

ISSUE
3

A·U·S·T·R·A·L·I·A·N

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REALMS

- ★ Blood on the Rose
— AD & D Scenario.
- ★ Warhammer 40,000
— New Creatures
- ★ Master NPC Class
- ★ Mastering Rolemaster

ISSN 1031-5241

PSYCHO KILLER
SUBJECT

CONTENTS

Features

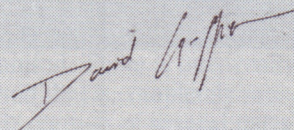
The Master	3
NPC Class for AD&D by <i>Adam East</i>	
Introduction to Roleplaying	5
For the uninformed by <i>J. Lindwithe</i>	
Blood on the Rose	7
The sequel to the White Rose from Issue 1 by <i>Mark Hendley</i>	
Australia — Gamma Style, Part II	18
An Australian setting for Gamma World by <i>Antony Bright</i>	
The Final Measure	24
War Trolls in Warhammer 40,000 by <i>M. Adler</i>	
Space Rats	27
Skaven adapted for Warhammer 40,000 by <i>Colin Tuber</i>	
Mastering Rolemaster	31
Solving some problems by <i>J. Lindwithe</i>	

Columns & Departments

Reviews	2
Survey	6
Letters	20
Monster Gallery	21
Crime File	22
News	23
Eldritch and Invincible	30

Mutation! In this frenzy of chaos and change there is a new editor. It'll take me a while to get to know my way around so please bare with me. When I look around I think I'm in an asylum. So much activity — magazines, posters, games and on top of all this, I've been given the bad news. They want me to use a computer! No! No! No! Well have I got news for them!(!?)

The magazine is now available through newspapers, so if your local doesn't get it ask them to. Until next month, may your chainsword never rust.



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WARHAMMER SIEGE

Warhammer Fantasy
Battle/40,000 Accessory by
Games Workshop
\$39.95



The book is presented in a pleasing hardback format with typically imposing cover art. As always the layout of the 142 pages is visually cluttered, with artwork and quotes scattered at random around the text of the rules. Luckily, all the important rules are collated into a twenty page pull out section, which is quite easily removed and filed, to save the binding on the book.

The first section of the book covers the conduct of a fantasy siege in some detail, including magic, siege equipment, specialised troops and a new time scaling system to cover the extended period of campaign time taken to maintain a siege. The rules are quite clearly written (when they can be gleaned from amongst the quotable quotes) and examples are provided for most of the tricky ones.

Although I only had a very brief time to play through the siege rules them-

selves, no discernible errors cropped up. The simplicity of the system ties in well with that of the main game system, which means that a fairly experienced Warhammer player can pick up the thread fairly quickly.

The second part of the work holds a similar treatment of the Siege process used in the Warhammer 40,000 game including some really nice modifications for Dreadnought armour. Again this is laid out in the same format as the 40,000 book which makes it fairly easy to assimilate for all you hardened 40K junkies.

My overall impression of the work is that it could be vastly improved as a set of rules if a lot of the 'squiggly' bits were taken out. If the whole book were to be condensed a little, and released in a soft-back format, I think that it would increase the value for money of the item. Personally, I like all the odd quotes, and funny pictures, but they really don't need to be there.

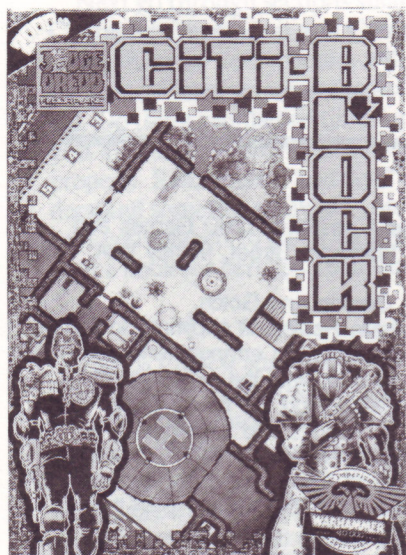
Evaluation:

Packing — 8
Content — 6
Value for Money — 5
Overall — 7

Reviewed by M.J. Wilson

CITI BLOCK

By Games Workshop
\$30.00



I've always liked floorplans and used them when I could, so when Citi-block was released I was quick to pick them up.

Though intended for Judge Dredd and Warhammer 40,000, they are readily adaptable to any science fiction RPG. The presentation of the floorplans is excellent, all eight sheets are in full colour. The four pieces of card with cut out overlays are just as good, my only gripe with them being that they have Warhammer 40,000 graffiti stamped all over

them (it isn't quite appropriate for Star Wars). The only major flaw with the floorplans is that they aren't as versatile as the fantasy floorplans produced by Games Workshop. Each sheet has walls marked on it, creating rooms that you are stuck with. An example of this is that five of the eight sheets are produced for a definite use, as in a helipad, monorail station, streets and the garden setting.

