

TW LL-Stagecoach

Techno-Wizard Ley Line Stagecoaches (also known as "LL Coaches") work on a similar principle as the TW Ironhorse. Like the magical train, they ride along the ley line energy streams, either on the ground or in the air up to 600 feet (183 m). If physically removed from a ley line, the vehicle is powerless and effectively an ordinary stagecoach that can be drawn by horses.

Creation Stats:

Initial P.P.E. Cost: 190

Spells Needed: Constrain being (20), energy field (10), armor of Ithan (10), fly (15), levitation (5) and a few secret incantations.

Physical Requirements: The mechanical components, armor plating, and mechanical parts, plus a large rose quartz and a tectonic entity locked within the heart of the coach. The various magical constructions also keep the entity controlled, obedient and focused in its useful life as a stagecoach. It takes about 490 to 540 hours to build an LL-Stagecoach, depending on the long hours put into it and the number of people working on its construction.

Techno-Wizard Stagecoach

Model Type: Ley line driven coach

Crew: One driver and one co-pilot or defender to ride shotgun.

M.D.C. by Location

Wheels (4; large) -- 100 each

Main Body -- 200

* Complete destruction of the main body will destroy the magical construct and free the tectonic entity. Destruction of one wheel reduces speed by 50%. Destruction of two wheels reduces speed by 90% -- cannot move with one or no wheels.

Speed

Air and Ground Speed: Maximum speed of 80 mph (128.7 km) on the ground or in the air. Maximum altitude is 600 feet (183 m), but can only fly along ley lines. The LL-Coach is only mobile when on a ley line.

Water Travel: If there is a ley line present, the LL-Coach can ride atop the water at full speed! No underwater capabilities.

Range: Effectively unlimited.

Statistical Data

Height: 7-10 feet (2.1 to 3 m) tall.

Length: 15-20 feet (4.6 to 6 m) long.

Weight: 1000 pounds (450 kg).

Cargo: Can comfortably accommodate six passengers inside; 8-10 under cramped conditions and with two on the floor between the seats. Can haul up to 2 tons, including the weight of the passengers. Luggage is typically "lashed" (tied) to the top and rear of the coach where there are luggage racks.

Power System: Magical and effectively unlimited. Powered in part by the entity and the ambient P.P.E. of the ley lines.

CS Cost: 2.2 million credits; poor availability.

TW Horseless Coach

This is effectively a stagecoach that is self-propelled. In the west, the TW Horseless Coach has the body, shape and accommodations of a normal stagecoach but has an engine that is powered by magic energy. The driver, sits on top of the coach and either has a steering wheel or a pair of reins (attached to a steering mechanism) for direction and a brake "stick" for slowing, stopping and locking down the magic coach. Otherwise, the Horseless Coach responds to voice commands similar to those given to horses that pull stagecoaches. "Easy" or "Slow down" will reduce the speed of the coach 25% each time the command is given; "Whoa" will bring the coach to a stop, "Whoa" and hitting the brake stick will bring the coach to a quick stop; "Giddy up," "Go big fella," and "Yah, Yah," will increase the speed 25% each time the command is given; while "Give me all you've got, Yah!" makes the coach go as fast as possible.

Creation Stats:

Initial P.P.E. Cost: 170

Spells Needed: Constrain being (20), energy field (10), armor of Ithan (10), and a few secret incantations (like animate object).

Physical Requirements: The mechanical components, armor plating, and mechanical parts, plus a large rose quartz and a tectonic entity locked within the heart of the coach. The various magical constructions also keep the entity controlled, obedient and focused in its useful life as a stagecoach. It takes about 500 to 550 hours to build a Horseless Coach, depending on the long hours put into it and the number of people working on its construction.

Techno-Wizard Stagecoach

Model Type: Perpetual motion stagecoach

Crew: One driver and one co-pilot or defender to ride shotgun.

M.D.C. by Location

Wheels (4; large) -- 100 each

Main Body -- 200

* Complete destruction of the main body will destroy the magical construct and free the tectonic entity. Destruction of one wheel reduces speed by 50%. Destruction of two wheels reduces speed by 90% -- cannot move with one or no wheels.

Speed

Ground Speed: Maximum speed is 45 mph (72 km).

Flight: Not possible.

Water Travel: Not possible.

Range: Effectively unlimited.

Statistical Data

Height: 7-10 feet (2.1 to 3 m) tall.

Length: 15-20 feet (4.6 to 6 m) long.

Weight: 1000 pounds (450 kg).

Cargo: Can comfortably accommodate six passengers inside; 8-10 under cramped conditions and with two on the floor between the seats. Can haul up to 2 tons, including the weight of the passengers. Luggage is typically "lashed" (tied) to the top and rear of the coach where there are luggage racks.

Power System: Magical. Like the Glittermount, the horseless coach must be regularly recharged with 100 P.P.E. every four months. Without the P.P.E. recharge, the magical construct slows down; reduce speed by half. If it goes without a recharge for 10 months it will slow down to a crawl (Spd 6). Furthermore, it now needs a boost of 200 P.P.E. By 12 months it shuts down completely and needs 300 P.P.E. just to get back to half speed -- 500 P.P.E. to get back to full speed

CS Cost: 1.8 million credits; fair availability.

TW Magic Plow

Since much of the wilderness territories are inhabited by farmers, the Techno-Wizard plow is worth mentioning. This is a magical plow that can be pushed with the touch of a finger (effortless) or given a simple command to plow a field, and it will do it!

Creation Stats:

Initial P.P.E. Cost: 90

Spells Needed: Constrain being (20), energy field (10), and a few secret incantations (like animate object).

Physical Requirements: The materials and construction of the plow, plus a large green or yellow crystal. It takes about 50 hours to build a magic plow.

Plow Stats:

Weight: Typically 80-100 lbs (36 to 45 kg).

Damage: Does 2D6 S.D.C. if somebody is hit by the plow.

Effective Range: 1000 feet (305 m)

P.P.E. Cost to Charge & Recharge the Item: 10 P.P.E. or 20 I.S.P. gives the plow mobility and energy to plow 1000 square feet of land.

M.D.C. of the Plow: 50; reducing the M.D.C. to zero will destroy it.

Ground Speed: Maximum speed is 5 mph (8 km).

Flight: Not possible.

Water Travel: Not possible.

CS Cost: 60,000 credits; fair to good availability.