Dragonkind: Orb of the Great Serpent.
- 7.44.3 Orb of controlling Brass Dragons.
- 7.44.4 Binds manifest Brass Dragons to the Compact, Book of The New Day.
- 7.44.5 Binds manifest Brass Dragons to the will of the wielder.

7.45 Chrystaan's Egg of Shal Omnis

- 7.45.1 Binds wielder to the will of Shal-Omnis.
- 7.45.2 Orb of the Dragonkind: Orb of the Dragon.
- 7.45.3 Orb of controlling Silver Dragons.
- 7.45.4 Binds manifest Silver Dragons to the Compact, Book of The New Day.
- 7.45.5 Binds manifest Silver Dragons to the will of the wielder.

7.46 Vosh's Egg of Shal Omnis

- 7.46.1 Binds wielder to the will of Shal-Omnis.
- 7.46.2 Orb of the Dragonkind: Orb of the Dragonette.
- 7.46.3 Orb of controlling Black Dragons
- 7.46.4 Binds manifest Black Dragons to the Compact, Book of The New Day
- 7.46.5 Binds manifest Black Dragons to the will of the wielder.

7.47 Keeper's Egg of Shal Omnis

- 7.47.1 Binds wielder to the will of Shal-Omnis.
- 7.47.2 Orb of the Dragonkind: Orb of the Wyrmkinn.
- 7.47.3 Orb of controlling Bronze Dragons
- 7.47.4 Binds manifest Bronze Dragons to the Compact, Book of The New Day
- 7.47.5 Binds manifest Bronze Dragons to the will of the wielder.

7.48 Austin's Egg of Shal Omnis

- 7.48.1 Binds wielder to the will of Shal-Omnis.
- 7.48.2 Orb of the Dragonkind: Orb of the Hatchling.
- 7.48.3 Orb of controlling Blue Dragons
- 7.48.4 Binds manifest Blue Dragons to the Compact, Book of The New Day
- 7.48.5 Binds manifest Blue Dragons to the will of the wielder.

7.49 Trent's Egg of Shal Omnis

- 7.49.1 Binds wielder to the will of Shal-Omnis.
- 7.49.2 Orb of the Dragonkind: Orb of the Hatchling.
- 7.49.3 Orb of controlling Green Dragons
- 7.49.4 Binds manifest Green Dragons to the Compact, Book of The New Day
- 7.49.5 Binds manifest Green Dragons to the will of the wielder.

7.50 William's Egg of Shal Omnis

- 7.50.1 Binds wielder to the will of Shal-Omnis.
- 7.50.2 Orb of the Dragonkind: Orb of the Hatchling.
- 7.50.3 Orb of controlling White Dragons
- 7.50.4 Binds manifest White Dragons to the Compact, Book of The New Day
- 7.50.5 Binds manifest White Dragons to the will of the wielder.

7.51 Kord's Egg of Shal Omnis

- 7.51.1 Binds wielder to the will of Shal-Omnis.
- 7.51.2 Orb of the Dragonkind: Orb of the Hatchling.
- 7.51.3 Orb of controlling Red Dragons
- 7.51.4 Binds manifest Red Dragons to the Compact, Book of The New Day
- 7.51.5 Binds manifest Red Dragons to the will of the wielder.

7.52 Tanngrisnir's Assimilation

- 7.52.1 Pendant: hematite triangle and silver wire contains malachite sphere.
- 7.52.2 Grants the powers of Troy Ounces to Wielder under Dance.
- 7.52.3 Binds Wielder to the will of Tanngrisnir.
- 7.52.4 Within New Troad acts as Maker of Rules if original Maker of Rules is not wielded.

8 Overriding Objectives of Oimota's 16 Dominators

8.1 Llewghund

- 8.1.1 Llewghund shall recognize and abide by Overriding Objective of Billykin's Planes, such as Knock, Compass Mountain, and Labyrinth.
- 8.1.2 Chaos in Worlorn System shall be founded upon forces in Llewghund.
- 8.1.3 Chaos in Worlorn System shall be by the manifest will of Almitra Almustafa.
- 8.1.4 Chaos in Worlorn System shall be by the manifest will of the Wielder of Sea of Chaos or by GOLDEN ATTRIBUTE from Llewghund when Almitra Almustafa is not Crossing-in-the-mist in Worlorn System.
- 8.1.5 Archetypes of Chaos introduced to Worlorn System shall be lesser than the manifest will of the Almitra Almustafa or become a portion of GOLDEN ATTRIBUTE from Llewghund.
- 8.1.6 Natural Overriding Objectives within Llewghund which are not defined by this Book of The New Day shall be subject to the will of Almitra Almustafa.
- 8.1.7 Almitra Almustafa is not Crossing-in-the-mist in Worlorn System when within Llewghund.
- 8.1.8 Wielder of Sea of Chaos is not Crossing-in-the-mist in Worlorn System when within Llewghund.
- 8.1.9 Llewghund may sustain at most 7777 Ghunden entities in the Wastelands at one time.

8.2 New Troad

- 8.2.1 New Troad shall recognize and abide by Overriding Objective of The Courts of Chaos.
- 8.2.2 Order in Worlorn System shall be founded upon forces in New Troad.
- 8.2.3 Order in Worlorn System shall be by the manifest will of Tanngrisnir.
- 8.2.4 Order in Worlorn System shall be by the manifest will of the Wielder of Maker of Rules or by GOLDEN ATTRIBUTE from New Troad when Tanngrisnir is not Crossing-in-the-mist in Worlorn System.
- 8.2.5 Archetypes of Order introduced to Worlorn System shall be lesser than the manifest will of Tanngrisnir or become a portion of GOLDEN ATTRIBUTE from New Troad.
- 8.2.6 Natural Overriding Objectives within New Troad which are not defined by this Book of The New Day shall be subject to the will of Tanngrisnir.
- 8.2.7 Tanngrisnir is not Crossing-in-the-mist in Worlorn System when within New Troad.
- 8.2.8 Wielder of Maker of Rules is not Crossing-in-the-mist in Worlorn System when within New Troad.
- 8.2.9 New Troad may sustain at most 7777 Wengen entities in the Wastelands at one time.

8.3 Crosswinds

- 8.3.1 Crosswinds shall recognize and abide by Overriding Objective of The Courts of Chaos, such as Troad and Caine's Plane.
- 8.3.2 Transformation in Worlorn System shall be founded upon forces in Crosswinds.
- 8.3.3 Transformation in Worlorn System shall be by the manifest will of Chrysofar.
- 8.3.4 Transformation in Worlorn System shall be by the manifest will of the Wielder of Wind Chimes or by GOLDEN ATTRIBUTE from Crosswinds when Chrysofar is not Crossing-in-the-mist in Worlorn System.
- 8.3.5 Archetypes of Transformation introduced to Worlorn System shall be lesser than the manifest will of Chrysofar or become a portion of GOLDEN ATTRIBUTE from Crosswinds.
- 8.3.6 Natural Overriding Objectives within Crosswinds which are not defined by this Book of The New Day shall be subject to the will of Chrysofar.
- 8.3.7 Chrysofar is not Crossing-in-the-mist in Worlorn System when within Crosswinds.
- 8.3.8 Wielder of Wind Chimes is not Crossing-in-the-mist in Worlorn System when within Crosswinds.
- 8.3.9 Crosswinds may sustain at most 7777 Melnibonean entities in the Wastelands at one time.
- 8.3.10 The Curse of a Prince of Crosswinds pronounced in the fullness of fury is always potent.

8.4 New Dolbadarn

- 8.4.1 New Dolbadarn shall recognize and abide by Overriding Objective of Lemuria.
- 8.4.2 Protection in Worlorn System shall be founded upon forces in New Dolbadarn.
- 8.4.3 Protection in Worlorn System shall be by the manifest will of Eressea.
- 8.4.4 Protection in Worlorn System shall be by the manifest will of the Wielder of Candle in the Wind or by GOLDEN ATTRIBUTE from New Dolbadarn when Eressea is not Crossing-in-the-mist in Worlorn System.
- 8.4.5 Archetypes of Protection introduced to Worlorn System shall be lesser than the manifest will of Eressea or become a portion of GOLDEN ATTRIBUTE from New Dolbadarn.
- 8.4.6 Natural Overriding Objectives within New Dolbadarn which are not defined by this Book of The New Day shall be subject to the will of Eressea.
- 8.4.7 Eressea is not Crossing-in-the-mist in Worlorn System when within New Dolbadarn.
- 8.4.8 Wielder of Candle in the Wind is not Crossing-in-the-mist in Worlorn System when within New Dolbadarn.
- 8.4.9 New Dolbadarn may sustain at most 7777 Aubec entities in the Wastelands at one time.

8.5 New Watersea

- 8.5.1 New Watersea shall recognize and abide by Overriding Objective of The Courts of Chaos, Troad the Lands of Troy, and Caine's Plane.
- 8.5.2 Removal in Worlorn System shall be founded upon forces in New Watersea.
- 8.5.3 Removal in Worlorn System shall be by the manifest will of Llewella of Muili.
- 8.5.4 Removal in Worlorn System shall be by the manifest will of the Wielder of Watersea Navigation Chart or by GOLDEN ATTRIBUTE from New Watersea when Llewella of Muili is not Crossing-in-the-mist in Worlorn System.
- 8.5.5 Archetypes of Removal introduced to Worlorn System shall be lesser than the manifest will of Llewella of Muili or become a portion of GOLDEN ATTRIBUTE from New Watersea.
- 8.5.6 Natural Overriding Objectives within New Watersea which are not defined by this Book of The New Day shall be subject to the will of Llewella of Muili.
- 8.5.7 Llewella of Muili is not Crossing-in-the-mist in Worlorn System when within New Watersea.
- 8.5.8 Wielder of Watersea Navigation Chart is not Crossing-in-the-mist in Worlorn System when within New Watersea.
- 8.5.9 New Watersea may sustain at most 7777 Islanders entities in the Wastelands at one time.

8.6 Flambeau

- 8.6.1 Flambeau shall recognize and abide by Overriding Objective of The Courts of Chaos and Troad the Lands of Troy.
- 8.6.2 Destruction in Worlorn System shall be founded upon forces in Flambeau.
- 8.6.3 Destruction in Worlorn System shall be by the manifest will of Llewellyn ap-Owen.
- 8.6.4 Destruction in Worlorn System shall be by the manifest will of the Wielder of Star of Fire or by GOLDEN ATTRIBUTE from Flambeau when Llewellyn ap-Owen is not Crossing-in-the-mist in Worlorn System.
- 8.6.5 Archetypes of Destruction introduced to Worlorn System shall be lesser than the manifest will of Llewellyn ap-Owen or become a portion of GOLDEN ATTRIBUTE from Flambeau.
- 8.6.6 Natural Overriding Objectives within Flambeau which are not defined by this Book of The New Day shall be subject to the will of Llewellyn ap-Owen.
- 8.6.7 Llewellyn ap-Owen is not Crossing-in-the-mist in Worlorn System when within Flambeau.
- 8.6.8 Wielder of Star of Fire is not Crossing-in-the-mist in Worlorn System when within Flambeau.
- 8.6.9 Flambeau may sustain at most 7777 Dark Childe / Evil Drow Devil entities in the Wastelands at one time.

8.7 Open Road

- 8.7.1 Open Road shall recognize and abide by Overriding Objective of The Courts of Chaos, Troad the Lands of Troy, and Caine's Plane.
- 8.7.2 Freedom in Worlorn System shall be founded upon forces in Open Road.
- 8.7.3 Freedom in Worlorn System shall be by the manifest will of Waldann high-Ironjade X.
- 8.7.4 Freedom in Worlorn System shall be by the manifest will of the Wielder of Road Map or by GOLDEN ATTRIBUTE from Open Road when Waldann high-Ironjade X is not Crossing-in-the-mist in Worlorn System.
- 8.7.5 Archetypes of Freedom introduced to Worlorn System shall be lesser than the manifest will of Waldann high-Ironjade X or become a portion of GOLDEN ATTRIBUTE from Open Road.
- 8.7.6 Natural Overriding Objectives within Open Road which are not defined by this Book of The New Day shall be subject to the will of Waldann high-Ironjade X.
- 8.7.7 Waldann high-Ironjade X is not Crossing-in-the-mist in Worlorn System when within Open Road.
- 8.7.8 Wielder of Road Map is not Crossing-in-the-mist in Worlorn System when within Open Road.
- 8.7.9 Open Road may sustain at most 7777 Grey Elves entities in the Wastelands at one time.

8.8 Elidor

- 8.8.1 Elidor shall recognize and abide by Overriding Objective of The Courts of Chaos, Troad the Lands of Troy, and Caine's Plane.
- 8.8.2 History in Worlorn System shall be founded upon forces in Elidor.
- 8.8.3 History in Worlorn System shall be by the manifest will of Tiresias.
- 8.8.4 History in Worlorn System shall be by the manifest will of the Wielder of Kolwynia or by GOLDEN ATTRIBUTE from Elidor when Tiresias is not Crossing-in-the-mist in Worlorn System.
- 8.8.5 Archetypes of History introduced to Worlorn System shall be lesser than the manifest will of Tiresias or become a portion of GOLDEN ATTRIBUTE from Elidor.
- 8.8.6 Natural Overriding Objectives within Elidor which are not defined by this Book of The New Day shall be subject to the will of Tiresias.
- 8.8.7 Tiresias is not Crossing-in-the-mist in Worlorn System when within Elidor.
- 8.8.8 Wielder of Kolwynia is not Crossing-in-the-mist in Worlorn System when within Elidor.
- 8.8.9 Elidor may sustain at most 7777 Breton entities in the Wastelands at one time.

8.9 Fountains of Paradise

- 8.9.1 Fountains of Paradise shall recognize and abide by Overriding Objective of The Courts of Chaos, Troad the Lands of Troy, and Caine's Plane.
- 8.9.2 Beauty in Worlorn System shall be founded upon forces in Fountains of Paradise.
- 8.9.3 Beauty in Worlorn System shall be by the manifest will of Blacksword the Phoenix.
- 8.9.4 Beauty in Worlorn System shall be by the manifest will of the Wielder of Star of Beauty or by GOLDEN ATTRIBUTE from Fountains of Paradise when Blacksword the Phoenix is not Crossing-in-the-mist in Worlorn System.
- 8.9.5 Archetypes of Beauty introduced to Worlorn System shall be lesser than the manifest will of Blacksword the Phoenix or become a portion of GOLDEN ATTRIBUTE from Fountains of Paradise.
- 8.9.6 Natural Overriding Objectives within Fountains of Paradise which are not defined by this Book of The New Day shall be subject to the will of Blacksword the Phoenix.
- 8.9.7 Blacksword the Phoenix is not Crossing-in-the-mist in Worlorn System when within Fountains of Paradise.
- 8.9.8 Wielder of Star of Beauty is not Crossing-in-the-mist in Worlorn System when within Fountains of Paradise.
- 8.9.9 Fountains of Paradise may sustain at most 7777 Phoenician Elfar / Childean Elfar entities in the Wastelands at one time.

8.10 Dry Land

- 8.10.1 Dry Land shall recognize and abide by Overriding Objective of The Courts of Chaos, Troad the Lands of Troy, and Caine's Plane.
- 8.10.2 Death in Worlorn System shall be founded upon forces in Dry Land.
- 8.10.3 Death in Worlorn System shall be by the manifest will of Yama Dharma.
- 8.10.4 Death in Worlorn System shall be by the manifest will of the Wielder of Death's Looking Glass or by GOLDEN ATTRIBUTE from Dry Land when Yama Dharma is not Crossing-in-the-mist in Worlorn System.
- 8.10.5 Archetypes of Death introduced to Worlorn System shall be lesser than the manifest will of Yama Dharma or become a portion of GOLDEN ATTRIBUTE from Dry Land.
- 8.10.6 Natural Overriding Objectives within Dry Land which are not defined by this Book of The New Day shall be subject to the will of Yama Dharma.
- 8.10.7 Yama Dharma is not Crossing-in-the-mist in Worlorn System when within Dry Land.
- 8.10.8 Wielder of Death's Looking Glass is not Crossing-in-the-mist in Worlorn System when within Dry Land.
- 8.10.9 Dry Land may sustain at most 7777 Khannish entities in the Wastelands at one time.

8.11 Mestea

- 8.11.1 Mestea shall recognize and abide by Overriding Objective of The Courts of Chaos, Troad the Lands of Troy, and Caine's Plane.
- 8.11.2 Sanctuary in Worlorn System shall be founded upon forces in Mestea.
- 8.11.3 Sanctuary in Worlorn System shall be by the manifest will of Theseus.
- 8.11.4 Sanctuary in Worlorn System shall be by the manifest will of the Wielder of Sanctuary of Mestea or by GOLDEN ATTRIBUTE from Mestea when Theseus is not Crossing-in-the-mist in Worlorn System.
- 8.11.5 Archetypes of Sanctuary introduced to Worlorn System shall be lesser than the manifest will of Theseus or become a portion of GOLDEN ATTRIBUTE from Mestea.
- 8.11.6 Natural Overriding Objectives within Mestea which are not defined by this Book of The New Day shall be subject to the will of Theseus.
- 8.11.7 Theseus is not Crossing-in-the-mist in Worlorn System when within Mestea.
- 8.11.8 Wielder of Sanctuary of Mestea is not Crossing-in-the-mist in Worlorn System when within Mestea.
- 8.11.9 Mestea may sustain at most 7777 Mestean Drow entities in the Wastelands at one time.

8.12 Isle of Sleep

- 8.12.1 Isle of Sleep shall recognize and abide by Overriding Objective of The Courts of Chaos, Troad the Lands of Troy, and Caine's Plane.
- 8.12.2 Sentience in Worlorn System shall be founded upon forces in Isle of Sleep.
- 8.12.3 Sentience in Worlorn System shall be by the manifest will of Hermione e'Helen.
- 8.12.4 Sentience in Worlorn System shall be by the manifest will of the Wielder of Orb of Sentient Dragon Control or by GOLDEN ATTRIBUTE from Isle of Sleep when Hermione e'Helen is not Crossing-in-the-mist in Worlorn System.
- 8.12.5 Archetypes of Sentience introduced to Worlorn System shall be lesser than the manifest will of Hermione e'Helen or become a portion of GOLDEN ATTRIBUTE from Isle of Sleep.
- 8.12.6 Natural Overriding Objectives within Isle of Sleep which are not defined by this Book of The New Day shall be subject to the will of Hermione e'Helen.
- 8.12.7 Hermione e'Helen is not Crossing-in-the-mist in Worlorn System when within Isle of Sleep.
- 8.12.8 Wielder of Orb of Sentient Dragon Control is not Crossing-in-the-mist in Worlorn System when within Isle of Sleep.
- 8.12.9 Isle of Sleep may sustain at most 7777 Hellene Drow entities in the Wastelands at one time.

8.12.10 All actions within Isle of Sleep must be ratified by Hermione e'Helen. Everything not explicitly permitted is forbidden.

8.13 Hall of Kaldamaaren

8.13.1 Hall of Kaldamaaren shall recognize and abide by Overriding Objective of The Courts of Chaos, Trod the Lands of Troy, and Caine's Plane.

8.13.2 Making in Worlorn System shall be founded upon forces in Hall of Kaldamaaren.

8.13.3 Making in Worlorn System shall be by the manifest will of Damon Maker.

8.13.4 Making in Worlorn System shall be by the manifest will of the Wielder of Blue Eye Anvil or by GOLDEN ATTRIBUTE from Hall of Kaldamaaren when Damon Maker is not Crossing-in-the-mist in Worlorn System.

8.13.5 Archetypes of Sentience introduced to Worlorn System shall be lesser than the manifest will of Damon Maker or become a portion of GOLDEN ATTRIBUTE from Hall of Kaldamaaren.

8.13.6 Natural Overriding Objectives within Hall of Kaldamaaren which are not defined by this Book of The New Day shall be subject to the will of Damon Maker.

8.13.7 Damon Maker is not Crossing-in-the-mist in Worlorn System when within Hall of Kaldamaaren.

8.13.8 Wielder of Blue Eye Anvil is not Crossing-in-the-mist in Worlorn System when within Hall of Kaldamaaren.

8.13.9 Hall of Kaldamaaren may sustain at most 7777 Huldra Dwarf entities in the Wastelands at one time.

8.14 Skagganutt Abyss

8.14.1 Skagganutt Abyss shall recognize and abide by Overriding Objective of The Courts of Chaos, Trod the Lands of Troy, and Caine's Plane.

8.14.2 Annihilation in Worlorn System shall be founded upon forces in Skagganutt Abyss.

8.14.3 Annihilation in Worlorn System shall be by the manifest will of Typhon Equis Noir.

8.14.4 Annihilation in Worlorn System shall be by the manifest will of the Wielder of alt.Heart of Light or by GOLDEN ATTRIBUTE from Skagganutt Abyss when Typhon Equis Noir is not Crossing-in-the-mist in Worlorn System.

8.14.5 Archetypes of Annihilation introduced to Worlorn System shall be lesser than the manifest will of Typhon Equis Noir or become a portion of GOLDEN ATTRIBUTE from Skagganutt Abyss.

8.14.6 Natural Overriding Objectives within Skagganutt Abyss which are not defined by this Book of The New Day shall be subject to the will of Typhon Equis Noir.

8.14.7 Typhon Equis Noir is not Crossing-in-the-mist in Worlorn System when within Skagganutt Abyss.

8.14.8 Wielder of alt.Heart of Light is not Crossing-in-the-mist in Worlorn System when within Skagganutt Abyss.

8.14.9 Skagganutt Abyss may sustain at most 7777 Centaur entities in the Wastelands at one time.

8.15 Musquel-in-the-Abyss

8.15.1 Musquel-in-the-Abyss shall recognize and abide by Overriding Objective of The Courts of Chaos, Troad the Lands of Troy, and Caine's Plane.

8.15.2 Preservation in Worlorn System shall be founded upon forces in Musquel-in-the-Abyss.

8.15.3 Preservation in Worlorn System shall be by the manifest will of Dhruva.

8.15.4 Preservation in Worlorn System shall be by the manifest will of the Wielder of Star of Preservation or by GOLDEN ATTRIBUTE from Musquel-in-the-Abyss when Dhruva is not Crossing-in-the-mist in Worlorn System.