Overall they are well produced and quite useful. It seems to me that to get the versatility needed for normal game play two boxes would be needed.

Overall — 6.
Reviewed by C. Taber.

The Master

An NPC Monk Subclass

By Adam East



The Master is a subclass of the monk, specializing in accuracy and minuteness of detail, in helping to gain discipline over both body and mind. A Master requires the following minimum ability scores; Intelligence — 14, Wisdom — 13 and Dexterity — 14. Masters can be Human, Elven or Half-Elven, but the latter two races are restricted to becoming only Mind Masters (9th level) as a maximum.

Being a Monk subclass, Masters must be of a Lawful alignment, they are restricted to the same weapons and proficiencies of a Monk, and must adhere to the same restrictions on oil and poison use. Masters can however, wear leather armour and gain armour class benefits accruing from high dexterity, although they cannot use shields of any type. They attack on the same table as thieves, but in contrast to monks, gain 'to hit' and damage bonuses from a high strength ability score. Masters do not gain the half hit point per level bonus to damage that Monks do when attacking with weapons they are proficient with, but, instead gain an ability called the 'Vital Blow'.

A 'Vital Blow' represents a percentage chance, which if successfully rolled, indicates that the Master has inflicted the maximum damage possible for the type of weapon used in combat. If a vital blow is successful, there is an additional percentage chance that the vital blow will kill the target outright.

Masters do not gain open-hand damage attacks, but gain a defensive ability, simply called 'Evade'. After

initiative is determined in combat, a master may elect to Evade rather than attack for that round. When evading, a penalty is given to the attackers 'to hit' roll, and if a hit still occurs, damage is reduced by a specified amount (both listed on table II). These amounts are based on the Master's level. Evading can only be performed by a relatively unencumbered master — assume that only 350 +10/level gold piece weight of equipment can be carried or worn by an evading Master. The Evade ability can also be used against area attacks such as breath weapons.

Masters use the saving throw tables for thieves, and have the monks saving throw advantages in addition. Masters surprise, and are also surprised as monks.

Masters, although they cannot

cast spells themselves, can cast spells inscribed on scrolls. Their percentage chance to do this is listed on table III. The spell can be from any class, but the higher the level of the spell, the greater the chance of spell failure. If a 00 is rolled when determining to see if a read spell works, it automatically means a detrimental reversal of the spell has occurred to the master. The other abilities of Masters are as follow (see p 31 of the Players Handbook for references to Monk abilities).

A — as Monk's ability B (masking ESP)

B — at 4th level and greater, Masters are immune to diseases of all types.

C — as Monk's ability D (induced cataleptic state).

D — at 6th level and greater Masters can detect noises up to 30'

TABLE I

X.P.	Level	d4 Hit Dice	Title
0-2750	1	2	Brother
2751-5500	2	3	Son
5501-11,000	3	5	Father
11,001-22,000	4	6	Grand Father
22,001-45,000	5	8	Great Father
45,001-90,000	6	9	Master
90,001-135,000	7	11	Body Master
135,001-180,000	8	12	Thought Master
180,001-270,000	9	14	Mind Master
270,001-540,000	10	15	Master of Air
540,001-810,000	11	16	Master of Fire
810,001-1,080,000	12	17	Master of Earth
1,080,001-1,350,000	13	18	Master of Water
1,350,001-1,850,000	14	19	Ethereal Master
1,850,001-	15	19 + 1d10	Astral Master

distant plus 3' per level, similar to a Clairaudience spell at will.

E — a Body Master can see in his or her mind places up to 25' distant plus 4' per level, similar to a Clairvoyance spell at will.

F — as Monk's ability E (self healing).

G — as Monk's ability G (resist mind control spells).

H — Masters of the Air take only a quarter normal damage, from that caused by high winds and their missiles. Natives of the elemental plane of Air attacking Masters of the Air, do so at -4 'to hit' and -2 per die of damage. Masters of the Air can reduce their air intake, so as to be able to survive without air for as many rounds equal to their constitution score.

I — Masters of Fire take only a quarter normal damage from non-magical fires. Versus magical fires, they sustain half damage, or only a quarter if they make their saving throw which is at +4. Natives from the elemental plane of fire attack Masters of Fire at -4 to hit and -2 per die of damage.