8.15.5 Archetypes of Preservation introduced to Worlorn System shall be lesser than the manifest will of Dhruva or become a portion of GOLDEN ATTRIBUTE from Musquel-in-the-Abyss.

8.15.6 Natural Overriding Objectives within Musquel-in-the-Abyss which are not defined by this Book of The New Day shall be subject to the will of Dhruva.

8.15.7 Dhruva is not Crossing-in-the-mist in Worlorn System when within Musquel-in-the-Abyss.

8.15.8 Wielder of Star of Preservation is not Crossing-in-the-mist in Worlorn System when within Musquel-in-the-Abyss.

8.15.9 Musquel-in-the-Abyss may sustain at most 7777 <non-binding illegible information> entities in the Wastelands at one time.

8.16 Los Endos

8.16.1 Los Endos shall recognize and abide by Overriding Objective of The Courts of Chaos, Troad the Lands of Troy, and Caine's Plane.

8.16.2 Termination in Worlorn System shall be founded upon forces in Los Endos.

8.16.3 Termination in Worlorn System shall be by the manifest will of Sheherezade.

8.16.4 Termination in Worlorn System shall be by the manifest will of the Wielder of White Gold Ring or by GOLDEN ATTRIBUTE from Los Endos when Sheherezade is not Crossing-in-the-mist in Worlorn System.

8.16.5 Archetypes of Termination introduced to Worlorn System shall be lesser than the manifest will of Sheherezade or become a portion of GOLDEN ATTRIBUTE from Los Endos.

8.16.6 Natural Overriding Objectives within Los Endos which are not defined by this Book of The New Day shall be subject to the will of Sheherezade.

8.16.7 Sheherezade is not Crossing-in-the-mist in Worlorn System when within Los Endos.

- 8.16.8 Wielder of White Gold Ring is not Crossing-in-the-mist in Worlorn System when within Los Endos.
- 8.16.9 Los Endos may sustain at most 7777 LosEndian entities in the Wastelands at one time.

9 Crossing-in-the-mist of Worlorn

9.1 Code of Sentience

9.1.1 Muse-Inspired creatures of Sentience discovered by Wathan to be Crossing-in-the-mist shall, upon command of the discovering Wathan, immediately manifest Chains of Iron and be perfectly bound in them.

9.1.2 Oimota's 16 Dominators must personally and without delay deliver to the caverns beneath the Isle of Sleep all Muse-Inspired creatures of Sentience discovered by Wathan to be Crossing-in-the-mist.

9.1.3 Iron can not manifest any form of existence in the caverns beneath the Isle of Sleep.

9.1.4 [Obscured/Illegible]

9.2 Muse-Inspired creatures of Sentience

9.2.1 Kin of Llyr: [nonbinding illegible information]

9.2.2 [nonbinding illegible information]

9.2.3 The Jester: [nonbinding illegible information]

9.2.4 The Fiend: [nonbinding illegible information]

9.2.5 [nonbinding illegible information]

9.2.6 [nonbinding illegible information]

9.2.7 [nonbinding illegible information]

9.2.8 [nonbinding illegible information]

9.2.9 [nonbinding illegible information]

9.2.10 [nonbinding illegible information]

9.2.11 [nonbinding illegible information]

9.2.12 The Artful: [nonbinding illegible information]

9.2.13 [nonbinding illegible information]

9.2.14 The Pensive: [nonbinding illegible information]

9.2.15 The Deft: [nonbinding illegible information]

9.2.16 [nonbinding illegible information]

9.2.17 [nonbinding illegible information]

- 9.2.18 [nonbinding illegible information]
- 9.2.19 The Wise Fool: [nonbinding illegible information]
- 9.2.20 The Cheater: [nonbinding illegible information]. Deceased. Inactive. Non-participant. Uninspired by Muse of Dance.
- 9.2.21 Realoran the Gold: [nonbinding illegible information]

9.3 The Dance

- 9.3.1 Limited races may initiate Crossing-in-the-mist.
 - 9.3.1.1 Light Drake
 - 9.3.1.2 Common Orcs (Pellinese Orcs)
 - 9.3.1.3 Dwarves (Huldrafolk)
 - 9.3.1.4 Greater Orcs (Uruk Hai)
 - 9.3.1.5 Grey Elves (Kav Elfar)
 - 9.3.1.6 Half Elves
 - 9.3.1.7 Half Orcs
 - 9.3.1.8 Halflings (Hobbit, Kimdiss)
 - 9.3.1.9 High Elves (Childean Drow, Hellene Drow)
 - 9.3.1.10 High Men (Aubec, Trojan, Ubermensch, Wallachian)
 - 9.3.1.11 Hillmen
 - 9.3.1.12 Mariners (Atlantean, Ghundian, Islanders)
 - 9.3.1.13 Nomads (Fremen, Khannish)
 - 9.3.1.14 Ruralmen (Britton, Kramer)
 - 9.3.1.15 Urbanmen (Atrean, Breton, Florentine)
 - 9.3.1.16 Wood Elves (Light Childean, Lios Elfar, Phoenician)
 - 9.3.1.17 Woodmen (Wengen)
- 9.3.2 Limited professions are inspired by the Muse of Dance.
 - 9.3.2.1 Dervish
 - 9.3.2.2 Fighter
 - 9.3.2.3 Thief
 - 9.3.2.4 Rogue
 - 9.3.2.5 Warrior Monk
 - 9.3.2.6 Layman
 - 9.3.2.7 Magician
 - 9.3.2.8 Illusionist
 - 9.3.2.9 Cleric
 - 9.3.2.10 Animist
 - 9.3.2.11 Mentalist
 - 9.3.2.12 Lay Healer
 - 9.3.2.13 Healer
 - 9.3.2.14 Mystic
 - 9.3.2.15 Sorcerer
 - 9.3.2.16 Ranger
 - 9.3.2.17 Paladin
 - 9.3.2.18 Monk
 - 9.3.2.19 Dabbler
 - 9.3.2.20 Magent

9.3.3 [nonbinding illegible information]

9.3.4 [nonbinding illegible information]

9.3.5 [nonbinding illegible information]

9.3.6 [nonbinding illegible information]

9.3.7 [nonbinding illegible information]

9.3.8 [Obscured/Illegible]

10 Personal Archetype Overriding Objectives

10.1 Appearance of names

10.1.1 Section 10: "Personal Archetype Overriding Objectives" of the Book of The New Day expressly imparts entities mentioned with the ability of Crossing-in-the-mist

10.1.2 Section 10: "Personal Archetype Overriding Objectives" of the Book of The New Day does not impart the entitlement of a personality to a physical manifestation unless explicitly granting a Brownsheet.

10.2 Entity Archetype Overriding Objectives by Name

- 10.2.1 Abelard
 - 10.2.1.1 Guaranteed Eternal Sanctuary
- 10.2.2 A Ra
 - 10.2.2.1 Leader of Egyptian Pantheon
- 10.2.3 Aleksandir Skemandras
 - 10.2.3.1 Manifests victory.
 - 10.2.3.2 Manifests tolerance for others.
- 10.2.4 Benedict of Troy
 - 10.2.4.1 Slave of the Diamond Stone
- 10.2.5 Blacksword, Greater Prince of Evil Drow Devils
 - 10.2.5.1 May return to life by conflagration.
 - 10.2.5.2 May deny magical effects with 95% success.
 - 10.2.5.3 May renew Galvorn (Drow metals and organics) which have not been destroyed by sunlight.
- 10.2.6 Blacksword, the Phoenix
 - 10.2.6.1 May return to life by conflagration.
 - 10.2.6.2 May deny magical effects with 95% success.
 - 10.2.6.3 May resurrect/reincarnate/raise dead/restore-to-life any being, by touch.
- 10.2.7 Caliban and subsequent incarnations
 - 10.2.7.1 Mastery of Dragons (Silver)
- 10.2.8 Champion Eternal / Damon Maker
 - 10.2.8.1 May make anything from Irridisium / Chaos / Flux.
- 10.2.9 Chiun
 - 10.2.9.1 May exist.
 - 10.2.9.2 Mastery of Dance.
- 10.2.10 Dira / Nightmares of Dira / Dhruva
 - 10.2.10.1 May exist as the Compact is broken.

- 10.2.11 Darkblade / Niteblade the Dark
 - 10.2.11.1 No soul
- 10.2.12 Dhruva
 - 10.2.12.1 Mastery of 7.34: "Maeglin high-Jerusalem Sathonys' Real Death Weapons "Maeglinti""
 - 10.2.12.2 Legacy of Hallenrakenthaller
 - 10.2.12.3 Legacy of di Griz
- 10.2.13 Dominique of Cordouan
 - 10.2.13.1 May adjust Red Hourglass AM
 - 10.2.13.2 May adjust Red Hourglass PM
- 10.2.14 ~~Dolarhyde and subsequent incarnations~~
 - 10.2.14.1 Mastery of Dragons (Red)
- 10.2.15 Eressea: Dolbadarn
 - 10.2.15.1 Guaranteed Eternal Sanctuary
- 10.2.16 Eressea: New Dolbadarn
 - 10.2.16.1 Guaranteed Eternal Sanctuary
- 10.2.17 Gold Road (The World Wyrn), Open Road
 - 10.2.17.1 May intersect all Worlorn GOLDEN ATTRIBUTE Turf locations.
 - 10.2.17.2 May intersect all Worlorn GOLDEN ATTRIBUTE Turf times.
 - 10.2.17.3 May be activated by Iahklu and Er Per'henne exclusively.
 - 10.2.17.4 May be mastered by Bonze / Dark Angel / Sinanju activator of Orb of Dragonkind .
 - 10.2.17.5 May Begin in the North Pole exclusively.
- 10.2.18 Gorm, The Black Bunny
 - 10.2.18.1 May Cancel the Supernatural entitlement from any Strange Attractor with a Black Rod.
 - 10.2.18.2 May refuse to Cancel the Supernatural entitlement of a Strange Attractor brought to him by Llewellyn ap-Owen only if Gorm is Crossing-in-the-Mist.
- 10.2.19 Hektor of Troy
 - 10.2.19.1 Protected from Red Light
 - 10.2.19.2 Protected from Psionic Blast
 - 10.2.19.3 Protected from Psionic [attack modes]
 - 10.2.19.4 Protected from Wind
 - 10.2.19.5 Protected from theft
- 10.2.20 Hektor of Troy and subsequent incarnations
 - 10.2.20.1 Mastery of Dragons (Bronze)
- 10.2.21 Jorie
 - 10.2.21.1 Accompanied by Blood (terror dog er per'henne)

- 10.2.22 Justin Time
 - 10.2.22.1 Blue Sky Charisma
 - 10.2.22.2 Ground Mastery
 - 10.2.22.3 Protected from arrows
 - 10.2.22.4 Protected from aging
 - 10.2.22.5 Protected from morganti auras
 - 10.2.22.6 Protected from hunger / starvation
 - 10.2.22.7 Protected from loss of beauty
 - 10.2.22.8 Protected from rape
 - 10.2.22.9 Protected from conception
 - 10.2.22.10 Protected from loss of earned dreams
 - 10.2.22.11 Protected from Red Light hours
 - 10.2.22.12 Accompanied by Blood (terror dog er per'henne)
- 10.2.23 Kalkin, The Binder
 - 10.2.23.1 May act twice as often.
 - 10.2.23.2 May bind any manifest force or object to his manifest will.
 - 10.2.23.3 May verbally hoodwink any listening entity.
- 10.2.24 Kalkin and subsequent incarnations
 - 10.2.24.1 Mastery of Dragons (Blue)
- 10.2.25 ~~Karmen and subsequent incarnations~~
 - 10.2.25.1 ~~Lohan~~
- 10.2.26 Kisu Kimeanguka and subsequent incarnations
 - 10.2.26.1 Mastery of Dragons (Black)
- 10.2.27 Klesst Silverhand and shadows, including but not limited to Hermione
 - 10.2.27.1 Blue Sky Quickness
 - 10.2.27.2 Blue Sky Dexterity
- 10.2.28 Klinure, the Muse of Dreams
 - 10.2.28.1 May award Aquæstor Iahklu and Er Per'henne Dreams exclusively.
 - 10.2.28.2 May apprehend Aquæstor Iahklu and Er Per'henne Dreams exclusively.
 - 10.2.28.3 May award Swefen Iahklu and Er Per'henne Dreams exclusively.
 - 10.2.28.4 May apprehend Swefen Iahklu and Er Per'henne Dreams exclusively.
 - 10.2.28.5 May award Nostoi Iahklu and Er Per'henne Dreams exclusively.
- 10.2.29 Knock and subsequent incarnations, including but not limited to Tiresias and Yama Dharma
 - 10.2.29.1 Six-second foresight
 - 10.2.29.2 Mastery of Dragons (Platinum)
 - 10.2.29.3 Mastery of Winds (North, West, South, East)
 - 10.2.29.4 Mastery of Seasons (Winter, Autumn, Summer, Spring)
 - 10.2.29.5 Mastery of Flowers (History)
- 10.2.30 ~~Ko, Greater God of Improvement~~
 - 10.2.30.1 ~~May Improve any situation, object, person, or location.~~
- 10.2.31 Llewellyn ap-Owen, Greater Prince of Evil Drow Devils
 - 10.2.31.1 May return to life by conflagration with the Threnody personality.
 - 10.2.31.2 May deny magical effects with 95% success.
 - 10.2.31.3 May renew Galvorn (Drow metals and organics) which have not been destroyed by sunlight.

- 10.2.32 Llewellyn ap-oOwen, the Phoenix
 - 10.2.32.1 May return to life by conflagration with the Threnody personality.
 - 10.2.32.2 May deny magical effects with 95% success.
 - 10.2.32.3 May resurrect/reincarnate/raise dead/restore-to-life any being, by touch.
- 10.2.33 Lubani and subsequent incarnations
 - 10.2.33.1 Lohan
 - 10.2.33.2 Mastery of Dragons (*nonbinding illegible information*)
 - 10.2.33.3 Mastery of Winds (North, West, South, East)
 - 10.2.33.4 Mastery of Seasons (Winter, Autumn, Summer, Spring)
 - 10.2.33.5 Mastery of Flowers (History, Dreams)
- 10.2.34 Luces Rojo
 - 10.2.34.1 May not be surprised in Red Light.
 - 10.2.34.2 May exist in Red Light exclusively.
 - 10.2.34.3 Accompanied by Blood (terror dog er per'henne)
- 10.2.35 Malifiscent
 - 10.2.35.1 May exist as Remollinandore Sentience 20
 - 10.2.35.2 May exist as Roland Sentience 20
- 10.2.36 Margeau Escargot: The Chateau / Dhruva: The Chateau
 - 10.2.36.1 May exist.
- 10.2.37 Marlee
 - 10.2.37.1 May know the Dancer from the Dance.
 - 10.2.37.2 May use advantages to her advantage.
 - 10.2.37.3 Protected from Red Light
 - 10.2.37.4 Protected from Psionic Blast
 - 10.2.37.5 Protected from Psionic Attacks
 - 10.2.37.6 Protected from Wind
 - 10.2.37.7 Protected from theft
 - 10.2.37.8 Manifests all monetary wealth in gems.
 - 10.2.37.9 Lohan
- 10.2.38 Marskotte and subsequent incarnations
 - 10.2.38.1 Mastery of Dragons (Black, Gold)
- 10.2.39 Michelle and subsequent incarnations
 - 10.2.39.1 Lohan
 - 10.2.39.2 Mastery of Dragons (Copper)
 - 10.2.39.3 Mastery of Winds (North, West, South, East)
 - 10.2.39.4 Mastery of Seasons (Winter, Autumn, Summer, Spring)
 - 10.2.39.5 Mastery of Flowers (History, Dreams)
- 10.2.40 Morningstar
 - 10.2.40.1 May not leave the Great Divide while Red Light exists.
- 10.2.41 Morton the Monk and subsequent incarnations
 - 10.2.41.1 Mastery of Dragons (Green)
- 10.2.42 Nathan Stack
 - 10.2.42.1 Wathan Protected from Nightmare creation
 - 10.2.42.2 Wathan Protected from Gibbeth creation

- 10.2.43 Necrodemus I
 - 10.2.43.1 Lohan
- 10.2.44 Nerull: Avatar
 - 10.2.44.1 Brownsheet [exclusively defining the entity described in TSR's Dragon Magazine].
- 10.2.45 Osric and subsequent incarnations, including but not limited to Serge Gorodish
 - 10.2.45.1 Lohan
 - 10.2.45.2 Mastery of Dragons (Gold)
 - 10.2.45.3 Mastery of Winds (North, West, South, East)
 - 10.2.45.4 Mastery of Seasons (Winter, Autumn, Summer, Spring)
 - 10.2.45.5 Mastery of Flowers (Dreams)
- 10.2.46 Puk and subsequent incarnations
 - 10.2.46.1 Mastery of Dragons (White)
- 10.2.47 Puk / Dhruva
 - 10.2.47.1 May exist while all other manifest will of his Muse-Inspired creature Sentience is retired.
 - 10.2.47.2 The Big Sleep
 - 10.2.47.3 Headchanger
- 10.2.48 Remollinadore and subsequent incarnations
 - 10.2.48.1 Mastery of Dragons (Silver)
 - 10.2.48.2 Mastery of Winds (North, West, South, East)
 - 10.2.48.3 Mastery of Seasons (Winter, Autumn, Summer)
- 10.2.49 Remollinadore, son of Hallenrakenthaller, son of Llewellyn ap-Owen: Sentience 03 / Dhruva, son of Hallenrakenthaller, son of Llewellyn ap-Owen: Sentience 03
 - 10.2.49.1 May exist
 - 10.2.49.2 Perfect Competent Senethar Mastery.
 - 10.2.49.3 Avatar: "Sacatea"
 - 10.2.49.4 Avatar: "Pen"
 - 10.2.49.5 Slave of Hallenrakenthaller
- 10.2.50 Remollinadore, son of Hallenrakenthaller, son of Llewellyn ap-Owen: Sentience 20
 - 10.2.50.1 Avatar: "Lyralin"
 - 10.2.50.2 Slave of Hallenrakenthaller
- 10.2.51 Roland: Sentience 17
 - 10.2.51.1 May exist for any Crossing-in-the-mist.
 - 10.2.51.2 May activate Oliphant in any form.
 - 10.2.51.3 May activate Pipe-Full-Of-Fun Kit exclusively.
 - 10.2.51.4 May experience no fear.
- 10.2.52 Roland: Sentience 17: Blood Host
 - 10.2.52.1 Accompanied by Blood (terror dog er per'henne)
- 10.2.53 Sangrain of Cordouan
 - 10.2.53.1 May adjust Red Hourglass AM
 - 10.2.53.2 May adjust Red Hourglass PM
- 10.2.54 Silver General
 - 10.2.54.1 Lohan

- 10.2.55 Sterling Trinrose and subsequent incarnations
 - 10.2.55.1 Mastery of Dragons (Bronze)

- 10.2.56 Tangram and subsequent incarnations
 - 10.2.56.1 Lohan
 - 10.2.56.2 Mastery of Dragons (*nonbinding illegible information*)
 - 10.2.56.3 Mastery of Winds (North, West, South, East)
 - 10.2.56.4 Mastery of Seasons (Winter, Autumn, Summer, Spring)
 - 10.2.56.5 Mastery of Flowers (Astronomy, Dreams)

- 10.2.57 Terpsichore, the Muse of Dance
 - 10.2.57.1 May award Dance exclusively.

- 10.2.58 Teuliere of Cordouan
 - 10.2.58.1 May adjust Red Hourglass AM
 - 10.2.58.2 May adjust Red Hourglass PM

- 10.2.59 Threnody, Greater Prince of Evil Drow Devils
 - 10.2.59.1 May return to life by conflagration.
 - 10.2.59.2 May deny magical effects with 95% success.
 - 10.2.59.3 May renew Galvorn (Drow metals and organics) which have not been destroyed by sunlight.

- 10.2.60 Threnody, the Phoenix
 - 10.2.60.1 May return to life by conflagration.
 - 10.2.60.2 May deny magical effects with 95% success.
 - 10.2.60.3 May resurrect/reincarnate/raise dead/restore-to-life any being, by touch.

- 10.2.61 Theseus / Abelard / Gerard / Gerier
 - 10.2.61.1 Blessing and Protection of Shal Omnis
 - 10.2.61.2 Blue Sky Strength
 - 10.2.61.3 Guaranteed Eternal Sanctuary
 - 10.2.61.4 May not be assassinated
 - 10.2.61.5 May not be surprised

- 10.2.62 Timujin Khan and subsequent incarnations
 - 10.2.62.1 Mastery of Dragons (*nonbinding illegible information*)
 - 10.2.62.2 Mastery of Winds (North)

- 10.2.63 Tiresias
 - 10.2.63.1 May pass with Time.
 - 10.2.63.2 May have Time to spare.
 - 10.2.63.3 May have Historical evidence

- 10.2.64 Tloluvin
 - 10.2.64.1 May make Nightmares exclusively.

- 10.2.65 Trent the Thief
 - 10.2.65.1 Uncatchable

- 10.2.66 Troy Ounces and Subsequent incarnations including but not limited to Dworkin, Oberon, The Half Elven One, The Prince Who Was 1000, Tanngrisnir
 - 10.2.66.1 Mastery of Dragons (White)
 - 10.2.66.2 Mastery of Winds (North, West, South, East)
 - 10.2.66.3 Mastery of Seasons (Winter, Autumn, Summer, Spring)
 - 10.2.66.4 Mastery of Flowers (Comedy, Astronomy, History, Dreams)

- 10.2.67 Troy Ounces, including divinity "Oberon"
 - 10.2.67.1 May Reflect any supernatural force upon the origin Sevenfold.

- 10.2.68 Waldann high-Ironjade X
 - 10.2.68.1 May always have Free Will.
 - 10.2.68.2 May always have Freedom to Leave.
 - 10.2.68.3 May drive the Magic Bus on any Road.
 - 10.2.68.4 Protected from Red Light
 - 10.2.68.5 Protected from Psionic Blast
 - 10.2.68.6 Protected from Psionic Attacks
 - 10.2.68.7 Protected from Wind
 - 10.2.68.8 Protected from theft

- 10.2.69 Yama Dharma
 - 10.2.69.1 May act twice as often.
 - 10.2.69.2 May strike first.
 - 10.2.69.3 May damage any entity with any weapon.

11 Strange Attractor Archetype Overriding Objectives

11.1 Strange Attractor Affiliations

11.1.1 Strange Attractor affiliation shall manifest with *GOLDEN ATTRIBUTE* through local conditions of Turf or Wastelands.

11.1.2 Strange Attractor affiliation shall manifest despite

11.1.2.1 Oimota's 16 Dominators.

11.1.2.2 Overriding Objectives.

11.2 Strange Attractor Overriding Objectives by Dream Style

11.2.1 Probability of acquisition since last Crossing-in-the-mist by entities of the listed DREAM shall be determined at 5% base chance per DREAM level / hit dice for any entity of the listed DREAM: Conditional(s) entering the Mist from that DREAM's TRAINING STRONGHOLD.

11.2.2 Probability of acquisition since last Crossing-in-the-mist by entities of the listed DREAM shall be determined at 5% base chance per DREAM level / hit dice for any entity of the listed DREAM: Conditional(s) upon completion of TRAINING for a level of that DREAM

11.2.3 Bard

11.2.3.1 Ring of Mammal Control

11.2.4 Bonze: Crane's Flight

11.2.4.1 Copper Weapons

11.2.5 Bonze: Killer

11.2.5.1 Golden Naginata

11.2.6 Bonze: Killer C

11.2.6.1 Bolt Catcher

11.2.7 Bonze: Lightningstroke

11.2.7.1 Silver Arrows +5%

11.2.8 Bonze: StoneBurner

11.2.8.1 Bracers / Protection +35%

11.2.8.2 Horn Bow +15%

11.2.9 Bonze: StrongHeart

11.2.9.1 Bracers / AC +35%

11.2.9.2 Horn Bow +15%

11.2.10 Bounty Hunter: Kav Elfar

11.2.10.1 Helm / LEP

11.2.10.2 Jade Diadem

- 11.2.11 Cleric: Kalkin
 - 11.2.11.1 Wand / Divination
 - 11.2.11.2 Phylactery / Faithfulness
 - 11.2.11.3 Silver Morningstar
 - 11.2.11.4 Silver Shield
 - 11.2.11.5 The Conch Shell
- 11.2.12 Cleric: Queen Mother
 - 11.2.12.1 Incense of Meditation
- 11.2.13 Cleric: Raven
 - 11.2.13.1 Incense of Meditation
- 11.2.14 Crusader: Binder
 - 11.2.14.1 Phylactery / Faithfulness
 - 11.2.14.2 Silver Morningstar
 - 11.2.14.3 Wand / Divination
- 11.2.15 Crusader: Eressene
 - 11.2.15.1 Shadow Trump Deck
 - 11.2.15.2 Topaz Crown
 - 11.2.15.3 Topaz Mai
 - 11.2.15.4 Helm of Healing
 - 11.2.15.5 Nanorion Stone
- 11.2.16 Crusader: Hektorite
 - 11.2.16.1 Cigar / Meditation
 - 11.2.16.2 High Plains Drifter
- 11.2.17 Crusader: Reaper (Nerull)
 - 11.2.17.1 Feather Chariot
 - 11.2.17.2 Unholy Reaver
- 11.2.18 Crusader: Raven
 - 11.2.18.1 Luckblade
 - 11.2.18.2 Luckstone
 - 11.2.18.3 Victor's Knife
- 11.2.19 Crusader: Snake
 - 11.2.19.1 Victor's Knife
- 11.2.20 Crusader: Troy
 - 11.2.20.1 High Plains Drifter
 - 11.2.20.2 Shadow Trump
 - 11.2.20.3 Topaz Mai
- 11.2.21 Dark Angel
 - 11.2.21.1 Angel Blade (1 for all time)
 - 11.2.21.2 Daughters / Albion
 - 11.2.21.3 Ring / Silent Invisibility
- 11.2.22 Druid
 - 11.2.22.1 Ring of Mammal Control

- 11.2.23 High Priest: Chaotic Good: Necrodemian Pantheon
 - 11.2.23.1 Phylactery / Brilliance
 - 11.2.23.2 Pinque
 - 11.2.23.3 White Night

- 11.2.24 High Priest: Dark Childe
 - 11.2.24.1 Galvorn Chainmail
 - 11.2.24.2 Galvorn Crossbow
 - 11.2.24.3 Galvorn Shield
 - 11.2.24.4 Galvorn Sword

- 11.2.25 High Priest: Faerie
 - 11.2.25.1 God Rod / Faerie

- 11.2.26 High Priest: Lawful Evil: Necrodemian Pantheon
 - 11.2.26.1 Night Star
 - 11.2.26.2 White Night

- 11.2.27 High Priest: Lawful Good: Necrodemian Pantheon
 - 11.2.27.1 Phylactery /Maker

- 11.2.28 High Priest: Lawful Neutral: Necrodemian Pantheon
 - 11.2.28.1 Candle / Sorcery

- 11.2.29 High Priest: Neutral Good: Necrodemian Pantheon
 - 11.2.29.1 Candle / Phoenix
 - 11.2.29.2 Phylactery / Phoenix

- 11.2.30 High Priest: Nostoi: Necrodemian Pantheon
 - 11.2.30.1 Time in a Bottle

- 11.2.31 High Priest: Necrodemian Pantheon
 - 11.2.31.1 Rod of Resurrection

- 11.2.32 High Priest: Open Road
 - 11.2.32.1 God Rod / Kav Elfar

- 11.2.33 High Priest: Raven
 - 11.2.33.1 Werdna's Amulet

- 11.2.34 High Priest: Troy
 - 11.2.34.1 Wand / Enemy Detection

- 11.2.35 High Priest: Yama Deathgod
 - 11.2.35.1 Candle / Death
 - 11.2.35.2 Couch / Death
 - 11.2.35.3 Helm / Healing
 - 11.2.35.4 Scarab / Death

- 11.2.36 High Priestess: Chaotic Good: Necrodemian Pantheon
 - 11.2.36.1 Phylactery / Brilliance
 - 11.2.36.2 Pinque
 - 11.2.36.3 White Night

- 11.2.37 High Priestess: Dark Childe
 - 11.2.37.1 Galvorn Chainmail
 - 11.2.37.2 Galvorn Crossbow
 - 11.2.37.3 Galvorn Shield
 - 11.2.37.4 Galvorn Sword

- 11.2.38 High Priestess: Faerie
 - 11.2.38.1 God Rod / Faerie

- 11.2.39 High Priestess: Lawful Evil: Necrodemian Pantheon
 - 11.2.39.1 Night Star
 - 11.2.39.2 White Night

- 11.2.40 High Priestess: Lawful Good: Necrodemian Pantheon
 - 11.2.40.1 Phylactery / Maker

- 11.2.41 High Priestess: Lawful Neutral: Necrodemian Pantheon
 - 11.2.41.1 Candle / Sorcery

- 11.2.42 High Priestess: Mother of Knives
 - 11.2.42.1 Cultelliteri Knife

- 11.2.43 High Priestess: Neutral Good: Necrodemian Pantheon
 - 11.2.43.1 Candle / Phoenix
 - 11.2.43.2 Phylactery / Phoenix

- 11.2.44 High Priestess: Nostoi: Necrodemian Pantheon
 - 11.2.44.1 Time in a Bottle

- 11.2.45 High Priestess: Necrodemian Pantheon
 - 11.2.45.1 Rod / Resurrection

- 11.2.46 High Priestess: Open Road
 - 11.2.46.1 God Rod / Kav Elfar

- 11.2.47 High Priestess: Raven
 - 11.2.47.1 Werdna's Amulet

- 11.2.48 High Priestess: Troy
 - 11.2.48.1 Wand / Enemy Detection

- 11.2.49 High Priestess: Yama Deathgod
 - 11.2.49.1 Candle / Death
 - 11.2.49.2 Couch / Death
 - 11.2.49.3 Helm / Healing
 - 11.2.49.4 Scarab / Death

- 11.2.50 Illuder
 - 11.2.50.1 Crystal Ball

- 11.2.51 New Scientist (Feydaviae)
 - 11.2.51.1 Assassin's Cloak
 - 11.2.51.2 Assassin's Gun

- 11.2.52 Owsla Thief: Guildmistress
 - 11.2.52.1 Portable Oracle

- 11.2.53 Owsla Thief
 - 11.2.53.1 Crystal Ball
 - 11.2.53.2 Golden Mace

- 11.2.54 Priest: Binder
 - 11.2.54.1 Feather Chariot (2)
 - 11.2.54.2 Phylactery / Faithfulness
 - 11.2.54.3 Wand / Divination

- 11.2.55 Priest: Blood
 - 11.2.55.1 Incense / Obsession
 - 11.2.55.2 Red Ryder BB Gun
 - 11.2.55.3 Jubba Cloak
 - 11.2.55.4 St. Luces Baseball Cap
 - 11.2.55.5 Wand / Red Light Control
 - 11.2.55.6 A Shard of Red Glass
 - 11.2.55.7 Red Telephone

- 11.2.56 Priest: Blood Religion
 - 11.2.56.1 Nanorion Stone

- 11.2.57 Priest: Brilliance
 - 11.2.57.1 Helm of Healing

- 11.2.58 Priest: Darkness
 - 11.2.58.1 Heart of Darkness

- 11.2.59 Priest: Egyptian Pantheon
 - 11.2.59.1 Swing Set

- 11.2.60 Priest: Greater Prince of Evil Drow Devils
 - 11.2.60.1 Galvorn Mace
 - 11.2.60.2 Galvorn Poison

- 11.2.61 Priest: Necrodemian Pantheon
 - 11.2.61.1 Candle of the Road
 - 11.2.61.2 Flying Elephant Knife
 - 11.2.61.3 Ginsu Knives
 - 11.2.61.4 Golden Thumb
 - 11.2.61.5 Guillotine Machine
 - 11.2.61.6 High Plains Drifter
 - 11.2.61.7 Life Savers
 - 11.2.61.8 Ms. Master's Map
 - 11.2.61.9 Phylactery / Yama Deathgod
 - 11.2.61.10 Phylactery / Mother of Knives
 - 11.2.61.11 Sandals / Road
 - 11.2.61.12 Silver Spoon on a Chain

- 11.2.62 Priest: Raven
 - 11.2.62.1 Luckstone
 - 11.2.62.2 Ring / Protection +30% & +10% for 5' Radius
 - 11.2.62.3 Mace of Annihilation

- 11.2.63 Priest: Snake
 - 11.2.63.1 Ring / Three Wishes
 - 11.2.63.2 Staff / Adder
 - 11.2.63.3 Staff / Python

- 11.2.64 Priest: Troy
 - 11.2.64.1 Shadow Trump
 - 11.2.64.2 Wand / Enemy Detection

- 11.2.65 Priestess: Binder
 - 11.2.65.1 Feather Chariot (2)
 - 11.2.65.2 Phylactery / Faithfulness

- 11.2.66 Priestess: Greater Prince of Evil Drow Devils
 - 11.2.66.1 Galvorn Mace
 - 11.2.66.2 Galvorn Poison

- 11.2.67 Priestess: Mother of Knives
 - 11.2.67.1 The Book of Skulls
 - 11.2.67.2 The Recorder of Ye Cind
 - 11.2.67.3 Cubic Gate

- 11.2.68 Priestess: Necrodemian Pantheon
 - 11.2.68.1 Candle / Mother
 - 11.2.68.2 Candle / Road
 - 11.2.68.3 Chai Sai Small Knives
 - 11.2.68.4 Flying Elephant Knife
 - 11.2.68.5 Ginsu Knives
 - 11.2.68.6 Golden Thumb
 - 11.2.68.7 Guillotine Machine
 - 11.2.68.8 Life Savers
 - 11.2.68.9 Ms. Master's Map
 - 11.2.68.10 Phylactery of Yama Deathgod
 - 11.2.68.11 Phylactery / Mother
 - 11.2.68.12 Sandals / Road
 - 11.2.68.13 Scepter / Mother
 - 11.2.68.14 Silver Spoon on a Chain
 - 11.2.68.15 Staff / Adder
 - 11.2.68.16 Staff / Python

- 11.2.69 Priestess: Raven
 - 11.2.69.1 Luckstone
 - 11.2.69.2 Ring / Protection +30% & +10% for 5' Radius

- 11.2.70 Priestess: Snake
 - 11.2.70.1 Ring / Three Wishes
 - 11.2.70.2 Staff / Adder
 - 11.2.70.3 Staff / Python

- 11.2.71 Priestess: Troy
 - 11.2.71.1 Shadow Trump
 - 11.2.71.2 Wand / Enemy Detection
- 11.2.72 Ranger
 - 11.2.72.1 Ring of Mammal Control
- 11.2.73 Samurai: Atreus
 - 11.2.73.1 Atreides Boots
 - 11.2.73.2 Yellow Adamant Honor Weapons
 - 11.2.73.3 Right Eye of the Eagle
- 11.2.74 Samurai: Bat
 - 11.2.74.1 Cloak / Bat
 - 11.2.74.2 White Adamant Honor Weapons (2)
 - 11.2.74.3 Arrow of Cleric Slaying
- 11.2.75 Samurai: Black Magic
 - 11.2.75.1 Menuki: Class Ring: Wizard Blue
- 11.2.76 Samurai: Copper
 - 11.2.76.1 [Obscured]
- 11.2.77 Samurai: Garfield
 - 11.2.77.1 Bracers / AC +35%
 - 11.2.77.2 Horn Bow +15%
- 11.2.78 Samurai: Harkonnen: Harkonnen Stronghold
 - 11.2.78.1 White Diamond Menuki
- 11.2.79 Samurai: Unicorn
 - 11.2.79.1 Menuki / Class Ring / Assassin Black
- 11.2.80 Samurai: Unicorn: 2 Sword
 - 11.2.80.1 Red Rider BB Rods
 - 11.2.80.2 Shadow Trump
 - 11.2.80.3 St. Luces Baseball Cap
- 11.2.81 Samurai: Unicorn: 3 Sword
 - 11.2.81.1 Red Rider BB Rod
 - 11.2.81.2 Shadow Trump
 - 11.2.81.3 St. Luces Baseball Cap
- 11.2.82 Samurai: Unicorn: UrLord
 - 11.2.82.1 Shadow Trump
- 11.2.83 Samurai: Vodalus: Vodalarian Stronghold
 - 11.2.83.1 White Diamond Menuki
- 11.2.84 Stealth Master
 - 11.2.84.1 Flash Suit
 - 11.2.84.2 Flash Gun

- 11.2.85 Stealth Master: Elite : Dragon Army
 - 11.2.85.1 Muad'dib's Great Work
 - 11.2.85.2 Bringers of order # 834

- 11.2.86 Stealth Master: Elite: Firebird Army
 - 11.2.86.1 Muad'dib's Great Work

- 11.2.87 Stealth Master: Elite: Hawk Army
 - 11.2.87.1 Muad'dib's Great Work

- 11.2.88 Stealth Master: Elite: Phoenix Army
 - 11.2.88.1 Muad'dib's Great Work

- 11.2.89 Stealth Master: Elite: Rat Army
 - 11.2.89.1 Muad'dib's Great Work

- 11.2.90 Stealth Master: Elite:Spider Army
 - 11.2.90.1 Muad'dib's Great Work

- 11.2.91 Stealth Master: Elite:Turtle Army
 - 11.2.91.1 Muad'dib's Great Work

- 11.2.92 Super Thief
 - 11.2.92.1 Cloak +20%
 - 11.2.92.2 Crystal Ball
 - 11.2.92.3 Golden Mace

- 11.2.93 Witch: Blood
 - 11.2.93.1 Incense / Obsession
 - 11.2.93.2 Jubba Cloak
 - 11.2.93.3 Red Rider BB Gun
 - 11.2.93.4 Shard / Red Glass
 - 11.2.93.5 Wand / Red Light Control
 - 11.2.93.6 Witch Wand
 - 11.2.93.7 Witch Class '79 Ring
 - 11.2.93.8 St. Luces Baseball Cap
 - 11.2.93.9 A Shard of Red Glass
 - 11.2.93.10 Red Telephone

- 11.2.94 Wizard: Dark Childe
 - 11.2.94.1 Galvorn Chainmail
 - 11.2.94.2 Galvorn Crossbow
 - 11.2.94.3 Galvorn Shield
 - 11.2.94.4 Galvorn Sword

- 11.2.95 Wizard: Dark Childe: Male
 - 11.2.95.1 Staff / Magi

- 11.2.96 Wizard: Telaarian
 - 11.2.96.1 Bracers / AC !15%
 - 11.2.96.2 Grey Robe / Archmagi
 - 11.2.96.3 Horn Bow +15%

- 11.2.97 Wizard: Trader Vic
 - 11.2.97.1 Grey Robe / Archmagi
- 11.2.98 Wizard: Tranodeli
 - 11.2.98.1 Tranodeli Amulet
 - 11.2.98.2 Talisman / Sphere

11.3 Strange Attractor Overriding Objectives by Race

11.3.1 Probability of acquisition since last Crossing-in-the-mist by the listed RACES shall be determined at 5% base chance per dream level / hit dice for any entity of the listed RACE: Conditional(s) entering the Mist from a RACIAL STRONGHOLD

- 11.3.2 Ghunden
 - 11.3.2.1 Tendencies to promote Chaos Archetype
- 11.3.3 Wengen
 - 11.3.3.1 Tendencies to promote Order Archetype
- 11.3.4 Melnibonean
 - 11.3.4.1 Tendencies to promote Transformation Archetype
- 11.3.5 Aubec
 - 11.3.5.1 Tendencies to promote Protection Archetype
- 11.3.6 Islanders
 - 11.3.6.1 Tendencies to promote Removal Archetype
- 11.3.7 Dark Childe / Evil Drow Devil
 - 11.3.7.1 Tendencies to promote Destruction Archetype
- 11.3.8 Grey Elves
 - 11.3.8.1 Tendencies to promote Freedom Archetype
- 11.3.9 Breton
 - 11.3.9.1 Tendencies to promote History Archetype
- 11.3.10 Phoenician Elfar / Childean Elfar
 - 11.3.10.1 Tendencies to promote Beauty Archetype
- 11.3.11 Khannish
 - 11.3.11.1 Tendencies to promote Death Archetype
- 11.3.12 Mestean Drow
 - 11.3.12.1 Tendencies to promote Sanctuary Archetype
- 11.3.13 Hellene Drow
 - 11.3.13.1 Tendencies to promote Sentience Archetype
- 11.3.14 Huldra Dwarf
 - 11.3.14.1 Tendencies to promote Making Archetype

- 11.3.15 Centaur
 - 11.3.15.1 Tendencies to promote Annihilation Archetype
- 11.3.16 <non-binding illegible information>
 - 11.3.16.1 Tendencies to promote Preservation Archetype
- 11.3.17 LosEndian
 - 11.3.17.1 Tendencies to promote Termination Archetype
- 11.3.18 Aqua Elfar: Male
 - 11.3.18.1 Ring / Multiple Wishes
- 11.3.19 Childean: Wizard: Male
 - 11.3.19.1 Staff / Magi
- 11.3.20 Chipmunks
 - 11.3.20.1 Moonglasses
 - 11.3.20.2 Moonglasses
- 11.3.21 Dark Childe: High Priest
 - 11.3.21.1 Galvorn Chainmail
 - 11.3.21.2 Galvorn Crossbow
 - 11.3.21.3 Galvorn Shield Galvorn Sword
- 11.3.22 Dark Childe: High Priestess
 - 11.3.22.1 Galvorn Chainmail
 - 11.3.22.2 Galvorn Crossbow
 - 11.3.22.3 Galvorn Shield
 - 11.3.22.4 Galvorn Sword
- 11.3.23 Dark Childe: Hellene
 - 11.3.23.1 Decanter / Endless Water
 - 11.3.23.2 Manual / Iron Golems
- 11.3.24 Dark Childe: Male
 - 11.3.24.1 Ring / Multiple Wishes
- 11.3.25 Dark Childe: Wizard
 - 11.3.25.1 Galvorn Chainmail
 - 11.3.25.2 Galvorn Crossbow
 - 11.3.25.3 Galvorn Shield
 - 11.3.25.4 Galvorn Sword
- 11.3.26 Dark Childe: Wizard: Male
 - 11.3.26.1 Staff / Magi

- 11.3.27 Faerie
 - 11.3.27.1 Heart of Darkness
 - 11.3.27.2 Heart of Darkness
 - 11.3.27.3 Walkman Tab
 - 11.3.27.4 Walkman Tab
 - 11.3.27.5 The Book of Skulls
 - 11.3.27.6 The Book of Skulls
 - 11.3.27.7 The Recorder of Ye Cind
 - 11.3.27.8 The Recorder of Ye Cind
 - 11.3.27.9 Cubic Gate
 - 11.3.27.10 Cubic Gate
 - 11.3.27.11 Moonglasses
 - 11.3.27.12 Moonglasses

- 11.3.28 Faerie: Priest
 - 11.3.28.1 Cloak / Darkness
 - 11.3.28.2 Oracle Moloch IV

- 11.3.29 Faerie: Priestess
 - 11.3.29.1 Cloak / Darkness
 - 11.3.29.2 Oracle Moloch IV

- 11.3.30 Faerie: High Priest
 - 11.3.30.1 Cloak / Darkness
 - 11.3.30.2 God Rod / Faerie

- 11.3.31 Faerie: High Priestess
 - 11.3.31.1 Cloak / Darkness
 - 11.3.31.2 God Rod / Faerie

- 11.3.32 Human: High Priest
 - 11.3.32.1 God Rod / Human

- 11.3.33 Human: High Priestess
 - 11.3.33.1 God Rod / Human

- 11.3.34 Imp Devil
 - 11.3.34.1 Marshmallows

- 11.3.35 Kav Elfar
 - 11.3.35.1 Holdfast Blade
 - 11.3.35.2 Holdfast Chain
 - 11.3.35.3 Holdfast Dueling Wand
 - 11.3.35.4 Holdfast Hunting Wand
 - 11.3.35.5 Holdfast Knife
 - 11.3.35.6 Holdfast Sky Skoots

- 11.3.36 Kav Elfar: Bounty Hunter
 - 11.3.36.1 Helm / LEP
 - 11.3.36.2 Jade Diadem

- 11.3.37 Kav Elfar: high-kethi
 - 11.3.37.1 Holdfast Wind-Chariot

- 11.3.38 Lios Elfar: Larethian clan member
 - 11.3.38.1 Larethian Mark Blade
 - 11.3.38.2 Larethian Mark Focus
 - 11.3.38.3 Larethian Mark Blade
 - 11.3.38.4 Larethian Mark Focus

- 11.3.39 Lios Elfar: Larethian clan leader
 - 11.3.39.1 Larethian Mark Diadem
 - 11.3.39.2 Larethian Mark Diadem

- 11.3.40 Lios Elfar: High Priest
 - 11.3.40.1 God Rod / Lios Elfar

- 11.3.41 Lios Elfar: High Priestess
 - 11.3.41.1 God Rod / Lios Elfar

- 11.3.42 Lios Elfar: Male
 - 11.3.42.1 Ring / Multiple Wishes

- 11.3.43 Pellinese
 - 11.3.43.1 Popsicle

- 11.3.44 Phoenician
 - 11.3.44.1 Feather Swan Boat
 - 11.3.44.2 Feather Swan Boat

- 11.3.45 Phoenician: Wizard: Male
 - 11.3.45.1 Staff / Magi

- 11.3.46 Phoenician: High Priest
 - 11.3.46.1 Galvorn Chainmail
 - 11.3.46.2 Galvorn Crossbow
 - 11.3.46.3 Galvorn Shield
 - 11.3.46.4 Galvorn Sword

- 11.3.47 Phoenician: High Priestess
 - 11.3.47.1 Galvorn Chainmail
 - 11.3.47.2 Galvorn Crossbow
 - 11.3.47.3 Galvorn Shield
 - 11.3.47.4 Galvorn Sword

- 11.3.48 Phoenician: Hellene
 - 11.3.48.1 Decanter / Endless Water
 - 11.3.48.2 Manual / Iron Golems

- 11.3.49 Phoenician: Male
 - 11.3.49.1 Ring / Multiple Wishes

- 11.3.50 Phoenician: Wizard
 - 11.3.50.1 Galvorn Chainmail
 - 11.3.50.2 Galvorn Crossbow
 - 11.3.50.3 Galvorn Shield
 - 11.3.50.4 Galvorn Sword

- 11.3.51 Phoenician: Wizard: Male
 11.3.51.1 Staff / Magi

11.4 Strange Attractor Overriding Objectives by Personality

11.4.1 Probability of acquisition since last Crossing-in-the-mist Crossing-in-the-mist listed
 PERSONALITY shall be determined at 5% base chance per dream level / hit dice for the listed PERSONALITY:
 Conditional(s) entering the Mist.