J — Masters of Earth take only a quarter normal damage from earth-based attacks such as cave-ins, avalanches, earthquakes, etc. Natives from the elemental plane of earth attack Masters of Earth at -4 to hit and -2 per die of damage. Masters of Earth save versus petrification attacks at +5.

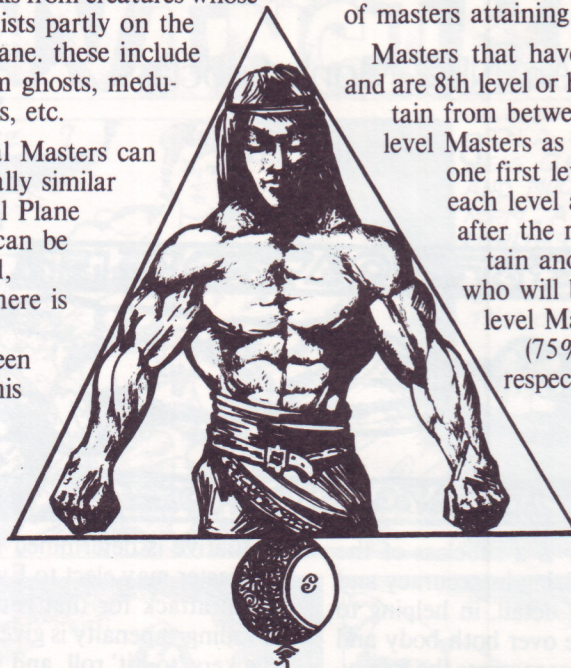
K — Masters of Water have the ability to breathe water and part water as the respective spells, twice per day. Natives from the elemental plane of water attack Masters of

Water at -4 to hit and at -2 per die of damage.

L — Ethereal Masters are not subject to attacks from creatures whose presence exists partly on the Ethereal Plane. these include attacks from ghosts, medusas, basilisks, etc.

M — Astral Masters can travel Astrally similar to an Astral Plane spell. This can be done at will, providing there is a one week break between usages of this ability.

Masters must abide by strictures



2,3 and 5 that apply to Monks. Which refer to treasure, magic items usable and hirelings. There are no restrictions though on the number of masters attaining high levels.

Masters that have monasteries, and are 8th level or higher, will obtain from between 1 to 4 first level Masters as followers, and one first level monk. For each level attained thereafter the master will obtain another follower, who will be either a 1st level Master or Monk (75%/25% chance respectively).

TABLE II

Level	Vital Blow: Kill	Att Penalty:	Dmg Adj.	Mve	Slt	Opn	Lks
1	5%	1%	-	-1	15%	15%	
2	7%	1%	-1	-1	21%	19%	
3	9%	2%	-1	-2	27%	23%	
4	11%	2%	-2	-2	33%	27%	
5	13%	3%	-2	-3	40%	32%	
6	15%	3%	-3	-3	47%	37%	
7	17%	4%	-3	-4	55%	42%	
8	19%	5%	-4	-4	62%	47%	
9	21%	6%	-5	-4	70%	52%	
10	23%	7%	-6	-4	78%	57%	
11	25%	8%	-7	-4	86%	62%	
12	27%	9%	-8	-4	94%	67%	
13	30%	10%	-9	-4	98%	72%	
14	35%	15%	-9	-5	99%	82%	
15	40%	20%	-9	-6	100%	97%	

TABLE IIIa

Level	Find/Remove Traps	Special Abilities
1	21%	-
2	26%	-
3	31%	A
4	36%	B
5	41%	C
6	46%	D
7	51%	E
8	56%	F
9	61%	G
10	66%	H
11	71%	I
12	76%	J
13	81%	K
14	86%	L
15	96%	M

TABLE IIIb

Level	Spell Level	1	2	3	4	5	6	7	8	9
1		2	-	-	-	-	-	-	-	-
2		4	1	-	-	-	-	-	-	-
3		6	3	-	-	-	-	-	-	-
4		8	5	2	-	-	-	-	-	-
5		10	7	4	1	-	-	-	-	-
6		12	9	6	3	-	-	-	-	-
7		14	11	8	5	2	-	-	-	-
8		16	13	10	7	4	1	-	-	-
9		18	15	12	9	6	3	-	-	-
10		20	17	14	11	8	5	2	-	-
11		22	19	16	13	10	7	4	1	-
12		24	21	18	15	12	9	6	3	-
13		26	23	20	17	14	11	8	5	2
14		28	25	22	19	16	13	10	7	4
15		30	30	30	30	30	30	25	25	20

Role Playing?! What is it!



By Mark Hendley

"With the distribution of Realms through news agencies this article has been written for those new to the hobby."

One question that is often asked of people who play Role-Playing Games: 'what exactly do you do?' At such questioning many gamers find it difficult to explain and for good reason. These games cannot really be summarised in one simple explanation as they have vast diversity in their types. Therefore, I shall not attempt to give an indepth discussion on all the games to be found in the stores that relate to Role-Playing. This would be an impossible task to undertake. Rather, I will explain the general concept that underlies all of these games.

So what are these games all about then?! To answer this a definition must be sought for the term Role-Playing. Breaking it down, two words emerge. The first word is 'Role'. According to the Heinemann Australian Dictionary, and what better place than a dictionary to find a definition, the word Role has two meanings: 1) the character represented by an actor in a play, film, etc; 2) A person's job or function. Of these the former is the one that relates to the games in question. The word 'Playing' refers to the game mechanism itself. If the two halves of Role-Playing are reversed then we, using the definitions above, come much closer to understanding what they are about. That is: A Role-Playing game is a game in which the players each are Playing Roles.

Each of the games that exist has a set of rules that explain how the characters that the players will 'act' out are created. In each game one of the players is called the referee, and for him/her the game is different. The referee is just that. They run the game, controlling everything that the other players, who are usually referred to just as 'the players', do not control. The referee explains the situation to the players and they each tell him/her what they will do in response.

Think of these games as movies

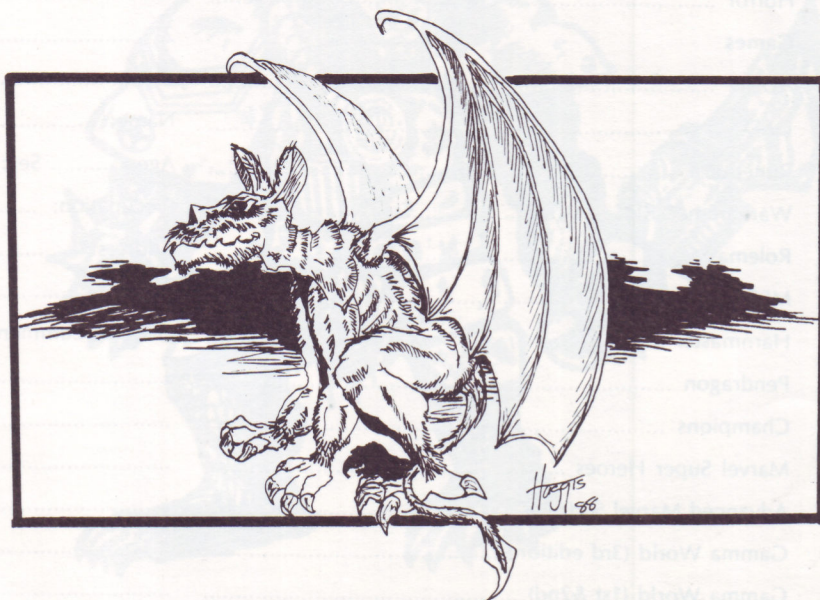
in which the players are the main cast. Instead of watching your hero on the big screen in the cinema you can BE that hero. The movie plays on the biggest screen in the world...your own imagination. Anyone in the 'movie' that does not have a player acting them out is an extra, called an NPC (Non-Player Character) in the game. All of these are acted out by the referee. This makes that job very important as the game cannot run without a referee.

One point that I would like to stress is 'how the games are played'. To begin with they DO NOT use a board like most games do. Everything that takes place does so in the minds/imaginations of the players and the referee. The referee, usually, sits on one side of a table, behind a screen. The screen does not conceal the referee, only his notes. These notes are like the plot of the movie and the players must not see them. If they did then the game would be pointless because they would know information that their characters wouldn't normally know. Imagine if Indiana Jones (From 'The Lost Ark' and 'Temple of Doom') knew who the enemy was and the secret plans showing all the traps etc. He would have completed the movies without half as much trouble. And then those movies

would have become two of the most boring on the face of the planet...Ho Humm.

From the previous few paragraphs I arrive at another point. I have used a movie as a method of helping explain. Like a movie, Role-Playing is nothing but make-believe. The players can, for the duration of the game, be people and do things that they normally (in real life) couldn't. When the movie is over you get up and walk away. Sure you remember it, and that you enjoyed it but its over. This is the same with Role-Playing Games. When the game is over it is over. Some groups stress a worry that playing such games affects a persons ability to tell the difference between: Reality and Imagination. I openly contest this point. The games are just that...games. Infact I believe that the games are a healthy way to relieve the stresses of life. Everyone needs to escape from the real world sometime. That is why we have books, movies, plays, ballets, concerts, etc. Role-Playing is just another temporary escape. More Importantly it is FUN!