- 11.4.2 A Ra
 11.4.2.1 Damion's Playroom GOLDEN ATTRIBUTE
 11.4.2.2 Throne / Alexander Troas
 11.4.2.3 Staff of Ptah: piece of the Sun
- 11.4.3 Almitra
 11.4.3.1 Sea of Chaos GOLDEN ATTRIBUTE
 11.4.3.2 Light of the World GOLDEN ATTRIBUTE
 11.4.3.3 Throne / Llewghund
 11.4.3.4 Almitra Almustafa's Water Heart
 11.4.3.5 Immutable Personal Archetype
- 11.4.4 Aleksandir Skemandras
 11.4.4.1 The Spear Ron
 11.4.4.2 The Sword Caliburn
 11.4.4.3 The Shield Prydwen
 11.4.4.4 Victory Sword
 11.4.4.5 Blue Adamant Flipping Coin
 11.4.4.6 Blue Adamant Flipping Coin
- 11.4.5 Alexander Starmage
 11.4.5.1 Star Mage Stone
- 11.4.6 Alieria
 11.4.6.1 Acreon's Ioun stone #1
 11.4.6.2 Acreon's Everfull Purse
 11.4.6.3 Deathstick
 11.4.6.4 Deathstick
 11.4.6.5 Pathfinder
- 11.4.7 Alieria e'Kiera
 11.4.7.1 Acreon's Ioun Stone #1
- 11.4.8 Austin of Llewghund, Cleric of Shal-Omnis
 11.4.8.1 Austin's Egg of Shal Omnis
- 11.4.9 Barrion of Windhaven / Dhruva
 11.4.9.1 Little Branch

- 11.4.10 Benedict of Troy
 - 11.4.10.1 Arkus knife +30% purple "Adamant" "Weapon Chipper"
 - 11.4.10.2 Diamond Eye of Benedict
 - 11.4.10.3 Emerald Eye of Benedict
 - 11.4.10.4 Moon Trump Greensheet
 - 11.4.10.5 Victory Sword

- 11.4.11 Black Andromache
 - 11.4.11.1 Brownsheet
 - 11.4.11.2 Black Mithril Meat Hook: Roland
 - 11.4.11.3 Acreon's Instant Guild

- 11.4.12 Blacksword
 - 11.4.12.1 Star of Beauty GOLDEN ATTRIBUTE
 - 11.4.12.2 Throne / Fountains of Paradise
 - 11.4.12.3 The Blood Red Sun WILD MAGIC

- 11.4.13 Blacksword the Phoenix
 - 11.4.13.1 Star of Beauty GOLDEN ATTRIBUTE
 - 11.4.13.2 Throne / Fountains of Paradise

- 11.4.14 Blood Phoenix / Threnody ap-Llewellyn
 - 11.4.14.1 Star of Beauty GOLDEN ATTRIBUTE
 - 11.4.14.2 Throne / Fountains of Paradise
 - 11.4.14.3 Star of Fire GOLDEN ATTRIBUTE
 - 11.4.14.4 Throne / Flambeau
 - 11.4.14.5 The Light of the World GOLDEN ATTRIBUTE

- 11.4.15 Cedric of Llewghund, Cleric of Shal-Omnis
 - 11.4.15.1 Cedric's Egg of Shal Omnis

- 11.4.16 Cello
 - 11.4.16.1 Death By Water

- 11.4.17 Champion Dwarfgod / Damon Maker
 - 11.4.17.1 Blue Eye Anvil GOLDEN ATTRIBUTE
 - 11.4.17.2 Throne / Hall of Kaldamaaren
 - 11.4.17.3 Kaldamaaren Anvil
 - 11.4.17.4 Plans for the War Wagon GOLDEN ATTRIBUTE
 - 11.4.17.5 Steely Dan
 - 11.4.17.6 Throne / Kaldamaaren

- 11.4.18 Champion Eternal / Damon Maker
 - 11.4.18.1 Basher

- 11.4.19 Chrysofar
 - 11.4.19.1 Dust, a Rose GOLDEN ATTRIBUTE
 - 11.4.19.2 Wind Chimes GOLDEN ATTRIBUTE
 - 11.4.19.3 Throne / Crosswinds
 - 11.4.19.4 Tanngrisnir's Assimilation
 - 11.4.19.5 Demon Amulet: Tanngrisnir Colored card
 - 11.4.19.6 Elindanar Sword
 - 11.4.19.7 Elindanar Sword Mint Card
 - 11.4.19.8 Red Ryder BB Gun
 - 11.4.19.9 Bat mai
 - 11.4.19.10 Bat Menuki (Pledged to Lord: Troy)
 - 11.4.19.11 Demonchain Armor
 - 11.4.19.12 Demonchain Armor Mint Card
 - 11.4.19.13 Shadow Trump Deck
 - 11.4.19.14 Vodalarian assassin Menuki (Pledged to Lord: Troy)

- 11.4.20 Chrystaan of Llewghund, Cleric of Shal-Omnis
 - 11.4.20.1 Chrystaan's Egg of Shal Omnis

- 11.4.21 Chup
 - 11.4.21.1 Peter Marlowe [Llewellyn ap-Owen's Great Work 7.5 with no poem]

- 11.4.22 Colbart / Dhruva
 - 11.4.22.1 Eye / Vecna
 - 11.4.22.2 Hand / Vecna

- 11.4.23 Corwyn / Cordell Finneval
 - 11.4.23.1 Greyswandir GOLDEN ATTRIBUTE

- 11.4.24 Crimson Grey
 - 11.4.24.1 Boots of Elvenkind
 - 11.4.24.2 7.16: "Brother Sun's ManMovers"
 - 11.4.24.3 Cloak of Elvenkind
 - 11.4.24.4 Deck of Trump
 - 11.4.24.5 Deck of Trump
 - 11.4.24.6 Jade Skull #15
 - 11.4.24.7 Jade Skull #49
 - 11.4.24.8 Jade Skull #48
 - 11.4.24.9 Nine Bladed Sword
 - 11.4.24.10 7.28: "Salt Peter's Estate" (as origin of Crossing-in-the-mist)
 - 11.4.24.11 Spam's Purple Longjohns

- 11.4.25 Damion
 - 11.4.25.1 Damion's Bodyguard
 - 11.4.25.2 Damion's Playroom GOLDEN ATTRIBUTE

- 11.4.26 Damon Maker / Ancient Mariner
 - 11.4.26.1 Blue Eye Anvil GOLDEN ATTRIBUTE
 - 11.4.26.2 Throne / Hall of Kaldamaaren
 - 11.4.26.3 The Blue Eye Anvil

- 11.4.27 Damon Maker / Ancient Mariner: Time of Ragnarok
 - 11.4.27.1 Crasher

- 11.4.28 Dara
11.4.28.1 Brownsheet
- 11.4.29 Dara Anderson
11.4.29.1 Brownsheet
- 11.4.30 Darkblade / Niteblade the Dark
11.4.30.1 Blood Dagger of Cancellation
11.4.30.2 The Sword of Good Might
11.4.30.3 Dark Clothes
11.4.30.4 Dark Boots
11.4.30.5 Dark Weapons
11.4.30.6 Obsidian Dagger: "Bloodsong: Devourer of Blood Souls"
11.4.30.7 Peridot Key GOLDEN ATTRIBUTE
11.4.30.8 Throne / Shadow Lands
- 11.4.31 Deathgod
11.4.31.1 Death's Looking Glass GOLDEN ATTRIBUTE
11.4.31.2 Throne / Dry Land
11.4.31.3 Hand / Vannik
11.4.31.4 Masque / Red Death
11.4.31.5 Throne / Death
- 11.4.32 Deminitrix
11.4.32.1 Marshmallows
- 11.4.33 Derrick
11.4.33.1 Boots of Elvenkind
11.4.33.2 7.16: "Brother Sun's ManMovers"
11.4.33.3 Cloak of Elvenkind
11.4.33.4 Jade Skull #16
11.4.33.5 Jade Skull #47
11.4.33.6 Jade Skull #46
11.4.33.7 7.28: "Salt Peter's Estate" (as origin of Crossing-in-the-mist)
- 11.4.34 Dhruva
11.4.34.1 Star of Preservation GOLDEN ATTRIBUTE
11.4.34.2 Throne / Musquel-in-the-Abyss
- 11.4.35 di Griz / Dhruva: Wasteland
11.4.35.1 Hell Flame
11.4.35.2 Hell Flame
11.4.35.3 Throne Card Potential
11.4.35.4 Throne Card Potential GOLDEN ATTRIBUTE
11.4.35.5 Gift from Tanngrisnir's GOLDEN ATTRIBUTE
11.4.35.6 Gift from Eressea's GOLDEN ATTRIBUTE
11.4.35.7 Gift from Llewellyn ap-Owen' GOLDEN ATTRIBUTE
11.4.35.8 Gift from Waldann high-Ironjade X's GOLDEN ATTRIBUTE
11.4.35.9 Gift from Tiresias's GOLDEN ATTRIBUTE
- 11.4.36 di Griz / Dhruva: Elidor: between Crossing-in-the-mist
11.4.36.1 Simulacrum #85 from the Red Zone of the Courts of Chaos

- 11.4.37 Dira / Dhruva
 - 11.4.37.1 Throne / Voidcastle
 - 11.4.37.2 Black Cauldron
 - 11.4.37.3 Card / Get Out of Jail Free
 - 11.4.37.4 Lady Luck
 - 11.4.37.5 Brownsheet

- 11.4.38 Dr. D'arque Angel / Dhruva
 - 11.4.38.1 Red Rider Rod
 - 11.4.38.2 Red Telephone
 - 11.4.38.3 St. Luces Baseball Cap

- 11.4.39 Dolarhyde
 - 11.4.39.1 Bracers / Protection 35%
 - 11.4.39.2 Horn Bow +15%

- 11.4.40 Dorian Hawkmoon
 - 11.4.40.1 Peridot of Secrecy
 - 11.4.40.2 Hawkmoon's Roke Clasp
 - 11.4.40.3 Hawkmoon's Roke Staff
 - 11.4.40.4 Hawkmoon's Roke Mage's Robes

- 11.4.41 Dungeon Master
 - 11.4.41.1 Black Mithril Hook
 - 11.4.41.2 Shado 2
 - 11.4.41.3 Throne / Hissarlik
 - 11.4.41.4 Mr. Fixit's Tool Kit
 - 11.4.41.5 Heechee Flute
 - 11.4.41.6 Victory Sword
 - 11.4.41.7 Spelling Bee
 - 11.4.41.8 Ring of Spell Turning
 - 11.4.41.9 Ring of Shocking Grasp (Cont.)
 - 11.4.41.10 Hand of Glory
 - 11.4.41.11 Moon Boots
 - 11.4.41.12 Necklace of Missiles #4
 - 11.4.41.13 Pearl of the First Power
 - 11.4.41.14 Ring of 1-2 Level Wizardry
 - 11.4.41.15 Armor 5% (silver)
 - 11.4.41.16 Armor 10% (gold)
 - 11.4.41.17 Armor 15% (platinum)
 - 11.4.41.18 Armor 20% (mithril)
 - 11.4.41.19 Armor 25% (adamant)
 - 11.4.41.20 Veil of Forgetfulness
 - 11.4.41.21 Cone of Incense
 - 11.4.41.22 Holy Sword
 - 11.4.41.23 Prayer Bead (KARMA)
 - 11.4.41.24 Unholy Sword
 - 11.4.41.25 Candle of Invoking Yama Dharma
 - 11.4.41.26 Candle of Invoking Typhon Equis Noir
 - 11.4.41.27 Candle of Invoking Almitra Almustafa
 - 11.4.41.28 Candle of Invoking Eressea

- 11.4.42 Durvail
 - 11.4.42.1 4-flag Place of Power
 - 11.4.42.2 Peridot Sword
 - 11.4.42.3 7.28: "Salt Peter's Estate" (as origin of Crossing-in-the-mist)

- 11.4.43 Dylan Llyr
 - 11.4.43.1 Hell Flame GOLDEN ATTRIBUTE
 - 11.4.43.2 Throne / Hell
 - 11.4.43.3 Kolwynia GOLDEN ATTRIBUTE
 - 11.4.43.4 The Eye of Timor GOLDEN ATTRIBUTE
 - 11.4.43.5 The Jade Cauldron GOLDEN ATTRIBUTE
 - 11.4.43.6 The Spear Ildana GOLDEN ATTRIBUTE
 - 11.4.43.7 The Talking Sword of Lothia GOLDEN ATTRIBUTE
 - 11.4.43.8 Watersea Navigation Chart GOLDEN ATTRIBUTE
 - 11.4.43.9 Throne / New Watersea
 - 11.4.43.10 Orb of Sentient Dragon Control GOLDEN ATTRIBUTE
 - 11.4.43.11 Throne / Isle of Sleep
 - 11.4.43.12 alt.Heart of Light GOLDEN ATTRIBUTE
 - 11.4.43.13 Throne / Skagganutt Abyss
 - 11.4.43.14 Maker of Rules GOLDEN ATTRIBUTE
 - 11.4.43.15 Throne / New Troad
 - 11.4.43.16 Throne / Troad
 - 11.4.43.17 Diamond Stone Greensheet
 - 11.4.43.18 Emerald Eye of Troy Greensheet
 - 11.4.43.19 Memory's Little Helper Greensheet
 - 11.4.43.20 Jester Trump Greensheet
 - 11.4.43.21 Trump Jester Greensheet
 - 11.4.43.22 Voided GOLDEN ATTRIBUTES

- 11.4.44 Elrond
 - 11.4.44.1 Neutral Ground GOLDEN ATTRIBUTE

- 11.4.45 Ender / Dhruva
 - 11.4.45.1 Sash / Indian Summer

- 11.4.46 Erin the Betrayer
 - 11.4.46.1 Diamond Stone of Eressea
 - 11.4.46.2 Neutral Ground GOLDEN ATTRIBUTE

- 11.4.47 Erin the Fan
 - 11.4.47.1 Diamond Stone of Eressea
 - 11.4.47.2 Neutral Ground GOLDEN ATTRIBUTE

- 11.4.48 Eressea
 - 11.4.48.1 Candle in the Wind GOLDEN ATTRIBUTE
 - 11.4.48.2 Throne / New Dolbadarn

- 11.4.49 Eternal Champion
 - 11.4.49.1 The Black Sword

- 11.4.50 Eumir of Llewghund, Wizard Sea captain
 - 11.4.50.1 Eumir's Egg of Shal Omnis

- 11.4.51 Fistandantilus
 - 11.4.51.1 Sword +10% Dragon Slayer (+20% vs Black Dragons triple Damage)
 - 11.4.51.2 Sword +10% Dragon Slayer (+20% vs Blue Dragons triple Damage)
 - 11.4.51.3 Sword +10% Dragon Slayer (+20% vs Brass Dragons triple Damage)
 - 11.4.51.4 Sword +10% Dragon Slayer (+20% vs Bronze Dragons triple Damage)
 - 11.4.51.5 Sword +10% Dragon Slayer (+20% vs White Dragons triple Damage)
 - 11.4.51.6 Golden Ring of 5' Protection
 - 11.4.51.7 Talisman of the Sphere
 - 11.4.51.8 Fighter Class '79 Ring
 - 11.4.51.9 Golden Scimitar

- 11.4.52 Fred
 - 11.4.52.1 Moonglasses

- 11.4.53 Freydag
 - 11.4.53.1 Pipes of the Sewers

- 11.4.54 Garfield
 - 11.4.54.1 Bracers / Protection 35%
 - 11.4.54.2 Card / Get out of Jail Free
 - 11.4.54.3 Horn Bow +15%

- 11.4.55 Gimli ["Crotoan" Wrathman]
 - 11.4.55.1 Nine Lives Stealer

- 11.4.56 Greyleaf
 - 11.4.56.1 Boots of Elvenkind
 - 11.4.56.2 7.16: "Brother Sun's ManMovers"
 - 11.4.56.3 Cloak of Elvenkind
 - 11.4.56.4 Hilt of 7.30.5.3: "Lifesbane of Hallenrakenhaller"
 - 11.4.56.5 Jade Skull #22
 - 11.4.56.6 Jade Skull #45
 - 11.4.56.7 Jade Skull #44
 - 11.4.56.8 7.28: "Salt Peter's Estate" (as origin of Crossing-in-the-mist)

- 11.4.57 Greyson
 - 11.4.57.1 Throne / Voidcastle
 - 11.4.57.2 Gold Dust Woman

- 11.4.58 Halifrien Wedge
 - 11.4.58.1 Deck of Trump
 - 11.4.58.2 Harp of Bragi
 - 11.4.58.3 Blue Adamant Flipping Coin

- 11.4.59 Hallenrakenhaller / Druva
 - 11.4.59.1 Brownsheet
 - 11.4.59.2 Star of Preservation GOLDEN ATTRIBUTE
 - 11.4.59.3 Throne / Musquel-in-the-Abyss
 - 11.4.59.4 Jewel / Judgement
 - 11.4.59.5 Lifesbane
 - 11.4.59.6 Neandria
 - 11.4.59.7 Shadow Trump
 - 11.4.59.8 Sigmund Freude
 - 11.4.59.9 Sphere / Annihilation
 - 11.4.59.10 Throne / Troad

- 11.4.60 Hamshoe String
 - 11.4.60.1 A Game of Chess

- 11.4.61 Hektor Protector
 - 11.4.61.1 Brownsheet
 - 11.4.61.2 Shadow Trump
 - 11.4.61.3 Tiny Dancer
 - 11.4.61.4 Vengeance
 - 11.4.61.5 Mithril Scimitar
 - 11.4.61.6 Brass Pentacle

- 11.4.62 Hermione
 - 11.4.62.1 Brownsheet
 - 11.4.62.2 Orb of Sentient Dragon Control GOLDEN ATTRIBUTE
 - 11.4.62.3 Throne / Isle of Sleep
 - 11.4.62.4 Throne / Labyrinth
 - 11.4.62.5 Portable Oracle
 - 11.4.62.6 Illithid Skull
 - 11.4.62.7 The Friendly Card (Oberon's Mirrors: 7.11.20)

- 11.4.63 Hermione e'Helen
 - 11.4.63.1 Orb of Sentient Dragon Control GOLDEN ATTRIBUTE
 - 11.4.63.2 Throne / Isle of Sleep

- 11.4.64 Hermione: Isle of Sleep
 - 11.4.64.1 Orb of Sentient Dragon Control GOLDEN ATTRIBUTE
 - 11.4.64.2 Throne / Isle of Sleep
 - 11.4.64.3 Illithid Skull
 - 11.4.64.4 Githyanki Sword
 - 11.4.64.5 Githzerai Sword
 - 11.4.64.6 Demonlord's Dream Armor GOLDEN ATTRIBUTE
 - 11.4.64.7 Master Control Wand / Devil
 - 11.4.64.8 Master Control Wand / Gith
 - 11.4.64.9 Master Control Wand / Illithid

- 11.4.65 Hermione: Keeper of the Palladium
 - 11.4.65.1 Orb of Sentient Dragon Control GOLDEN ATTRIBUTE
 - 11.4.65.2 Throne / Isle of Sleep
 - 11.4.65.3 Illithid Skull
 - 11.4.65.4 Githyanki Sword
 - 11.4.65.5 Githzerai Sword
 - 11.4.65.6 Demonlord's Dream Armor GOLDEN ATTRIBUTE
 - 11.4.65.7 Master Control Wand / Devil
 - 11.4.65.8 Master Control Wand / Gith (includes Humans)
 - 11.4.65.9 Master Control Wand / Illithid