To finish I present two words for those who wish to explain Role-Playing to others in a quick simple phrase. Improvised Theatre. If you don't know what that is then just ask any Drama teacher and/or actor.



READERS POLL

Rate the following topics on a scale of 0 to 10 (0 = worse, 10 = best).

The results will be published in issue 5.

This Issue

Cover	Star Wars
Reviews	Star Trek
Master NPC	Star Frontiers
Intro to Roleplaying	Traveller
Blood on the Rose	Traveller 2300
Australia-Gamma Style	MegaTraveller
Letters	Twilight 2000
Monster Gallery	Call Of Cthulhu
Crime File	Robotech
News	Top Secret/SI
The Final Measure	Top Secret
Space Rats	Warhammer Fantasy Battle
Comic	Warhammer 40 000
Mastering Rolemaster	Paranoia 2nd edition
Magazine Layout	Other
Magazine Artwork
Magazine Articles
Magazine Overall.....

Topics

Fantasy	Did you send in a survey form from issue 2	YES/NO
Science Fiction	Do you like miniatures	YES/NO
Espionage	Which was best	ISSUE 1/ISSUE 2/ISSUE 3
Horror	Where did you buy issue 3	Hobby Store/Newsagent
	List the three main games you would like to see us cover.	

Games

AD&D	1.
D&D	2.
Runequest	3.
Warhammer RPG	Name:
Rolemaster	Age: Sex:
MERP	Occupation:
Harnmaster	Address:
Pendragon
Champions	General Comments;
Marvel Super Heroes
Advanced Marvel S H
Gamma World (3rd edition)
Gamma World (1st & 2nd)



Blood on the Rose

'Victory will be mine'
'Do not be so certain, sister dearest?'
'But you fortold it to be so'
'AH! But is not Fate Fickle', Cirena replied.
'Don't play word games with me! I know enough that destiny cannot be avoided,' Irelva snapped back as she stormed out of the room. And under her breath Cirena replied, 'No! Destiny cannot be avoided. But Prophecy can be misinterpreted!'

This scenario can be played as a continuation of 'The White Rose' in Issue 1 or as a stand alone module. It is intended for 6 characters of between 6th and 8th level. Any class is suitable but a balance should be sought between the Fighting/Magic strength and a Cleric of at least 7th level is a must. Any Elvish character would also be handy.

For the DM

If this is to be run as the sequel to 'The White Rose' then operate as follows. In Section 1 read the boxed text (a) to the players then inform them that they have Awakened. They still retain all XP and Magic Items/Money that they obtained in that scenario. Any of them that died and/or took damage are now perfectly healthy. What the players don't know is that the 'Dream' is the manipulation of great and unknown forces from beyond: Fate and Destiny weaving a tragedy about their lives.

On the other hand if you aren't using this as a sequel then read, instead, the boxed text; (b). The players will awaken with the following distributed between them: +2 Shield; +3 Short Sword (NSA); 500gp silver necklace; and a +2 Ring of Protection. Technically they should receive some XP as well. I feel, however, that seeing as they didn't actually do anything they don't deserve the XP. (The Items should be Enough!).

This module is rather lengthy for a magazine publication and rather involved. I give you fair warning, therefore, read it all very carefully. It would not hurt to read it twice, paying attention to any areas of difficulty that arise. If you feel you find any critical errors within then please tell me by mail. I am eager to hear any comment, favourable or otherwise.

Before continuing, a few important notes. Do not read both descriptions in section 1. Each is the same, written from a different perspective. Paragraphs 1 and 2 above explain this. Secondly...Pay special attention to Section 8. There are several special rules concerning the running of that encounter and without careful going through, it would lose most DMs.

Also, a brief word on ability checks. Occasionally an ability check is required of a player. If you have somehow missed the emergence of the 'Ability Check' within

AD&D, it is carried out with a D20. This is rolled against the character's ability in question. If the roll is equal to or less than the ability in question then it is successful. The effects are explained where the request for the check is made. Sometimes modifiers can be applied to the roll depending upon the circumstances.

Finally, a note on the format of the module. Each section is detailed with several statistics. These are: Area Description; Area Play; Foe List; Traps and Tricks; Information Gained; Treasure; Area XP. Their functions are generally self explanatory, but a word on each is not astray.

Area Description: Read this to the players. It describes the area. Note that some areas may have more than one 'Area Description' depending upon the situation. ie: Players progressing into a large room where most of it is not immediately in plain sight.

Area Play: This is a DM only description of the general events that will occur in the room, and the order in which they will do so.

Foe List: Every Monster that might be encountered in the room is detailed here. I stress 'might'. If a creature is in a 'Foe List' it means it is a possible foe. It may well be it is a helpful encounter. Unless the players start hostilities of course. Also included with each creature is the amount of XP to be earned by a) Killing the Creature; b) Making the Creature Flee (or capturing it). Note: if Captured and then Killed (ie: not in combat) then only give 1/3 rd the Kill XP Value plus the Capture/Flee XP Value.

Traps and Tricks: Each Trap/Trick is listed separately, in the order they will probably be encountered. Also given are XP totals for a) avoiding the trick/trap entirely; b) not avoiding the trick/trap but surviving it. Note: that 'avoiding the trap entirely' doesn't mean not encountering it. Rather it means for example: disarm the trap, or work out how to get around the trick etc.

Information(Info): This explains what the players might discover within this room. It can include anything from secret doors to scrolls of helpful riddles etc. Any specific puzzles will be listed under Tricks but the in-game reward for solving such will be listed under Info.

Treasure: This is a list of Magic and Money found in the area. Each item or group of items will also include a reference as to where it is found. At the end of treasure the Total XP gained is listed.

Area XP: This is an amount, that does not include XP for monsters or treasure. It is awarded as a bonus to the party if they (in the eyes of the DM) successfully complete the room. The DM is at liberty to vary the total

based on how well, or badly, the characters completed the area.

If any of these headings are absent from a section it is because there was nothing in that area to place under that heading. ie: No 'Foe List' means no enemies were there.

Scenario Synopsis:

This scenario involves the fulfillment of an ancient prophecy foretold by the Elven Seer, Lia Talora, three thousand years ago. Any elven character that sees the name at section 1 of the module will instantly recognise it as one of the great Elven Heroines of the past. All of the characters know the non-italicised section of 'The Tale behind the Prophecy'. Read it to them when they come across the Prophecy in section 1. Beyond that they know nothing of the prophecy.

The Tale behind the Prophecy

Thirty-seven years ago, under a red moon, it is spoken, there were royal twins born to King Aramin IV of Taladan. It wasn't long before rumours had swept the land as to the Prophecy of Lia Talora. The first stanza of that prophecy was said by many to refer to these two children. The king was afraid for he too knew of the prophecy, and feared it. He would be damned if one of his children was to be DemonSpawn. The greatest mages throughout the land travelled at his behest to the Royal Citadel. There, tests were done in an effort to disprove the link between his daughters and the prophecy. It began to backfire when the Mages, mysteriously, started to die of intense and painful accidents...such as exploding on the spot. The king called an immediate halt to the investigations saying he was satisfied proof had been found. It had not! He also issued a royal decree enforcing the death penalty upon all who spoke of the prophecy within the kingdom ever again. Not surprisingly, the rumours abruptly stopped.

Six years later Cirena, the Eldest of the two identical sisters, began to have visions. After tests by the Court Practitioner, Eldiren, it was a certainty: Cirena had the Sight! Seers had not existed for over two thousand years. The king refused to believe it and hundreds were slain due to his paranoia. Three weeks later a mighty battle was heard from the Royal Citadel. Guards arrived at the scene to find the twins gone; and both Eldiren and Aramin dead beyond recovery. It was recorded that a demonic force had stolen the twins and slain the two heroes as they tried to stop it. The children have not been seen since that time.

The truth of the matter was that Aramin went mad; tried to slay the children and Eldiren stopped him. Irelva then destroyed Eldiren, healed her sister and they then left. It goes without saying that Irelva had a few abnormal abilities for a six year old as well.

By M.C. Hendley

A Brief Note on Fate and the Future

Cirena has since then developed her 'Sight' well. She is far more powerful than Irelva knows. If she wished to she could easily defeat her sister and the Death Knight Tharackian. She will not interfere though because it is fated otherwise. She has seen the future to come and bides her time waiting for it. She cannot interfere as that would be like changing the past. At least from her perspective this is so. If she was to interfere then the future would change. This change would not essentially be for the better. All of existence is connected. Therefore change any part of that and the other parts of the universe would also change. What those changes would be cannot even be guessed at by Cirena. Such is Fate and Destiny that although one might perhaps see into it they must not alter it.