- 11.4.66 Javier
 - 11.4.66.1 Quill of Presence (5%)

- 11.4.67 Jil Sander
 - 11.4.67.1 Blade Cuisinart

- 11.4.68 John of Llewghund, Cleric of Shal-Omnis
 - 11.4.68.1 John's Egg of Shal Omnis

- 11.4.69 Jorie
 - 11.4.69.1 Red Rider BB Gun
 - 11.4.69.2 Jubba Cloak
 - 11.4.69.3 Wand/Red Light Control
 - 11.4.69.4 St. Luces Baseball Cap
 - 11.4.69.5 Red Telephone
 - 11.4.69.6 Shard of Red Glass

- 11.4.70 Jorie: Cordouan
 - 11.4.70.1 Red Hourglass AM
 - 11.4.70.2 Red Hourglass PM

- 11.4.71 Josie
 - 11.4.71.1 Josie's Roke Clasp
 - 11.4.71.2 Josie's [Roke Mage's] Robes
 - 11.4.71.3 Key to Callahan's

- 11.4.72 Justin of Llewghund, Cleric of Shal-Omnis
 - 11.4.72.1 Justin's Egg of Shal Omnis

- 11.4.73 Justin Time
 - 11.4.73.1 Burial of the Dead
 - 11.4.73.2 Heart of the Earth
 - 11.4.73.3 Red Rider BB Gun
 - 11.4.73.4 St. Luces Baseball Cap
 - 11.4.73.5 Red Telephone

- 11.4.74 Karli
- 11.4.74.1 Pearl of Wisdom
 - 11.4.74.2 Killer B Crossbow
 - 11.4.74.3 Jewel of Flawlessness
 - 11.4.74.4 Feather Whip
 - 11.4.74.5 Drum of Heartbreak
 - 11.4.74.6 Golden Ring of 5' Protection
 - 11.4.74.7 The Anstruth Harp
 - 11.4.74.8 Red Marbles
 - 11.4.74.9 Pearl of the Seventh Power
 - 11.4.74.10 Ordinarium Heavy Crossbow
 - 11.4.74.11 Drum of Fear
 - 11.4.74.12 Gold Sword Nine Lives Stealer
 - 11.4.74.13 Ointment of Keoghtom
 - 11.4.74.14 Platinum Frisbee
 - 11.4.74.15 Returning Throwing Axe
 - 11.4.74.16 Silver Sword/Pt Mueller's Bane
 - 11.4.74.17 Ring of 25# Telekinesis
 - 11.4.74.18 Pearl of the Ninth Power
 - 11.4.74.19 Pearl of the Fifth Power
 - 11.4.74.20 Leather Armor of Free Action
 - 11.4.74.21 Sword +10% Dragon Slayer (+20% vs White Dragons triple Damage)
- 11.4.75 Kalkin
- 11.4.75.1 Rod of Binding
 - 11.4.75.2 Sword / Snake
 - 11.4.75.3 Manjusri
 - 11.4.75.4 Belt / Shells
 - 11.4.75.5 Wand / Divination
 - 11.4.75.6 Phylactery / Faithfulness
 - 11.4.75.7 Silver Morningstar
 - 11.4.75.8 Silver Shield
 - 11.4.75.9 The Conch Shell
 - 11.4.75.10 Sceptre / Imperial Might
- 11.4.76 Karter
- 11.4.76.1 Talisman of the Binder GOLDEN ATTRIBUTE
 - 11.4.76.2 Throne / Fountainhead
- 11.4.77 Kaz (Kazzintruitabemms)
- 11.4.77.1 Morgan La Faye's Real Death Weapons, "Morganti" #016 Kas' Sword
 - 11.4.77.2 Maeglin high-Jerusalem Sathonys' Real Death Weapons "Maeglinti" #016 Kas' Sword
- 11.4.78 Keebler
- 11.4.78.1 Forest within a Forest GOLDEN ATTRIBUTE
 - 11.4.78.2 Throne / Forest Within
 - 11.4.78.3 Elvin Chainmail
 - 11.4.78.4 Rogue Trump Greensheet
 - 11.4.78.5 The Forest Within a Forest GOLDEN ATTRIBUTE
- 11.4.79 Keeper of Llewghund, Cleric of Shal-Omnis
- 11.4.79.1 Keeper's Egg of Shal Omnis

- 11.4.80 Khansman
 11.4.80.1 Khansman's Ground Diamond
 11.4.80.2 Ray Kreb's Shotgun
- 11.4.81 Kiera
 11.4.81.1 Acreon's Cube of Frost Resistance
 11.4.81.2 Acreon's Dagger #10
 11.4.81.3 Arrows of Acreon +15% (24)
 11.4.81.4 Arrow of Cleric Slaying
 11.4.81.5 Crystal Ball
 11.4.81.6 Dagger of Acreon #10
 11.4.81.7 Drum of Heartbreak
 11.4.81.8 Golden Mace
 11.4.81.9 Golden Ring of 5' Protection
 11.4.81.10 Feather Swan Boat
 11.4.81.11 Feather Tree-House
 11.4.81.12 Feather Whip
 11.4.81.13 Fighter Class '79 Ring
 11.4.81.14 Right Eye of the Eagle
 11.4.81.15 Robe of Powerlessness
 11.4.81.16 Sword +10% Dragon Slayer (+20% vs Black Dragons triple Damage)
 11.4.81.17 Sword +10% Dragon Slayer (+20% vs Blue Dragons triple Damage)
 11.4.81.18 Sword +10% Dragon Slayer (+20% vs Brass Dragons triple Damage)
 11.4.81.19 Sword +10% Dragon Slayer (+20% vs Bronze Dragons triple Damage)
 11.4.81.20 Sword +10% Dragon Slayer (+20% vs White Dragons triple Damage)
 11.4.81.21 Talisman of the Sphere
 11.4.81.22 Walkman Tab
- 11.4.82 Klew Mouraw
 11.4.82.1 Trojan Horse GOLDEN ATTRIBUTE
 11.4.82.2 7.22: "Ged's Five Rings"
 11.4.82.3 Throne / Hissarlik
- 11.4.83 Kobi
 11.4.83.1 Metro Golden Lion
- 11.4.84 Kord of Llewghund, Cleric of Shal-Omnis
 11.4.84.1 Kord's Egg of Shal Omnis
- 11.4.85 Light of the World / Eressea
 11.4.85.1 Brownsheet
 11.4.85.2 Candle in the Wind GOLDEN ATTRIBUTE
 11.4.85.3 Throne / New Dolbadarn
 11.4.85.4 Galahad's Shield
 11.4.85.5 Iss Hogai
 11.4.85.6 Shadow Trump Deck
 11.4.85.7 Throne / Dolbadarn
- 11.4.86 Llewella
 11.4.86.1 Focus of Watersea GOLDEN ATTRIBUTE
 11.4.86.2 Throne / Watersea
 11.4.86.3 Shadow Trump Deck Sustained Archtype

- 11.4.87 Llewella of Muili
 - 11.4.87.1 Watersea Navigation Chart GOLDEN ATTRIBUTE
 - 11.4.87.2 Throne / New Watersea

- 11.4.88 Llewellyn ap-Owen and Subsequent Incarnations (Threnody, Blacksword)
 - 11.4.88.1 Brownsheet
 - 11.4.88.2 Star of Fire GOLDEN ATTRIBUTE
 - 11.4.88.3 Throne / Flambeau
 - 11.4.88.4 Phoenix Shield
 - 11.4.88.5 Sentient Armor
 - 11.4.88.6 Shiho
 - 11.4.88.7 Shikei
 - 11.4.88.8 Tadasu
 - 11.4.88.9 Throne / Fountains of Paradise

- 11.4.89 Lord Kalkin
 - 11.4.89.1 Brownsheet
 - 11.4.89.2 Talisman / Binder GOLDEN ATTRIBUTE
 - 11.4.89.3 Throne / Fountainhead
 - 11.4.89.4 Illithid Skull #2
 - 11.4.89.5 Rod / Binding
 - 11.4.89.6 Throne / District of Columbia
 - 11.4.89.7 Sword / Snake
 - 11.4.89.8 Manjusri
 - 11.4.89.9 Belt / Shells
 - 11.4.89.10 Wand / Divination
 - 11.4.89.11 Phylactery / Faithfulness
 - 11.4.89.12 Silver Morningstar
 - 11.4.89.13 Silver Shield
 - 11.4.89.14 The Conch Shell
 - 11.4.89.15 Sceptre / Imperial Might

- 11.4.90 Loren Swordbringer high-Ironjade Solon
 - 11.4.90.1 Marshmallows

- 11.4.91 Luces Rojo
 - 11.4.91.1 Brownsheet
 - 11.4.91.2 Incense / Obsession
 - 11.4.91.3 Jubba Cloak
 - 11.4.91.4 Light Sabre / Red
 - 11.4.91.5 Luces' Light Sabre
 - 11.4.91.6 Red Hourglass AM
 - 11.4.91.7 Red Hourglass PM
 - 11.4.91.8 Red Rider BB Gun
 - 11.4.91.9 Red Telephone
 - 11.4.91.10 Shard / Red Glass
 - 11.4.91.11 St. Luces Baseball Cap
 - 11.4.91.12 Throne / Cordouan
 - 11.4.91.13 Trojan Horse GOLDEN ATTRIBUTE
 - 11.4.91.14 Wand / Red Light Control
 - 11.4.91.15 Witch Class '79 Ring
 - 11.4.91.16 Witch Wand

- 11.4.92 Luke Skywalker R.
 - 11.4.92.1 Comet Mage Stone
 - 11.4.92.2 Class Ring / Ranger Yellow

- 11.4.93 Mæglin / Dhruva
 - 11.4.93.1 Crogin's Collection
 - 11.4.93.2 Throne / Carsultyl

- 11.4.94 Mæglin high-Carsultyl: Wasteland
 - 11.4.94.1 Deck of Trump

- 11.4.95 Maja Barusse
 - 11.4.95.1 3.1.1.6/3.1.1.7 Roke Staff
 - 11.4.95.2 7.28: "Salt Peter's Estate"

- 11.4.96 Malifiscent / Dhruva
 - 11.4.96.1 Demonlord's Cloak
 - 11.4.96.2 Throne / Hissarlik

- 11.4.97 Mario
 - 11.4.97.1 Morganti Weapon #020 Secret Weapon
 - 11.4.97.2 Maeglinti Weapon #020 Secret Weapon

- 11.4.98 Marisse Cupric: Wasteland
 - 11.4.98.1 Nike's GOLDEN ATTRIBUTE

- 11.4.99 Marlee
 - 11.4.99.1 (1) of Muad'Dib's Dreamcatchers.
 - 11.4.99.2 (3) of Archetype Bringers of Order #834.
 - 11.4.99.3 Brother Sun's ManMovers in its entirety.

- 11.4.100 Marrakesh
 - 11.4.100.1 Sharpness Weapon Token
 - 11.4.100.2 Ring of Second Level Wizardry
 - 11.4.100.3 Macy's Com-link Ring

- 11.4.101 Melisse / Dhruva
 - 11.4.101.1 Melisse's Fire Sermon

- 11.4.102 Mewick
 - 11.4.102.1 Brownsheet
 - 11.4.102.2 Bird in a Cage
 - 11.4.102.3 Flamelife
 - 11.4.102.4 Inequality Scarab
 - 11.4.102.5 Concealer Competently

- 11.4.103 Michael Donn
 - 11.4.103.1 Shadowdancer

- 11.4.104 Mistress Alice
 - 11.4.104.1 Demonlord's Dream Armor GOLDEN ATTRIBUTE
 - 11.4.104.2 Master Control Wand / Devil
 - 11.4.104.3 Master Control Wand / Gith
 - 11.4.104.4 Master Control Wand / Illithid

- 11.4.105 Mola Ran
 - 11.4.105.1 Blackwand

- 11.4.106 Morgan la Faye / Dhruva
 - 11.4.106.1 Acreon's Sword of Luck #6
 - 11.4.106.2 Anti-Nightmare Ring
 - 11.4.106.3 Anti-Nightmare Ring Colored card
 - 11.4.106.4 Black Mithril Hook of Dreams
 - 11.4.106.5 Dagger of Ounces #31
 - 11.4.106.6 Six sided die 834a
 - 11.4.106.7 Six sided die 834b
 - 11.4.106.8 Six sided die 834c
 - 11.4.106.9 Euryale Trump Greensheet

- 11.4.107 Morgan la Faye: Elidor / Dhruva: Elidor
 - 11.4.107.1 Deck of Trump Greensheet

- 11.4.108 Morin
 - 11.4.108.1 Jade Skull #43
 - 11.4.108.2 Jade Skull #42
 - 11.4.108.3 7.28: "Salt Peter's Estate" (as origin of Crossing-in-the-mist)

- 11.4.109 Mother of Knives
 - 11.4.109.1 Pinwheel GOLDEN ATTRIBUTE
 - 11.4.109.2 Oliphant
 - 11.4.109.3 Skull Scepter

- 11.4.110 Muad'Dib
 - 11.4.110.1 Helm of Healing
 - 11.4.110.2 Drum of Heartbreak
 - 11.4.110.3 Fighter Class '79 Ring

- 11.4.111 Muriel of Flambeau
 - 11.4.111.1 Boots of Elvenkind
 - 11.4.111.2 7.16: "Brother Sun's ManMovers"
 - 11.4.111.3 Cloak of Elvenkind
 - 11.4.111.4 Jade Skull #41
 - 11.4.111.5 Jade Skull #40
 - 11.4.111.6 Talking Sword
 - 11.4.111.7 7.28: "Salt Peter's Estate" (as origin of Crossing-in-the-mist)

- 11.4.112 Nathan Stack
 - 11.4.112.1 Brownsheet

- 11.4.113 Nightblade the Archangel of Shal-Omnis / Omnis Goodknight / Theseus / Darkblade
 - 11.4.113.1 Almitra's Water Heart
 - 11.4.113.2 Realoran the Gold GOLDEN ATTRIBUTE
 - 11.4.113.3 Throne / Star Chamber
 - 11.4.113.4 14.1.29: "Sentience Q" Adventures Out of Drow Land: "Brave New World"
 - 11.4.113.5 Moon Knight's Armor
 - 11.4.113.6 Dragonsbane [sword]
 - 11.4.113.7 Bow of Athena
 - 11.4.113.8 The Blood Dagger of Cancellation
 - 11.4.113.9 The Sword of Good Might vibranium Longsword
 - 11.4.113.10 Bag of ESP
 - 11.4.113.11 "Bittersweet" Dragon Lance
 - 11.4.113.12 Wish Globe of True Platinum
 - 11.4.113.13 Major Rune Stone (1 of 27)
 - 11.4.113.14 Minor Rune Stones (4)
 - 11.4.113.15 Cloak of the Cloaker
 - 11.4.113.16 Dagger of Venom / Silence
 - 11.4.113.17 Magic Still Box
 - 11.4.113.18 Ring of the Rose
 - 11.4.113.19 Boots of Elvenkind / Silence / Jumping
 - 11.4.113.20 Bag of Holding

- 11.4.114 Oberon
 - 11.4.114.1 Beetle's Head
 - 11.4.114.2 Cockle Shell
 - 11.4.114.3 Fishe's Scale
 - 11.4.114.4 Hornet's Sting
 - 11.4.114.5 Acreon's Sword of Luck #4

- 11.4.115 Oberon: Voidcastle
 - 11.4.115.1 Pattern of Voidcastle Greensheet GOLDEN ATTRIBUTE

- 11.4.116 Odysseus
 - 11.4.116.1 What the Thunder Said
 - 11.4.116.2 Al Hat
 - 11.4.116.3 Molka

- 11.4.117 Orion / Dhruva
 - 11.4.117.1 The Horn of Gerard
 - 11.4.117.2 Rod of Charge
 - 11.4.117.3 Maula Pistol
 - 11.4.117.4 Dozen Ordinarium Arrows
 - 11.4.117.5 Giant Slaying Axe
 - 11.4.117.6 Feather Anchor
 - 11.4.117.7 Ring of Mammal Control
 - 11.4.117.8 Heart of Darkness
 - 11.4.117.9 Helm of Healing
 - 11.4.117.10 Incense of Meditation
 - 11.4.117.11 Nanorion Stone
 - 11.4.117.12 Scarab of Death
 - 11.4.117.13 Swing Set
 - 11.4.117.14 Sword +10% Dragon Slayer (+20% vs White Dragons triple Damage)

- 11.4.118 Orland Fank
 - 11.4.118.1 Runestaff GOLDEN ATTRIBUTE
- 11.4.119 Osric / Serge Gorodish
 - 11.4.119.1 Golden Bowl of the Buddha GOLDEN ATTRIBUTE
 - 11.4.119.2 Throne / Heaven
- 11.4.120 Phoenix / Llewellyn ap-Owen
 - 11.4.120.1 Blood Red Sun GOLDEN ATTRIBUTE
- 11.4.121 Piscator
 - 11.4.121.1 Brownsheet
 - 11.4.121.2 Golden Bowl of the Buddha GOLDEN ATTRIBUTE
 - 11.4.121.3 Saffron Robe
 - 11.4.121.4 Throne / Musquel
- 11.4.122 Poldark Wandbourne high-Ironjade Ross
 - 11.4.122.1 Marshmallows
- 11.4.123 Prince Who Was 1000
 - 11.4.123.1 Hell Flame GOLDEN ATTRIBUTE
 - 11.4.123.2 Throne / Hell
 - 11.4.123.3 Kolwynia GOLDEN ATTRIBUTE
 - 11.4.123.4 The Eye of Timor GOLDEN ATTRIBUTE
 - 11.4.123.5 The Jade Cauldron GOLDEN ATTRIBUTE
 - 11.4.123.6 The Spear Ildana GOLDEN ATTRIBUTE
 - 11.4.123.7 The Talking Sword of Lothia GOLDEN ATTRIBUTE
 - 11.4.123.8 Watersea Navigation Chart GOLDEN ATTRIBUTE
 - 11.4.123.9 Throne / New Watersea
 - 11.4.123.10 Orb of Sentient Dragon Control GOLDEN ATTRIBUTE
 - 11.4.123.11 Throne / Isle of Sleep
 - 11.4.123.12 alt.Heart of Light GOLDEN ATTRIBUTE
 - 11.4.123.13 Throne / Skagganutt Abyss
 - 11.4.123.14 Maker of Rules GOLDEN ATTRIBUTE
 - 11.4.123.15 Throne / New Troad
 - 11.4.123.16 Throne / Troad
 - 11.4.123.17 Diamond Stone Greensheet
 - 11.4.123.18 Emerald Eye of Troy Greensheet
 - 11.4.123.19 Memory's Little Helper Greensheet
 - 11.4.123.20 Jester Trump Greensheet
 - 11.4.123.21 Trump Jester Greensheet
 - 11.4.123.22 Voided GOLDEN ATTRIBUTEs
- 11.4.124 Prince Who Was 1000: Watersea
 - 11.4.124.1 The Fire Sermon of Melisse GOLDEN ATTRIBUTE
 - 11.4.124.2 Throne / Watersea
- 11.4.125 Puk / Dhruva
 - 11.4.125.1 The Book of Skulls
 - 11.4.125.2 The Recorder of Ye Cind
 - 11.4.125.3 Cubic Gate
 - 11.4.125.4 Mace of Annihilation
 - 11.4.125.5 Jubba Cloak
 - 11.4.125.6 Moonglasses

- 11.4.126 Pumpernickle Bylaw
 - 11.4.126.1 Feather Chariot
 - 11.4.126.2 Phantasmal Mix Cup
 - 11.4.126.3 Magic Silver Arrows
 - 11.4.126.4 Bylaw's Shando Torc
 - 11.4.126.5 Bylaw's Shando Arrows
 - 11.4.126.6 Bylaw's Shando Bow
 - 11.4.126.7 Bylaw's Thammay
 - 11.4.126.8 White Adamantite Dagger
 - 11.4.126.9 Ring of Protection +15%
 - 11.4.126.10 Shadow Trump
 - 11.4.126.11 Deck of Trump

- 11.4.127 Pyre of Vodalus
 - 11.4.127.1 Diamond Stone of Pyre *GOLDEN ATTRIBUTE*
 - 11.4.127.2 Mirror of Pyre

- 11.4.128 Realoran the Muse-Inspired creature Sentience, of Shal-Omnis
 - 11.4.128.1 Realoran the Gold *GOLDEN ATTRIBUTE*
 - 11.4.128.2 Throne of The Star Chamber
 - 11.4.128.3 14.1.29: "Sentience Q" Adventures Out of Drow Land: "Brave New World"

- 11.4.129 Realoran the Gold, Wathan Dragon: projected by Realoran the Muse-Inspired creature, of Shal-Omnis
 - 11.4.129.1 Throne of The Star Chamber
 - 11.4.129.2 14.1.29: "Sentience Q" Adventures Out of Drow Land: "Brave New World"

- 11.4.130 Redbird
 - 11.4.130.1 Brownsheet

- 11.4.131 Remollinandore / Dhruva
 - 11.4.131.1 Brownsheet
 - 11.4.131.2 L.Sword of the Sun (Vampire Slayer)

- 11.4.132 Remollinandore: Brownsheet / Dhruva: Brownsheet
 - 11.4.132.1 Bird in a Cage
 - 11.4.132.2 Flamelife
 - 11.4.132.3 Inequality Scarab

- 11.4.133 Renfrew
 - 11.4.133.1 Black Doll
 - 11.4.133.2 Pain God Place

- 11.4.134 Rippley Eressene
 - 11.4.134.1 Topaz Stone *GOLDEN ATTRIBUTE*

- 11.4.135 Roland
 - 11.4.135.1 Brownsheet

- 11.4.136 Roland: Brownsheet
 - 11.4.136.1 Durendana (Organic)
 - 11.4.136.2 Durendal (Metallic)
 - 11.4.136.3 Roland's Tomb
 - 11.4.136.4 Thuggee Strangling Cord