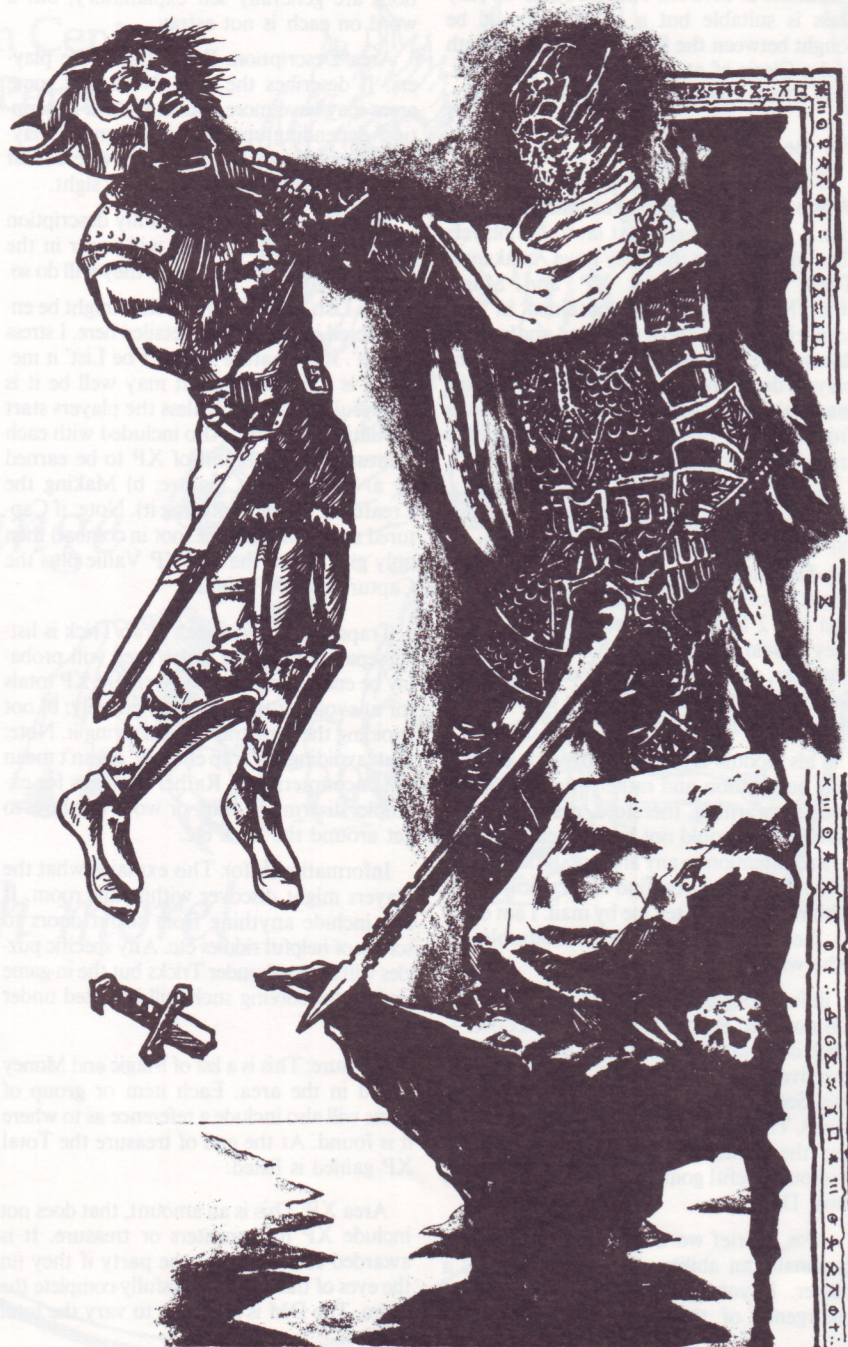
Motives of the Death Knight and Irelva

These two are plotting through an ancient ritual to fulfil their interpretation of 'The Prophecy of Lia Talora'. Tharackian is going to marry Cirena in an Unholy ceremony. This will, according to the Prophecy, enact a pact with the forces of the Netherworld and thereby enable a great god of evil to step through into the Prime Material World. You should determine this god from your own world. After Irelva fled the palace with Cirena she travelled for many years looking for power. It has taken her until now to decipher the Prophecy and then set things in motion: build the gate temple, find the spell to turn a paladin into the Death Knight Tharackian, and wait for the time of the eclipse of the sun at the temple. A brief note on the Gate Temple. This she built with the aid of her undead army. Then she sealed all of the entrances. Only one remains. That is the Wind Shaft which is needed for the ceremony. She has protected it with many magics to keep the outside world out. She has interpreted the Prophecy correctly. Cirena has had other visions as well. So it is that Irelva is well aware of the characters being on their way to try and stop her. She has therefore prepared for it, to weaken them before they get to her. She is aware that the characters will make it to the cathedral. When they arrive they will see a ritual wedding occurring. This is a fake. She intends for the true wedding to begin as soon as she has despatched the invaders. This she is confident of due to one of her sisters visions: 'The time will come. A force of weakness shall fall'. What Irelva misinterpreted was the word 'weakness'. It means 'evil', not as it might seem 'one lacking in strength'. In this Irelva is arrogant, seeing the characters as no threat. She has monitored their adventuring, having discovered their identities from her sister. I stress one point here: Irelva has done a complete study of Fate and Prophecy. She knows not to fiddle with it. This is why she did not despatch the characters when she discovered their identities. She knows they must live until the time of the ceremony. As mentioned above she is certain she will win, however. This is not after all a certainty though.