- 11.4.137 Roland: Shadow
 - 11.4.137.1 Durendana (Organic)
 - 11.4.137.2 Durendal (Metallic)
 - 11.4.137.3 Thuggee Strangling Cord

- 11.4.138 Rommel
 - 11.4.138.1 Cup / Hal Akbar

- 11.4.139 Roxanne
 - 11.4.139.1 Wand / Red Light Control

- 11.4.140 Salt Peter
 - 11.4.140.1 Almitra Almustafa's Water Heart
 - 11.4.140.2 Jade Skull #36
 - 11.4.140.3 Jade Skull #37
 - 11.4.140.4 Jade Skull #38
 - 11.4.140.5 Jade Skull #39
 - 11.4.140.6 Jade Skull #40
 - 11.4.140.7 Jade Skull #41
 - 11.4.140.8 Jade Skull #42
 - 11.4.140.9 Jade Skull #43
 - 11.4.140.10 Jade Skull #44
 - 11.4.140.11 Jade Skull #45
 - 11.4.140.12 Jade Skull #46
 - 11.4.140.13 Jade Skull #47
 - 11.4.140.14 Jade Skull #48
 - 11.4.140.15 Jade Skull #49
 - 11.4.140.16 Orb of Sentient Dragon Control
 - 11.4.140.17 3.1.1.6/3.1.1.7 Roke Staff
 - 11.4.140.18 7.28: "Salt Peter's Estate" (as origin of Crossing-in-the-mist)
 - 11.4.140.19 White Owl Feather Robe

- 11.4.141 Samuel of Llewghund, Cleric of Shal-Omnis
 - 11.4.141.1 Samuel's Egg of Shal Omnis

- 11.4.142 Seth Celloson: Dolbadarn/Novus Mundi
 - 11.4.142.1 Mirror of Mental Prowess

- 11.4.143 Severian / Dhruva
 - 11.4.143.1 Brownsheet
 - 11.4.143.2 Terminus Est
 - 11.4.143.3 Personal Wu hsin

- 11.4.144 Shayol ibn Yaacov
 - 11.4.144.1 Shadow Trump
 - 11.4.144.2 Galvorn ring of summoning Threnody
 - 11.4.144.3 Black Bunny rods (4)
 - 11.4.144.4 Decanter of endless water
 - 11.4.144.5 Galvorn crossbow bolts (20)
 - 11.4.144.6 Galvorn hand crossbow

- 11.4.145 Shan Shanagate
 - 11.4.145.1 Agate Rose

- 11.4.146 Sheherezade
 - 11.4.146.1 Brownsheet
 - 11.4.146.2 White Gold Ring GOLDEN ATTRIBUTE
 - 11.4.146.3 Throne / Los Endos
 - 11.4.146.4 [nonbinding illegible information] GOLDEN ATTRIBUTE
 - 11.4.146.5 Shadow Trump

- 11.4.147 Sharra Decameron
 - 11.4.147.1 Flame Ring
 - 11.4.147.2 7.28: "Salt Peter's Estate" (as origin of Crossing-in-the-mist)

- 11.4.148 Simon Almustafa
 - 11.4.148.1 Black doll
 - 11.4.148.2 Box / Captain Crunch
 - 11.4.148.3 Demon Amulet: Prince Who Was 1000 (Prince Llyr) Colored card
 - 11.4.148.4 High Plains Drifter
 - 11.4.148.5 Rod / Beguiling
 - 11.4.148.6 The Pool Cue / Life
 - 11.4.148.7 Wrathman Suit (with a small hole)
 - 11.4.148.8 Throne / Troia
 - 11.4.148.9 Shadow Trump
 - 11.4.148.10 Troy's Eye / Emerald
 - 11.4.148.11 Platinum +15% Ring of Protection

- 11.4.149 Son of Wink
 - 11.4.149.1 Ring of Silent Invisibility
 - 11.4.149.2 Ring of Silent Invisibility
 - 11.4.149.3 The Golden Rule
 - 11.4.149.4 The Golden Rule

- 11.4.150 Sozuo
 - 11.4.150.1 Acreon's Purse
 - 11.4.150.2 Deathstick
 - 11.4.150.3 Sash / Indian Summer
 - 11.4.150.4 Sash / Indian Summer
 - 11.4.150.5 Helm / Healing
 - 11.4.150.6 Arrow / Cleric Slaying
 - 11.4.150.7 Drum of Heartbreak
 - 11.4.150.8 Fighter Class '79 Ring

- 11.4.151 Speaker Lorelin
 - 11.4.151.1 7.16: "Brother Sun's ManMovers"
 - 11.4.151.2 Jade Skull #19
 - 11.4.151.3 Jade Skull #39
 - 11.4.151.4 Jade Skull #38
 - 11.4.151.5 7.28: "Salt Peter's Estate" (as origin of Crossing-in-the-mist)

- 11.4.152 Star
 - 11.4.152.1 Sash / Indian Summer
 - 11.4.152.2 Star Mage Stone

- 11.4.153 Starguard
 - 11.4.153.1 Star Mage Stone

- 11.4.154 Stirling Trinrose
 - 11.4.154.1 Stone / Controlling Ground Elementals
 - 11.4.154.2 Phylactery / Waldann
- 11.4.155 Tak of the Archives
 - 11.4.155.1 Arrow of Undead Slaying
- 11.4.156 Talbot
 - 11.4.156.1 Arrow / Cleric Slaying
 - 11.4.156.2 Golden Ring / 5' Protection
 - 11.4.156.3 Walkman Tab
 - 11.4.156.4 Fighter Class '79 Ring
 - 11.4.156.5 Sword +10% Dragon Slayer (+20% vs White Dragons triple damage)
- 11.4.157 Tanngrisnir
 - 11.4.157.1 Brownsheet
 - 11.4.157.2 Maker of Rules GOLDEN ATTRIBUTE
 - 11.4.157.3 Throne / New Troad
 - 11.4.157.4 Deck of Trump Greensheet
 - 11.4.157.5 Oberon's Mirrors
 - 11.4.157.6 Bringer of Order GOLDEN ATTRIBUTE
- 11.4.158 Tanri Silverharp
 - 11.4.158.1 Boots of Elvenkind
 - 11.4.158.2 7.16: "Brother Sun's ManMovers"
 - 11.4.158.3 Cloak of Elvenkind
 - 11.4.158.4 Jade Skull #17
 - 11.4.158.5 Jade Skull #37
 - 11.4.158.6 Jade Skull #36
 - 11.4.158.7 7.28: "Salt Peter's Estate" (as origin of Crossing-in-the-mist)
- 11.4.159 Telaar Flamedancer
 - 11.4.159.1 HornBow +15%
 - 11.4.159.2 Bracers / Protection 35%
 - 11.4.159.3 Flamedancer's Brooch
- 11.4.160 Tenser
 - 11.4.160.1 Ring / 25# Telekinesis
 - 11.4.160.2 Pearl / Ninth Power
 - 11.4.160.3 Pearl / Fifth Power
 - 11.4.160.4 Leather Armor / Free Action
- 11.4.161 Theseus / Abelard / Gerard / Gerier
 - 11.4.161.1 Sanctuary of Mestea GOLDEN ATTRIBUTE
 - 11.4.161.2 Throne / Mestea
 - 11.4.161.3 True Platinum Wish Globe
 - 11.4.161.4 Niteblade's Armor
 - 11.4.161.5 Leather Scroll: Blood to Dust

- 11.4.162 Thiebaud
 - 11.4.162.1 Brownsheet
 - 11.4.162.2 Rod / Part One
 - 11.4.162.3 Rod / Part Two
 - 11.4.162.4 Rod / Part Three
 - 11.4.162.5 Rod / Part Four
 - 11.4.162.6 Rod / Part Five
 - 11.4.162.7 Rod / Part Six
 - 11.4.162.8 Rod / Part Seven
 - 11.4.162.9 Rod / Part Eight Mint Card
 - 11.4.162.10 Simulacrum: 50% of Remollinadore, "Aleph"

- 11.4.163 Threnody
 - 11.4.163.1 Brownsheet
 - 11.4.163.2 Blood Red Sun WILD MAGIC

- 11.4.164 Tiresias
 - 11.4.164.1 Kolwynia GOLDEN ATTRIBUTE
 - 11.4.164.2 Throne / Elidor
 - 11.4.164.3 Atrium of Time GOLDEN ATTRIBUTE
 - 11.4.164.4 Throne / Falias
 - 11.4.164.5 Throne / Findias
 - 11.4.164.6 Throne / Gorias
 - 11.4.164.7 Throne / Murias
 - 11.4.164.8 The Eye of Timor GOLDEN ATTRIBUTE
 - 11.4.164.9 The Jade Cauldron GOLDEN ATTRIBUTE
 - 11.4.164.10 The Spear Ildana GOLDEN ATTRIBUTE
 - 11.4.164.11 The Talking Sword of Lothia GOLDEN ATTRIBUTE

- 11.4.165 Tloluvin
 - 11.4.165.1 The Maker of Nightmares GOLDEN ATTRIBUTE

- 11.4.166 Tobias Witherspoon
 - 11.4.166.1 Tobias' Fire Club

- 11.4.167 Trent of Llewghund, Cleric of Shal-Omnis
 - 11.4.167.1 Trent's Egg of Shal Omnis

- 11.4.168 Troy Ounces, the Half Elven One
 - 11.4.168.1 Brownsheet
 - 11.4.168.2 Oimota: Crown / Worlorn GOLDEN ATTRIBUTE
 - 11.4.168.3 Ruby Slippers GOLDEN ATTRIBUTE
 - 11.4.168.4 Throne / Worlorn
 - 11.4.168.5 Light Sabre / Blue
 - 11.4.168.6 Troy's Other item GOLDEN ATTRIBUTE
 - 11.4.168.7 Troy Sash
 - 11.4.168.8 Troy Scarf

- 11.4.169 Typhon Equis Noir
 - 11.4.169.1 alt.Heart of Light GOLDEN ATTRIBUTE
 - 11.4.169.2 Throne / Skagganutt Abyss

- 11.4.170 Vannik and Subsequent incarnations
 - 11.4.170.1 Death Star Telesterion of Destruction
 - 11.4.170.2 Hand / Glory
 - 11.4.170.3 Hand / Vannik
 - 11.4.170.4 Scythe
 - 11.4.170.5 Vader Suit

- 11.4.171 Vladimir Tepes Drakulya / Nightmares
 - 11.4.171.1 Bat Cave Oracle
 - 11.4.171.2 Briefcase Oracle GOLDEN ATTRIBUTE
 - 11.4.171.3 Crown / Delphii
 - 11.4.171.4 Fang (mai)
 - 11.4.171.5 Godslayer
 - 11.4.171.6 Greenbeame
 - 11.4.171.7 Marter Phaal (Oude) Morgan La Faye's Real Death Weapons, "Morganti"
 - 11.4.171.8 Ring / Delphii
 - 11.4.171.9 Ring of Vlad at Tleilax
 - 11.4.171.10 Arrow of Cleric Slaying

- 11.4.172 Vodalus
 - 11.4.172.1 Brownsheet

- 11.4.173 Vosh of Llewghund, Cleric of Shal-Omnis
 - 11.4.173.1 Vosh's Egg of Shal Omnis

- 11.4.174 Vramin Priest
 - 11.4.174.1 Marshmallows

- 11.4.175 Waldann high-Ironjade X
 - 11.4.175.1 Road Map GOLDEN ATTRIBUTE
 - 11.4.175.2 Throne / Open Road

- 11.4.176 Waldann X
 - 11.4.176.1 Bardsong
 - 11.4.176.2 Brownsheet
 - 11.4.176.3 Road Map GOLDEN ATTRIBUTE
 - 11.4.176.4 Throne / Open Road
 - 11.4.176.5 Flowers / Evil exclusive of Leaves / Grass
 - 11.4.176.6 Girdle / Solitude
 - 11.4.176.7 Glove Compartment
 - 11.4.176.8 Gold Watch
 - 11.4.176.9 Leaves / Grass exclusive of Flowers / Evil
 - 11.4.176.10 Magic Bus
 - 11.4.176.11 Meta Whim of Troy
 - 11.4.176.12 (1) of Morgan La Faye's Real Death Weapons, "Morganti"
 - 11.4.176.13 Ms. Master's Road Map GOLDEN ATTRIBUTE
 - 11.4.176.14 Pete's Guitar
 - 11.4.176.15 The Timebelt

- 11.4.177 Walking Dude
 - 11.4.177.1 Brownsheet
 - 11.4.177.2 Acreon's Dagger #5
 - 11.4.177.3 Coinspinner
 - 11.4.177.4 Card / Get Out of Jail Free
 - 11.4.177.5 Lady Luck
 - 11.4.177.6 The Mentat
 - 11.4.177.7 Ticket / Heaven

- 11.4.178 Whitebonce
 - 11.4.178.1 Brownsheet

- 11.4.179 William of Llewghund, Cleric of Shal-Omnis
 - 11.4.179.1 William's Egg of Shal Omnis

- 11.4.180 Wink
 - 11.4.180.1 Eye / Vecna Mint Card
 - 11.4.180.2 Hand / Vecna Mint Card
 - 11.4.180.3 Moon Mage Stone
 - 11.4.180.4 Silver Sword

- 11.4.181 Xcalis Regence
 - 11.4.181.1 Brownsheet

- 11.4.182 Yama Dharma
 - 11.4.182.1 Death's Looking Glass GOLDEN ATTRIBUTE
 - 11.4.182.2 Throne / Dry Land

- 11.4.183 Yama Dharma and Subsequent incarnations
 - 11.4.183.1 Brownsheet
 - 11.4.183.2 Throne / Dry Land
 - 11.4.183.3 Billykin's Items s
 - 11.4.183.4 Death's Looking Glass GOLDEN ATTRIBUTE
 - 11.4.183.5 Illithid Skull #1
 - 11.4.183.6 RedSteel Armor
 - 11.4.183.7 RedSteel Weapon
 - 11.4.183.8 Sash / Black Bunny
 - 11.4.183.9 Champion's Bucket of Irridisium

- 11.4.184 Yagyavelrya
 - 11.4.184.1 Trent's Egg of Shal Omnis

11.5 Strange Attractor Overriding Objectives by Faction Membership

11.5.1 Probability of acquisition since last Crossing-in-the-mist by members of the listed FACTIONS shall be determined at 5% base chance per dream level / hit dice for any entity of the listed FACTION: Conditional(s) entering the Mist from a FACTION STRONGHOLD.

- 11.5.2 Agent: Blood
 - 11.5.2.1 Incense of Obsession
 - 11.5.2.2 Red Ryder BB Gun
 - 11.5.2.3 Jabba Cloak
 - 11.5.2.4 Wand/Red Light Control
 - 11.5.2.5 St. Luces Baseball Cap
 - 11.5.2.6 Shard of Red Glass
 - 11.5.2.7 Red Telephone

- 11.5.3 Agent: Blood: Cordouan
 - 11.5.3.1 Throne / Cordouan (Competently wielded)

- 11.5.4 Agent: Dust
 - 11.5.4.1 Robe of Powerlessness

- 11.5.5 Army: Aubec
 - 11.5.5.1 Cloak / Protection
 - 11.5.5.2 Helm / Healing
 - 11.5.5.3 Ring / Earth Elemental Command
 - 11.5.5.4 Ring / Protection
 - 11.5.5.5 Stone / Conrolling Ground

- 11.5.6 Army: Breton
 - 11.5.6.1 History Book
 - 11.5.6.2 Pocket Watch
 - 11.5.6.3 Sun Dial
 - 11.5.6.4 Time Piece
 - 11.5.6.5 Water Clock
 - 11.5.6.6 Wrist Watch

- 11.5.7 Army: Centaur
 - 11.5.7.1 Horn Bow +15%
 - 11.5.7.2 Horseshoes / Speed
 - 11.5.7.3 Horseshoes / Zephyr
 - 11.5.7.4 Mace / Annihilation
 - 11.5.7.5 Sphere / Annihilation
 - 11.5.7.6 Talisman / Sphere

- 11.5.8 Army: Dragon Isles
 - 11.5.8.1 Dragonrider Tack and Harness
 - 11.5.8.2 Flame Lance
 - 11.5.8.3 Gold Sword / Dragon Slaying
 - 11.5.8.4 Potion / Dragon Control
 - 11.5.8.5 Ring / Silent Improved Invisibility
 - 11.5.8.6 Scroll / Protection / Dragon Breath
 - 11.5.8.7 Wings / Flying

- 11.5.9 Army: Evil Drow Devils
 - 11.5.9.1 Brazier / Controlling Fire
 - 11.5.9.2 Drow Cloak
 - 11.5.9.3 Drow Boots
 - 11.5.9.4 Fire Opal
 - 11.5.9.5 Flame Ring
 - 11.5.9.6 Galvorn Sword
 - 11.5.9.7 Galvorn Knife
 - 11.5.9.8 Galvorn Mace
 - 11.5.9.9 Galvorn Armor
 - 11.5.9.10 Galvorn Helm
 - 11.5.9.11 Gold Sword / Dragon Slaying
 - 11.5.9.12 Ring / Fire Resistance
 - 11.5.9.13 Ring / Fire Elemental Command
 - 11.5.9.14 Wand / Fireballs

- 11.5.10 Army: Florentine
 - 11.5.10.1 Phylactery / Faithfulness
 - 11.5.10.2 Redsteel Rapier
 - 11.5.10.3 Redsteel Knife
 - 11.5.10.4 Rod / Binding
 - 11.5.10.5 Silver Morningstar
 - 11.5.10.6 Silver Shield
 - 11.5.10.7 Sword / Snake
 - 11.5.10.8 Wand / Divination

- 11.5.11 Army: Hell
 - 11.5.11.1 D Hopper
 - 11.5.11.2 Demon Amulet exclusive of Devil Amulet
 - 11.5.11.3 Devil Amulet exclusive of Demon Amulet
 - 11.5.11.4 Figurine / Wonderous Power: Hellion
 - 11.5.11.5 Figurine / Wonderous Power: Woman Scorned
 - 11.5.11.6 HellTrump
 - 11.5.11.7 Monkey's Paw

- 11.5.12 Army: Islander
 - 11.5.12.1 Boots / Water Walking
 - 11.5.12.2 Bowl / Commanding Water
 - 11.5.12.3 Coral Ring
 - 11.5.12.4 Life Preserver
 - 11.5.12.5 Ring / Water Breathing
 - 11.5.12.6 Ring / Water Elemental Command
 - 11.5.12.7 Sextant
 - 11.5.12.8 Surfboard / Puk the Opressor

- 11.5.13 Army: Khannish
 - 11.5.13.1 Redsteel Great Axe
 - 11.5.13.2 Redsteel Chain Armor
 - 11.5.13.3 Elephant Ivory Throwing Knife
 - 11.5.13.4 Scarab of Death

- 11.5.14 Army: Los Endos
 - 11.5.14.1 Book of Skulls
 - 11.5.14.2 Ioun Sone
 - 11.5.14.3 Jade Skull

- 11.5.15 Army: Melnibonean
 - 11.5.15.1 Air Sword
 - 11.5.15.2 Censer / Controlling Wind
 - 11.5.15.3 Ring / Air Elemental Command

- 11.5.16 Army: Shadowlands
 - 11.5.16.1 Gate Key
 - 11.5.16.2 Gold Sword / Dragon Slaying
 - 11.5.16.3 Peridot Dagger
 - 11.5.16.4 Peridot Master Key
 - 11.5.16.5 Ring / Silent Improved Invisibility

- 11.5.17 Army: Trojan
 - 11.5.17.1 Mirror / Mental Prowess
 - 11.5.17.2 Mirror / Opposition
 - 11.5.17.3 Ring / Spell Turning
 - 11.5.17.4 Voom

- 11.5.18 Class of '79
 - 11.5.18.1 Crystal Ball
 - 11.5.18.2 Silver Sword
 - 11.5.18.3 The Anstruth Harp
 - 11.5.18.4 Red Marbles
 - 11.5.18.5 Pearl of the Seventh Power
 - 11.5.18.6 Ordinarium Heavy Crossbow
 - 11.5.18.7 Drum of Fear
 - 11.5.18.8 Gold Sword Nine Lives Stealer
 - 11.5.18.9 Ointment of Keoghtom
 - 11.5.18.10 Platinum Frisbee
 - 11.5.18.11 Returning Throwing Axe
 - 11.5.18.12 Silver Sword/Pt Meuller's Bane
 - 11.5.18.13 Ring of 25# Telekinesis
 - 11.5.18.14 Pearl of the Ninth Power
 - 11.5.18.15 Pearl of the Fifth Power
 - 11.5.18.16 Leather Armor of Free Action

- 11.5.19 Hellene
 - 11.5.19.1 Manuals / Iron Golems

- 11.5.20 Guild / Acreon (Super Thief)
 - 11.5.20.1 Cloak / Protection +20%
 - 11.5.20.2 Rod of Beguiling

- 11.5.21 Guild / Owsla: Guildmistress
 - 11.5.21.1 Portable Oracle

- 11.5.22 Hal's Ankles: Wizard
 - 11.5.22.1 Big Wheel
 - 11.5.22.2 Black Robe / Archmagi

- 11.5.23 Horadim Assassin
 - 11.5.23.1 Peridot Master Key
 - 11.5.23.2 Ring / Silent Improved Invisibility

- 11.5.24 House: Anderson
 - 11.5.24.1 Wand / Illusion

- 11.5.25 House: Atreus
 - 11.5.25.1 Atreides Boots
 - 11.5.25.2 Yellow Adamant Honor Weapon

- 11.5.26 House: Drakulya
 - 11.5.26.1 Cloak / Bat
 - 11.5.26.2 White Adamant Honor Weapon

- 11.5.27 House: Drew
 - 11.5.27.1 Dreamspeaker Amulet

- 11.5.28 House: Florridan
 - 11.5.28.1 Class Ring / Ranger Yellow

- 11.5.29 House: Harkonnen: Harkonnen Stronghold
 - 11.5.29.1 White Diamond Menuki

- 11.5.30 House: Nkumai
 - 11.5.30.1 Folding Boat
 - 11.5.30.2 Folding Hut

- 11.5.31 House: Oberon
 - 11.5.31.1 Yellow Adamant Faerie Chain
 - 11.5.31.2 Yellow Adamant Honor Weapon

- 11.5.32 House: Vodalus
 - 11.5.32.1 Class Ring / Assassin Black

- 11.5.33 House: Vodalus: Vodalarian Stronghold
 - 11.5.33.1 White Diamond Menuki

- 11.5.34 Kin: Troy
 - 11.5.34.1 Ivory Teardrop
 - 11.5.34.2 Shadow Trump

- 11.5.35 Kin: Troy: Evil: Wizard
 - 11.5.35.1 Black Robe / Archmagi

- 11.5.36 Minion: Blood
 - 11.5.36.1 Blood Dagger

- 11.5.37 Minion: Dust
 - 11.5.37.1 Angel Dust
 - 11.5.37.2 Robe of Powerlessness

- 11.5.38 Minion: Hektor
 - 11.5.38.1 Jelly Donut

- 11.5.39 Minion: Llewghund
 - 11.5.39.1 Blue Adamant Flipping Coin
- 11.5.40 Minion: Tleilax
 - 11.5.40.1 Arrow / Slaying / Huldra Dwarf
 - 11.5.40.2 Bruce
 - 11.5.40.3 Coldenrod
 - 11.5.40.4 Diazepam Drug
- 11.5.41 Minion: Yama Deathgod
 - 11.5.41.1 Redsteel Scythe
- 11.5.42 Necrodemian Pantheon: Neutral Good: High Priest
 - 11.5.42.1 Candle / Phoenix
- 11.5.43 Necrodemian Pantheon: Neutral Good: High Priestess
 - 11.5.43.1 Candle / Phoenix
- 11.5.44 School of Black Magic: Member
 - 11.5.44.1 The Book of Skulls
 - 11.5.44.2 The Recorder of Ye Cind
 - 11.5.44.3 Cubic Gate
- 11.5.45 Servant: Lord Kalkin
 - 11.5.45.1 Conch Shell
 - 11.5.45.2 Sword / Snake (Air Sword)
- 11.5.46 Servant: Nathan Stack
 - 11.5.46.1 mai
- 11.5.47 Servant: Walking Dude
 - 11.5.47.1 Class Ring / Thief Violet
- 11.5.48 Worshipper: The Lady of Luck
 - 11.5.48.1 Blue Adamant Flipping Coin
- 11.5.49 Worshipper: Shal-Omnis: Temple of Shal-Omnis
 - 11.5.49.1 Dragonsbane [a unique longsword, 1 only in any Crossing-in-the-mist]

11.6 Strange Attractor Overriding Objectives by Location

- 11.6.1 Probability of acquisition since last Crossing-in-the-mist by entities in the listed PLACE shall be determined at 5% base chance per dream level / hit dice for any entity entering the Mist from listed PLACE: Conditional(s)
- 11.6.2 Bird Keep: Female: Charisma 18
 - 11.6.2.1 Chocolate from Star of Beauty
- 11.6.3 Black Dojo: Remollinandore
 - 11.6.3.1 Mirror of Opposition

- 11.6.4 Castle Llewghund
 - 11.6.4.1 Blue Adamant Flipping Coin
- 11.6.5 Castle Llewghund: Library
 - 11.6.5.1 Mentat
- 11.6.6 District of Columbia
 - 11.6.6.1 Scepter / Emperor
 - 11.6.6.2 Throne / Columbia
- 11.6.7 Empire: Ice Cream
 - 11.6.7.1 No Acreon's Sword
- 11.6.8 Enseljos: House Absolute
 - 11.6.8.1 Throne / Gods
- 11.6.9 Forbidden Isle
 - 11.6.9.1 7.34: "Maeglin high-Jerusalem Sathonys' Real Death Weapons "Maeglinti""
 - 11.6.9.2 Throne / Cordouan
- 11.6.10 Fountainhead
 - 11.6.10.1 Sceptre / Imperial Might
- 11.6.11 Guildhall: Owsla: Guildmistress
 - 11.6.11.1 Portable Oracle
- 11.6.12 Guildhall: Owsla
 - 11.6.12.1 Crystal Ball
- 11.6.13 Halifrien Duchy
 - 11.6.13.1 Blue Adamant Flipping Coin
- 11.6.14 Hissarlik: Dhruva
 - 11.6.14.1 Sysop/Passkey Oracle Tab
- 11.6.15 Hissarlik: Level 8
 - 11.6.15.1 Incense of Meditation
 - 11.6.15.2 Scarab of Death
 - 11.6.15.3 Mace of Annihilation
- 11.6.16 Hissarlik: Level 8: Fighter/MU
 - 11.6.16.1 Silver Sword/Gold Wizard's Bane
- 11.6.17 Hissarlik: Level 8: Life Hutch
 - 11.6.17.1 Sword +10% Dragon Slayer (+20% vs Black Dragons triple Damage)
 - 11.6.17.2 Sword +10% Dragon Slayer (+20% vs Blue Dragons triple Damage)
 - 11.6.17.3 Sword +10% Dragon Slayer (+20% vs Brass Dragons triple Damage)
 - 11.6.17.4 Sword +10% Dragon Slayer (+20% vs Bronze Dragons triple Damage)
 - 11.6.17.5 Sword +10% Dragon Slayer (+20% vs White Dragons triple Damage)
- 11.6.18 Hissarlik: Tanngrisnir
 - 11.6.18.1 Sysop/Passkey Oracle Tab

- 11.6.19 Hissarlik: Troy Ounces
 - 11.6.19.1 Sysop/Passkey Oracle Tab
- 11.6.20 Imperial Anarb
 - 11.6.20.1 Fighter Class '79 Ring
- 11.6.21 Karli's Place of Power
 - 11.6.21.1 Sword +10% Dragon Slayer (+20% vs White Dragons triple Damage)
- 11.6.22 Kendol
 - 11.6.22.1 Blue Guardian Sphere
 - 11.6.22.2 Brass Knuckles
 - 11.6.22.3 Frisbee
 - 11.6.22.4 Wrist Rocket
- 11.6.23 Monastery
 - 11.6.23.1 18 Hands / Lohan
 - 11.6.23.2 Left Hand / Bigby
- 11.6.24 Monastery: Autumn
 - 11.6.24.1 Silver Arrows +5%
- 11.6.25 Monastery: Dragons
 - 11.6.25.1 Golden Naginata
- 11.6.26 Monastery: Lightningstroke
 - 11.6.26.1 Silver Arrows +5%
 - 11.6.26.2 (Monastery built of) Stone / Control Ground
- 11.6.27 Monastery: North Winds
 - 11.6.27.1 Muse of Dreams
- 11.6.28 Monastery: Spring
 - 11.6.28.1 Armgil's Trump / Cinnamon
 - 11.6.28.2 Armgil's Trump / Spice
 - 11.6.28.3 Mirror / Emerald
 - 11.6.28.4 Throne / Troia
- 11.6.29 Monastery: Summer
 - 11.6.29.1 Sash / Indian Summer
- 11.6.30 Monastery: Winter
 - 11.6.30.1 Purple Crystal
 - 11.6.30.2 Troy's Shades
- 11.6.31 Morganti Victim
 - 11.6.31.1 Legacy of Dhruva
- 11.6.32 New Troia
 - 11.6.32.1 Neandria
 - 11.6.32.2 Throne / Gods
- 11.6.33 North Pole
 - 11.6.33.1 Heward's Mystical Organ

- 11.6.34 Open Road: Asphalt
 - 11.6.34.1 Blue Guardian Sphere
 - 11.6.34.2 Pink Guardian Sphere
 - 11.6.34.3 White Guardian Sphere

- 11.6.35 Orion's Tree
 - 11.6.35.1 Feather Whip

- 11.6.36 Orion's Woods
 - 11.6.36.1 Ring of Mammal Control

- 11.6.37 Ranger Station
 - 11.6.37.1 Feather Tree-House
 - 11.6.37.2 Crystal Ball

- 11.6.38 Road: Golden
 - 11.6.38.1 White Guardian Sphere

- 11.6.39 Stronghold: Harkonnen: Harkonnen House Member
 - 11.6.39.1 White Diamond Menuki

- 11.6.40 Stronghold: Vodalarian: Vodalarian House Member
 - 11.6.40.1 White Diamond Menuki

- 11.6.41 Temple: Blood
 - 11.6.41.1 Coldenrod
 - 11.6.41.2 Red Telephone
 - 11.6.41.3 Red Rider BB Gun
 - 11.6.41.4 St. Luces Baseball Cap
 - 11.6.41.5 Shard of Red Glass
 - 11.6.41.6 Wand / Red Light Control
 - 11.6.41.7 Incense / Obsession

- 11.6.42 Temple: Kalkin
 - 11.6.42.1 Wand / Divination
 - 11.6.42.2 Phylactery / Faithfullness
 - 11.6.42.3 Silver Morningstar
 - 11.6.42.4 Silver Shield
 - 11.6.42.5 The Conch Shell

- 11.6.43 Temple: Reaper (Nerull)
 - 11.6.43.1 Ointment / Keoghtom

- 11.6.44 Temple: Shal-Omnis: worshipper of Shal-Omnis
 - 11.6.44.1 Dragonsbane [a unique longsword, 1 only in a Crossing-in-the-mist]

- 11.6.45 Temple: Troy
 - 11.6.45.1 High Plains Drifter
 - 11.6.45.2 Libram / Damnation
 - 11.6.45.3 Light Sabre
 - 11.6.45.4 Mace / Annihilation
 - 11.6.45.5 Topaz Mai

- 11.6.46 University: Copper
 - 11.6.46.1 Copper weapon
 - 11.6.46.2 Copper armor
- 11.6.47 Wunib
 - 11.6.47.1 Moonglasses

11.7 Strange Attractor Overriding Objectives by Deed or Title

11.7.1 Probability of acquisition since last Crossing-in-the-mist by entities who have committed listed DEED shall be determined at 5% base chance per DREAM level / hit dice for any entity who has performed the listed DEED upon entering the Mist or acquisition subsequent to performing the listed DEED while Crossing-in-the-mist.

11.7.2 Probability of acquisition since last Crossing-in-the-mist by the listed TITLED entities shall be determined at 5% base chance per DREAM level / hit dice for any entity in firm acquisition of the listed TITLE upon entering the Mist or acquisition subsequent to firmly attaining the listed TITLE while Crossing-in-the-mist.

- 11.7.3 Brownsheet
 - 11.7.3.1 Irridisium Outbangle
- 11.7.4 Draw KEY Card from DECK of MANY THINGS "Oberon's Mirrors"
 - 11.7.4.1 Key / Callihan's
- 11.7.5 Draw THRONE Card from DECK of MANY THINGS "Oberon's Mirrors": Human
 - 11.7.5.1 Flag / Motherlode
- 11.7.6 Guildmistress: Owsla
 - 11.7.6.1 Portable Oracle
- 11.7.7 Guildmistress: Acreon (Super Thief)
 - 11.7.7.1 Acreon's Instant Guild
- 11.7.8 Hissarlik: Level 8: Mistress
 - 11.7.8.1 Silver Sword
- 11.7.9 Last Defender of Diaspar
 - 11.7.9.1 Elindanar Sword
 - 11.7.9.2 Demonchain Armor
 - 11.7.9.3 Shadow Trump Deck
 - 11.7.9.4 Shadow Trump
- 11.7.10 Last Defender of New Troad
 - 11.7.10.1 Elindanar Sword
 - 11.7.10.2 Demonchain Armor
 - 11.7.10.3 Shadow Trump Deck
 - 11.7.10.4 Shadow Trump

- 11.7.11 Last Defender of New Troia
 - 11.7.11.1 Elindanar Sword
 - 11.7.11.2 Demonchain Armor
 - 11.7.11.3 Shadow Trump Deck
 - 11.7.11.4 Shadow Trump

- 11.7.12 Last Defender of Troad
 - 11.7.12.1 Elindanar Sword
 - 11.7.12.2 Demonchain Armor
 - 11.7.12.3 Shadow Trump Deck
 - 11.7.12.4 Shadow Trump

- 11.7.13 Last Defender of Troy
 - 11.7.13.1 Elindanar Sword
 - 11.7.13.2 Demonchain Armor
 - 11.7.13.3 Shadow Trump Deck
 - 11.7.13.4 Shadow Trump

- 11.7.14 Last Defender of New Watersea
 - 11.7.14.1 Elindanar Sword
 - 11.7.14.2 Demonchain Armor
 - 11.7.14.3 Shadow Trump Deck
 - 11.7.14.4 Shadow Trump

- 11.7.15 Level owner: Hissarlik
 - 11.7.15.1 Shadow Trump

- 11.7.16 Master: Autumn
 - 11.7.16.1 Silver Arrows +5%
 - 11.7.16.2 Stone / Controlling Ground

- 11.7.17 Master: Dragons
 - 11.7.17.1 Orb / Dragons

- 11.7.18 Master of Hissarlik
 - 11.7.18.1 Gnome Bank-in-the-Box

- 11.7.19 Master: North Wind
 - 11.7.19.1 Bolt Catcher
 - 11.7.19.2 Golden Naginata

- 11.7.20 Nightmare
 - 11.7.20.1 No Dark Crystal

- 11.7.21 Original Child: Troy Ounces
 - 11.7.21.1 Shadow Trump

- 11.7.22 Possess: Girdle / Solitude
 - 11.7.22.1 Cap / Solitude

- 11.7.23 Possess: Hand / Kwill
 - 11.7.23.1 Eye / Rhynn

- 11.7.24 Possess: 6 GP or less
 - 11.7.24.1 Moonglasses
- 11.7.25 Slay: Agent / Blood
 - 11.7.25.1 Angel Dust
- 11.7.26 Slay: Agent / Dust
 - 11.7.26.1 Red Ryder BB Gun
 - 11.7.26.2 St. Luces Baseball Cap
 - 11.7.26.3 Jubba Cloak
- 11.7.27 Slay: Anset
 - 11.7.27.1 Tamabambatsu
- 11.7.28 Slay: Osho
 - 11.7.28.1 Tamabambatsu
- 11.7.29 Slay: Kin / Troy Ounces
 - 11.7.29.1 Candle / Death
 - 11.7.29.2 Couch / Death
 - 11.7.29.3 Flying Elephant Knife
 - 11.7.29.4 Helm / Healing
 - 11.7.29.5 Life Savers
 - 11.7.29.6 Phylactery of Yama Deathgod
 - 11.7.29.7 Scarab / Death
- 11.7.30 Slay: Xcalis Regence I
 - 11.7.30.1 Tamabambatsu
- 11.7.31 User 14" tongue
 - 11.7.31.1 Moonglasses
- 11.7.32 Visit: Black Dojo
 - 11.7.32.1 Eye of Rhynn
 - 11.7.32.2 Orb / Black Dragons
 - 11.7.32.3 Orb / Blue Dragons
 - 11.7.32.4 Orb / Brass Dragons
 - 11.7.32.5 Orb / Bronze Dragons
 - 11.7.32.6 Orb / Copper Dragons
 - 11.7.32.7 Orb / Green Dragons
 - 11.7.32.8 Orb / Silver Dragons
 - 11.7.32.9 Scratch Pad
 - 11.7.32.10 Sword / Slaying / Black Dragon
 - 11.7.32.11 Wand / Fear
 - 11.7.32.12 Wand / Magic Detection
 - 11.7.32.13 Wand / Polymorphing
- 11.7.33 Visit: North Pole
 - 11.7.33.1 Dark Crystal
- 11.7.34 Visit: North Pole: Non-Dark Angel
 - 11.7.34.1 Sugar Babies

- 11.7.35 Warden: Tleilax
 - 11.7.35.1 Whistler
 - 11.7.35.2 Wyrmbane the Greater

11.8 Overriding Objectives for Strange Attractor Manifestations

- 11.8.1 Aquæstor Iahklu & Er Per'henne
 - 11.8.1.1 May activate regular Strange Attractors.
 - 11.8.1.2 May transport regular Strange Attractors.
 - 11.8.1.3 May not activate Whitecard Strange Attractors.
 - 11.8.1.4 May transport Whitecard Strange Attractors.
 - 11.8.1.5 May not activate Colored card Strange Attractors.
 - 11.8.1.6 May not transport Colored card Strange Attractors.
- 11.8.2 Bat Cave Oracle
 - 11.8.2.1 May grant specialized Dreams.
 - 11.8.2.2 May only grant Aquæstor Iahklu and Er Per'henne Dreams.
 - 11.8.2.3 May not grant Swefen Iahklu and Er Per'henne Dreams.
 - 11.8.2.4 May not grant Nostoi Iahklu and Er Per'henne Dreams.
- 11.8.3 Black Mithril
 - 11.8.3.1 May consume Iahklu and Er Per'henne Dreams utterly.
 - 11.8.3.2 May not be worked by an Iahklu or Er Per'henne.
 - 11.8.3.3 May be worked by the Dark Childe Æol.
 - 11.8.3.4 May be worked by the Dark Childe Mæglin.
- 11.8.4 Deck of Trump: Greensheet: Courts of Chaos Series
 - 11.8.4.1 May contact the reflected entity if that dream exists.
 - 11.8.4.2 May transport the Wielder to the location of the entity or location reflected.
 - 11.8.4.3 May not be made within Worlorn System.
- 11.8.5 Ivory Teardrop : Invoked by Maker over Corpse
 - 11.8.5.1 May bring the corpse's Wathan from the Paths of the Dead.
- 11.8.6 Mint Card Strange Attractors
 - 11.8.6.1 May perform consistently in all places.
- 11.8.7 Monster Iahklu & Er Per'henne
 - 11.8.7.1 May activate regular Strange Attractors.
 - 11.8.7.2 May transport regular Strange Attractors.
 - 11.8.7.3 May activate Whitecard Strange Attractors.
 - 11.8.7.4 May transport Whitecard Strange Attractors.
 - 11.8.7.5 May not activate Colored card Strange Attractors.
 - 11.8.7.6 May not transport Colored card Strange Attractors.
- 11.8.8 Morganti Id : by Morgan La Fey & Æol: Series of 20
 - 11.8.8.1 May consume Iahklu and Er Per'henne Dream and Wathan numbered 1-19 ~~for All-Time~~ in All Places.

- 11.8.9 Muse of Dreams Statue
 - 11.8.9.1 May grant Aquæstor Iahklu and Er Per'henne Dreams.
 - 11.8.9.2 May grant Swefen Iahklu and Er Per'henne Dreams.
 - 11.8.9.3 May not grant Nostoi Iahklu and Er Per'henne Dreams.

- 11.8.10 Necrodemian Daisho
 - 11.8.10.1 May grant Samurai Orange Dreams.
 - 11.8.10.2 May grant only Aquæstor Iahklu and Er Per'henne Dreams.
 - 11.8.10.3 May not grant Swefen Iahklu and Er Per'henne Dreams.
 - 11.8.10.4 May not grant Nostoi Iahklu and Er Per'henne Dreams.

- 11.8.11 Nostoi Brownsheet: Hissarlik Outbangle Iahklu & Er Per'henne
 - 11.8.11.1 May not activate regular Strange Attractors.
 - 11.8.11.2 May transport regular Strange Attractors.
 - 11.8.11.3 May activate Whitecard Strange Attractors.
 - 11.8.11.4 May transport Whitecard Strange Attractors.
 - 11.8.11.5 May activate Colored card.
 - 11.8.11.6 May transport Colored card.
 - 11.8.11.7 May not advance in Dreams.
 - 11.8.11.8 May leave the Mist in a Life Hutch exclusively.
 - 11.8.11.9 May exist in Troad in quantities of 20 exclusively.

- 11.8.12 Arduin Time Hourglass / 6 AM
 - 11.8.12.1 May exist.
 - 11.8.12.2 Must cast Red Light.

- 11.8.13 Arduin Time Hourglass / 6 PM
 - 11.8.13.1 May exist.
 - 11.8.13.2 Must cast Red Light.

- 11.8.14 Shadow Trump
 - 11.8.14.1 May not be stolen by any being touching the ground.
 - 11.8.14.2 May not be used against the will of the Wielder by any being touching ground.
 - 11.8.14.3 May not be used against the will of the Wielder by any being touching water.

- 11.8.15 Staff / Adder
 - 11.8.15.1 May not be possessed by any being with a Staff / Python.
 - 11.8.15.2 May not be possessed in quantities greater than one.

- 11.8.16 Staff / Python
 - 11.8.16.1 May not be possessed by any being with a Staff / Adder.
 - 11.8.16.2 May not be possessed in quantities greater than one.

- 11.8.17 Swefen Iahklu & Er Per'henne
 - 11.8.17.1 May not activate regular Strange Attractors.
 - 11.8.17.2 May transport regular Strange Attractors.
 - 11.8.17.3 May activate Whitecard Strange Attractors.
 - 11.8.17.4 May transport Whitecard Strange Attractors.
 - 11.8.17.5 May not activate Colored card Strange Attractors.
 - 11.8.17.6 May not transport Colored card Strange Attractors.

- 11.8.18 Werdna's Amulet
 - 11.8.18.1 May not exist in the possession of a being disloyal to the Raven.

- 11.8.19 White Gold Ring
 - 11.8.19.1 Harnesses *GOLDEN ATTRIBUTE* from the North Pole to the manifest Will of the Wielder
 - 11.8.19.2 May exist in Troad.
 - 11.8.19.3 May exist in Troad in RING form exclusively.

- 11.8.20 Worlorn Turf *GOLDEN ATTRIBUTE*
 - 11.8.20.1 May exist in quantities of 8 exclusively under the Muse of Dreams.
 - 11.8.20.2 May not be possessed in quantities greater than one.

12 Marlee's Choreography

12.1 Worlorn System Overriding Objectives

12.1.1 This Book of The New Day shall uphold the Overriding Objectives of "Advanced Dungeons & Dragons Special Reference Work Dungeon Master's Guide" as Dust Law.

12.1.2 This Book of The New Day shall uphold the Overriding Objectives of "Advanced Dungeons & Dragons Special Reference Work Player's Handbook" as Dust Law.

12.1.3 This Book of The New Day shall uphold the Overriding Objectives of "Advanced Dungeons & Dragons Special Reference Work Deities & Demigods Cyclopedia" as Dust Law.

12.1.4 This Book of The New Day shall uphold the Overriding Objectives of "Advanced Dungeons & Dragons Special Reference Work Monster Manual 4th Edition, August 1979" as Dust Law.

12.1.5 This Book of The New Day shall uphold the Overriding Objectives of "Advanced Dungeons & Dragons Special Reference Work Oriental Adventures" as Dust Law.

12.1.6 This Book of The New Day shall uphold the Overriding Objectives of "Advanced Dungeons & Dragons Special Reference Work Unearthed Arcana" as Dust Law.

12.1.7 This Book of The New Day shall uphold the Overriding Objectives of "Advanced Dungeons & Dragons Special Reference Work 2nd Edition Player's Handbook" as Blood Law.

12.1.8 This Book of The New Day shall uphold the Overriding Objectives of "Advanced Dungeons & Dragons Special Reference Work 2nd Edition Dungeon Master's Guide" as Blood Law.

12.2 Morganti Weapon Overriding Objectives

12.2.1 No 7.30: "Morgan La Faye's Real Death Weapons, "Morganti"" are manifest this Crossing-in-the-mist.

12.3 Maeglinti Weapon Overriding Objectives

12.3.1 No 7.34: "Maeglin high-Jerusalem Sathonys' Real Death Weapons "Maeglinti"" are manifest this Crossing-in-the-mist.

12.4 Shikei's Judgement Malign Overriding Objectives

12.4.1 The Blood Phoenix may not award the Jusdement Malign during any Crossing-in-the-mist.

13 Overriding Objectives from The New Day

13.0.1 Overriding Objectives appearing in this section were sustained through activity while Crossing-in-the-mist as the Book of The New Day was compiled.

13.1 Strange Attractor Overriding Objectives by Personality

13.1.1 Probability of acquisition since last Crossing-in-the-mist Crossing-in-the-mist listed PERSONALITY shall be determined at 5% base chance per dream level / hit dice for the listed PERSONALITY: Conditional(s) entering the Mist.

- 13.1.2 Aleksandir Skemandras
 - 13.1.2.1 Codex of the Infinite Planes
 - 13.1.2.2 Mirror of Mental Prowess
 - 13.1.2.3 Deck of Many Things
 - 13.1.2.4 9th level spell memorized: Time Stop
 - 13.1.2.5 7th level spell memorized: Limited Wish
- 13.1.3 ArchMage Morred
 - 13.1.3.1 Queen Ehlyssa's Marvelous Nightingale
- 13.1.4 Almitra: New Dolbadarn
 - 13.1.4.1 Wand of Paralyzation
- 13.1.5 Barrion of Windhaven: Flambeau
 - 13.1.5.1 Recorder of Ye Cind
- 13.1.6 Blacksword: Elidor
 - 13.1.6.1 The Eye of Timor GOLDEN ATTRIBUTE
 - 13.1.6.2 The Jade Cauldron GOLDEN ATTRIBUTE
 - 13.1.6.3 The Spear Ildana GOLDEN ATTRIBUTE
 - 13.1.6.4 The Talking Sword of Lothia GOLDEN ATTRIBUTE
- 13.1.7 Blood: Elidor
 - 13.1.7.1 The Eye of Timor GOLDEN ATTRIBUTE
 - 13.1.7.2 The Jade Cauldron GOLDEN ATTRIBUTE
 - 13.1.7.3 The Spear Ildana GOLDEN ATTRIBUTE
 - 13.1.7.4 The Talking Sword of Lothia GOLDEN ATTRIBUTE
- 13.1.8 Blood Nemesis of Novus Mundi: Elidor
 - 13.1.8.1 The Eye of Timor GOLDEN ATTRIBUTE
 - 13.1.8.2 The Jade Cauldron GOLDEN ATTRIBUTE
 - 13.1.8.3 The Spear Ildana GOLDEN ATTRIBUTE
 - 13.1.8.4 The Talking Sword of Lothia GOLDEN ATTRIBUTE
- 13.1.9 Blood Phoenix: Elidor
 - 13.1.9.1 The Eye of Timor GOLDEN ATTRIBUTE
 - 13.1.9.2 The Jade Cauldron GOLDEN ATTRIBUTE
 - 13.1.9.3 The Spear Ildana GOLDEN ATTRIBUTE
 - 13.1.9.4 The Talking Sword of Lothia GOLDEN ATTRIBUTE

- 13.1.10 Brigitte: Elidor
 - 13.1.10.1 The Eye of Timor GOLDEN ATTRIBUTE
 - 13.1.10.2 The Jade Cauldron GOLDEN ATTRIBUTE
 - 13.1.10.3 The Spear Ildana GOLDEN ATTRIBUTE
 - 13.1.10.4 The Talking Sword of Lothia GOLDEN ATTRIBUTE

- 13.1.11 Damon Maker: Elidor
 - 13.1.11.1 The Eye of Timor GOLDEN ATTRIBUTE
 - 13.1.11.2 The Jade Cauldron GOLDEN ATTRIBUTE
 - 13.1.11.3 The Spear Ildana GOLDEN ATTRIBUTE
 - 13.1.11.4 The Talking Sword of Lothia GOLDEN ATTRIBUTE

- 13.1.12 di Griz / Dhruva
 - 13.1.12.1 Codex of the Infinite Planes
 - 13.1.12.2 Stone of Good Luck
 - 13.1.12.3 Scarab of Protection
 - 13.1.12.4 Staff of the Magi
 - 13.1.12.5 Portable Hole
 - 13.1.12.6 5th level spell memorized: Magic Jar
 - 13.1.12.7 Crystal of the Ebon Flame
 - 13.1.12.8 Sword, Cursed Berserking, Flametongue, Holy Avenger, Dancing
 - 13.1.12.9 Bag of Holding
 - 13.1.12.10 Deck of Many Things
 - 13.1.12.11 7th level spell memorized: Chariot of Sustarre
 - 13.1.12.12 Throne of the Gods

- 13.1.13 Dira: Elidor
 - 13.1.13.1 The Eye of Timor GOLDEN ATTRIBUTE
 - 13.1.13.2 The Jade Cauldron GOLDEN ATTRIBUTE
 - 13.1.13.3 The Spear Ildana GOLDEN ATTRIBUTE
 - 13.1.13.4 The Talking Sword of Lothia GOLDEN ATTRIBUTE

- 13.1.14 Eressea: Open Road
 - 13.1.14.1 Wand of Paralyzation
 - 13.1.14.2 Ring of Elemental Command (Earth)
 - 13.1.14.3 Throne of the Gods

- 13.1.15 Halifrien Wedge
 - 13.1.15.1 Heward's Mystical Organ
 - 13.1.15.2 6th level spell memorized: Word of Recall
 - 13.1.15.3 Wand of Enemy Detection

- 13.1.16 Kannon: Flambeau
 - 13.1.16.1 Ring of Spell Turning
 - 13.1.16.2 Wand of Paralyzation

- 13.1.17 Khansman: Elidor
 - 13.1.17.1 The Eye of Timor GOLDEN ATTRIBUTE
 - 13.1.17.2 The Jade Cauldron GOLDEN ATTRIBUTE
 - 13.1.17.3 The Spear Ildana GOLDEN ATTRIBUTE
 - 13.1.17.4 The Talking Sword of Lothia GOLDEN ATTRIBUTE

- 13.1.18 Kiera: Elidor
 - 13.1.18.1 The Eye of Timor GOLDEN ATTRIBUTE
 - 13.1.18.2 The Jade Cauldron GOLDEN ATTRIBUTE
 - 13.1.18.3 The Spear Ildana GOLDEN ATTRIBUTE
 - 13.1.18.4 The Talking Sword of Lothia GOLDEN ATTRIBUTE

- 13.1.19 Klew Mouraw: Elidor
 - 13.1.19.1 The Eye of Timor GOLDEN ATTRIBUTE
 - 13.1.19.2 The Jade Cauldron GOLDEN ATTRIBUTE
 - 13.1.19.3 The Spear Ildana GOLDEN ATTRIBUTE
 - 13.1.19.4 The Talking Sword of Lothia GOLDEN ATTRIBUTE

- 13.1.20 Lord Dasher: Elidor
 - 13.1.20.1 The Eye of Timor GOLDEN ATTRIBUTE
 - 13.1.20.2 The Jade Cauldron GOLDEN ATTRIBUTE
 - 13.1.20.3 The Spear Ildana GOLDEN ATTRIBUTE
 - 13.1.20.4 The Talking Sword of Lothia GOLDEN ATTRIBUTE

- 13.1.21 Marlee
 - 13.1.21.1 Codex of the Infinite Planes

- 13.1.22 Marlinæn Valentine al Thor: Elidor
 - 13.1.22.1 The Eye of Timor GOLDEN ATTRIBUTE
 - 13.1.22.2 The Jade Cauldron GOLDEN ATTRIBUTE
 - 13.1.22.3 The Spear Ildana GOLDEN ATTRIBUTE
 - 13.1.22.4 The Talking Sword of Lothia GOLDEN ATTRIBUTE

- 13.1.23 Morgan la Faye: Elidor
 - 13.1.23.1 The Eye of Timor GOLDEN ATTRIBUTE
 - 13.1.23.2 The Jade Cauldron GOLDEN ATTRIBUTE
 - 13.1.23.3 The Spear Ildana GOLDEN ATTRIBUTE
 - 13.1.23.4 The Talking Sword of Lothia GOLDEN ATTRIBUTE

- 13.1.24 Ozzy Fudd: Elidor
 - 13.1.24.1 The Eye of Timor GOLDEN ATTRIBUTE
 - 13.1.24.2 The Jade Cauldron GOLDEN ATTRIBUTE
 - 13.1.24.3 The Spear Ildana GOLDEN ATTRIBUTE
 - 13.1.24.4 The Talking Sword of Lothia GOLDEN ATTRIBUTE

- 13.1.25 Paris high-Larteyn: New Troad
 - 13.1.25.1 Talisman of Pure Good

- 13.1.26 Ptery Lightfoot: Elidor
 - 13.1.26.1 The Eye of Timor GOLDEN ATTRIBUTE
 - 13.1.26.2 The Jade Cauldron GOLDEN ATTRIBUTE
 - 13.1.26.3 The Spear Ildana GOLDEN ATTRIBUTE
 - 13.1.26.4 The Talking Sword of Lothia GOLDEN ATTRIBUTE

- 13.1.27 Remollinandore, son of Hallenrakenthaller, son of Llewellyn ap-Owen: Dream 03
 - 13.1.27.1 Terpsichore, the Muse of Dance

- 13.1.28 Roland: Brownsheet: Elidor
 - 13.1.28.1 Weave, weave, weave: the Scarlet Ribbon
 - 13.1.28.2 Ring of Multiple Wishes
 - 13.1.28.3 Kolwynia, Lost GOLDEN ATTRIBUTE

- 13.1.29 San Diego Lightfoot Sue: Elidor
 - 13.1.29.1 The Eye of Timor GOLDEN ATTRIBUTE
 - 13.1.29.2 The Jade Cauldron GOLDEN ATTRIBUTE
 - 13.1.29.3 The Spear Ildana GOLDEN ATTRIBUTE
 - 13.1.29.4 The Talking Sword of Lothia GOLDEN ATTRIBUTE

- 13.1.30 Sentient Rib: Llewghund
 - 13.1.30.1 Geas from ArchMage of Roke

- 13.1.31 Seth Celloson: Elidor
 - 13.1.31.1 The Eye of Timor GOLDEN ATTRIBUTE
 - 13.1.31.2 The Jade Cauldron GOLDEN ATTRIBUTE
 - 13.1.31.3 The Spear Ildana GOLDEN ATTRIBUTE
 - 13.1.31.4 The Talking Sword of Lothia GOLDEN ATTRIBUTE

- 13.1.32 Sinead of Halfren Duchy: Llewghund
 - 13.1.32.1 Cantrip: Brick Wall (Barrier)
 - 13.1.32.2 Cantrip: Rain, Rain, Go Away (Healing)

- 13.1.33 Speaker Loralin: Elidor
 - 13.1.33.1 The Eye of Timor GOLDEN ATTRIBUTE
 - 13.1.33.2 The Jade Cauldron GOLDEN ATTRIBUTE
 - 13.1.33.3 The Spear Ildana GOLDEN ATTRIBUTE
 - 13.1.33.4 The Talking Sword of Lothia GOLDEN ATTRIBUTE

- 13.1.34 Tanngrisenir
 - 13.1.34.1 9th level spell memorized: Prismatic Sphere
 - 13.1.34.2 Wand of Paralyzation
 - 13.1.34.3 Talisman of Zagi
 - 13.1.34.4 Throne of the Gods

- 13.1.35 The Prince Who Was 1000: New Watersea
 - 13.1.35.1 Wand of Paralyzation
 - 13.1.35.2 Ring of Elemental Command (Water)
 - 13.1.35.3 Throne of the Gods

- 13.1.36 Wedge: Elidor
 - 13.1.36.1 The Eye of Timor GOLDEN ATTRIBUTE
 - 13.1.36.2 The Jade Cauldron GOLDEN ATTRIBUTE
 - 13.1.36.3 The Spear Ildana GOLDEN ATTRIBUTE
 - 13.1.36.4 The Talking Sword of Lothia GOLDEN ATTRIBUTE

- 13.1.37 Threnody
 - 13.1.37.1 Deck of Many Things
 - 13.1.37.2 7th level spell memorized: Chariot of Sustarre
 - 13.1.37.3 6th level spell memorized: Enchant an Item (Portable Hole)

- 13.1.38 Yama Dharma: Llewghund
 - 13.1.38.1 Mirror of Mental Prowess
 - 13.1.38.2 Wand of Paralyzation

14 Overriding Objectives from Concatenated and Contained Works

14.0.1 Local Conditions for Turf or Wastelands of Worlorn System may be modified by the legends of works referenced in this section.

14.1 Fiction, poetry, and song Overriding Objectives

- 14.1.1 Richard Bach
 - 14.1.1.1 Jonathan Livingston Seagull
- 14.1.2 Steven Brust
 - 14.1.2.1 Various works
- 14.1.3 Dead can Dance
 - 14.1.3.1 Various works
- 14.1.4 T. S. Elliot
 - 14.1.4.1 The Wasteland
- 14.1.5 Harlan Ellison
 - 14.1.5.1 The Deathbird
 - 14.1.5.2 Various works
- 14.1.6 Melissa Etheridge
 - 14.1.6.1 Dance without Sleeping
- 14.1.7 Frank Herbert
 - 14.1.7.1 Dune
- 14.1.8 P.C. Hodgell
 - 14.1.8.1 Godstalk
 - 14.1.8.2 Dark of the Moon
- 14.1.9 Elton John / Judy Collins / Sting
 - 14.1.9.1 Come Down in Time
- 14.1.10 Orson Scott Card
 - 14.1.10.1 Ender's Game
 - 14.1.10.2 A Planet Called Treason
- 14.1.11 Alan Garner
 - 14.1.11.1 Elidor
 - 14.1.11.2 The Owl Service
 - 14.1.11.3 Weirdestone of Brizengamen
- 14.1.12 Guy Gavriel Kay
 - 14.1.12.1 Fionavar Tapestry
 - 14.1.12.2 Tigana
- 14.1.13 Heavy Metal
 - 14.1.13.1 Taarna

- 14.1.14 Marvin Kaye, Parke Godwin
 - 14.1.14.1 The Masters of Solitude
 - 14.1.14.2 Wintermind
- 14.1.15 Ursula LeGuin
 - 14.1.15.1 The Earthsea Trilogy
 - 14.1.15.2 Tehanu
 - 14.1.15.3 The Lathe of Heaven
- 14.1.16 George R.R. Martin
 - 14.1.16.1 Dying of the Light
 - 14.1.16.2 Windhaven
 - 14.1.16.3 A Song for Lya
- 14.1.17 Patricia McKillip
 - 14.1.17.1 The Forgotten Beasts of Eld
 - 14.1.17.2 The Riddle Master series
- 14.1.18 Michael Moorcock
 - 14.1.18.1 The Eternal Champion saga
- 14.1.19 Daniel Keyes Moran
 - 14.1.19.1 Emerald Eyes
 - 14.1.19.2 The Long Run
 - 14.1.19.3 The Last Dancer
- 14.1.20 Steve Perry
 - 14.1.20.1 The Matador Trilogy
 - 14.1.20.2 The 97th Step
- 14.1.21 Frederick Pohl
 - 14.1.21.1 The Heechee annals
- 14.1.22 Wallace Stevens
 - 14.1.22.1 The Cherry Tree
 - 14.1.22.2 Thirteen Ways to Look at a Blackbird
- 14.1.23 Sting
 - 14.1.23.1 They Dance Alone (Cueco Solo)
- 14.1.24 Karl Edgar Wagner
 - 14.1.24.1 The Kane saga
- 14.1.25 Walt Whitman
 - 14.1.25.1 Song of the Open Road
- 14.1.26 W. B. Yeats
 - 14.1.26.1 The Second Coming

- 14.1.27 Roger Zelazny
 - 14.1.27.1 Chronicles of Amber
 - 14.1.27.2 Creatures of Light and Darkness
 - 14.1.27.3 Game of Blood and Dust
 - 14.1.27.4 Jack of Shadows
 - 14.1.27.5 Roadmarks
 - 14.1.27.6 The Lord of Light

- 14.1.28 [nonbinding illegible information]
 - 14.1.28.1 Palace of the Red Crystals

- 14.1.29 Sentience Q
 - 14.1.29.1 Adventures out of Drow Land: "Brave New World"

14.2 Non-fiction Overriding Objectives

- 14.2.1 Moyoto Mushasi
 - 14.2.1.1 The Book of Five Rings

- 14.2.2 Rolemaster publications (Cycle of Dance)

- 14.2.3 TSR's publications (Cycle of Dreams)
 - 14.2.3.1 1st Edition AD&D publications are known as Dust Law.
 - 14.2.3.2 2nd Edition AD&D publications are known as Blood Law.

- 14.2.4 Steve Jackson games (Cycle of History)
 - 14.2.4.1 The Fantasy Trip publications are known as Tiresias' Law, or the Laws of Elidor.

15 Immutable Personal Archetypes

15.0.1 Dreams named in 15: "Immutable Personal Archetypes" are explicitly guaranteed the ability of Crossing-in-the-mist from the Life Hutch in which they terminated their most recent Crossing-in-the-mist.

15.1 Hissarlik Nostoi Brownsheets

15.1.1 Severian (Severian Necrodemus III) invoked by Section 11.4.143 of this Book of The New Day

15.1.2 (Piscator) invoked by Section 11.4.121 of this Book of The New Day

15.1.3 Troy Ounces invoked by Section 11.4.168 of this Book of The New Day

15.1.4 Dira

15.1.5 (Luces Rojo) invoked by Section 11.4.91 of this Book of The New Day

15.1.6 Hallenrakenthaller (Hal) invoked by Section 11.4.59 of this Book of The New Day

15.1.7 Tloluvín (Roland) invoked by Section 11.4.135 of this Book of The New Day

15.1.8 Sathonys (Roland) invoked by Section 11.4.135 of this Book of The New Day

15.1.9 Nyarlathotep (Walking Dude) invoked by Section 11.4.177 of this Book of The New Day

15.1.10 Deathgod (Yama) invoked by Section 11.4.183 of this Book of The New Day

15.1.11 Waldann high-Ironjade X (God of the Open Road) invoked by Section 11.4.176 of this Book of The New Day

15.1.12 Inle-Rah (Noctua)

15.1.13 Brilliance

15.1.14 (Llewellyn ap-Owen) and subsequent archetypes

15.1.15 (Vodulus) invoked by Section 11.4.172 of this Book of The New Day

15.1.16 Hermione (Lady in the Wind) invoked by Section 11.4.62 of this Book of The New Day

15.1.17 Osho (Xcalis Regence) invoked by Section 11.4.181 of this Book of The New Day

15.1.18 (Hse Ponn)

15.1.19 Kwai Chang Kaine (Thiebaud) invoked by Section 11.4.162 of this Book of The New Day

15.1.20 Karter (Lord Kalkin) invoked by Section 11.4.89 of this Book of The New Day

15.1.21 (Redbird) invoked by Section 11.4.130 of this Book of The New Day

15.1.22 Hektor (Hektor Protector) invoked by Section 11.4.61 of this Book of The New Day

- 15.1.23 (Black Andromache) invoked by Section 11.4.11 of this Book of The New Day
- 15.1.24 Adam (Nathan Stack) invoked by Section 11.4.112 of this Book of The New Day
- 15.1.25 Remollinandore (Mewick) invoked by Section 11.4.102 of this Book of The New Day
- 15.1.26 Remollinandore (Grandfather Summer) invoked by Section 11.4.85 of this Book of The New Day
- 15.1.27 Threnody (Gypsy) invoked by Section 11.4.163 of this Book of The New Day
- 15.1.28 Eressea (Light of the World) invoked by Section 11.4.85 of this Book of The New Day
- 15.1.29 (Dara) invoked by Section 11.4.28 of this Book of The New Day
- 15.1.30 (Whitebonce) invoked by Section 11.4.178 of this Book of The New Day
- 15.1.31 (Dorian Hawkmoon)
- 15.1.32 Yama-Dharma (Deathgod) invoked by Section 11.4.183 of this Book of The New Day
- 15.1.33 Troy Ounces (Tanngrisnir) invoked by Section 11.4.157 of this Book of The New Day
- 15.1.34 Morgan la Faye
- 15.1.35 Morgan la Faye

15.2 [nonbinding illegible information] Brownsheets

- 15.2.1 Almitra Almustafa invoked by Section 11.4.3 of this Book of The New Day.
- 15.2.2 (Eressea the Far Traveller) invoked by Section 11.4.85 of this Book of The New Day.
- 15.2.3 (Sheherezade) invoked by Section 11.4.146 of this Book of The New Day.
- 15.2.4 Tanngrisnir invoked by Section 11.4.157 of this Book of The New Day.
- 15.2.5 Dhruva invoked by Section 11.4.59 of this Book of The New Day.