Section 1: Introduction.

(a) Groggily you sway to a sitting position. Your companions about you, likewise dazed and confused, rest against tree trunks or half-sit, like you, upon the dusty ground. Was it a Dream you wonder. But how...so real. Then you realise you have been somewhere. The memories are too real, and yet somehow dance freely around amidst your confused mind. The Hama-Dryad! We were saving the forest. This Forest! But no...this does not look, as did that evil wood, of death. It is as alive with creatures and birds as the Dreamwood was not. It is familiar yet foreign. Vaguely reminiscent of lands far away.

Your mind clears and your senses tense as you search for some hidden danger. Perhaps a user of magic who has enspelled you and your comrades. One thing for certain. Staying in the centre of this clearing in the middle of the night can't be too safe?! You stand, and along with the others, strain to detect watching eyes within the darkness. But there is nothing. Then you spring to full awareness as the clearing becomes bathed in blue/white light. A thin beam comes from the moon above and strikes the ground before your feet. The dust scatters in its presence and a silver plaque is revealed. On it, engraved in a glowing hue of red, something is written.



(b) Abruptly you awaken, sweat clawing a path down your neck and back. Breathing heavily you look about you to see your companions, likewise shaking with confusion. Fear reflects in their eyes as you swallow hard and think, uncomfortably, about the Dream. It was so real! You could feel the pain, the exhaustion. Why are your fellow adventurers also in a state like yours... trembling, sweating. Exhausted! Surely dreams cannot travel between those who are asleep. Or rather...Nightmares! No! This was no normal dream. A Spell perhaps? Or maybe...an Omen!?

The chilling memories slide into place. You were all travelling the forest road towards the village, Cal Calios, in the north. The Queen of the Forest Cirena, the Hama-Dryad, you found...dying. Her tree was being poisoned by the evil Sorceress, Irelva who was a prisoner of the forests good enchantments. To escape she was killing the forest by cutting out its heart, Cirena. So it was that you confronted the lair of the Sorceress. Passing its perilous traps you made it to its heart where you found a young woman, Princess Elidia. She said that Irelva was holding her prisoner, for a ransom. Suspicious of a trap you cast spells of detection which showed her to be good, yet still you were uneasy. You played along and followed her. She had indicated she knew where the weakness of Irelva was. The way to destroy her. You reached the edge of the forest and to be certain cast spells of detection again. She was Evil! A Vampiress!

A brief battle ensued before she teleported away. Before she left, however, she mocked you with her laughter as she explained the fools that you were, 'I was imprisoned by good. My only escape could be to be rescued by good. The Dryad was a spell...an Illusion! My creation. As was everything... all engineered to release me. Now I am free!', and one last phrase that still burns deep, 'I gift thee with your lives for your service. I suppose I'm just too generous!??'.

Yes it was more than a simple nightmare ... powerful magic is at work here. Suddenly the campsite erupts into blue/white light. A thin blue beam, emanating from the moon, spears its way downward, striking the ground in front of you. Finally our enemy is to be seen. But no!? Dust scatters in its presence and a silver plaque is revealed. On it, engraved in a glowing hue of red, something is written.

Area Play:

Give the characters the 'Prophecy of Lia Talora': [Info 1]. (Copy it onto paper only if they state they will copy it down). With a watch, or preferably a stopwatch, time them.

After two minutes pass the writing dissolves into a black acidic substance, eating away much of the plaque. Then give them [Info 2]. They may take their time in copy and/or reading that.

Trap 1:

After the Prophecy dissolves there is a blackened message engraved into the stone that the plaque was attached to. This is [Info 2]. Around it is scattered many fragments of the plaque. If any character touches the writing, or the plaque, they will take 4-40 hp of damage (½ if save). They can dilute the acid with water if they think of it. A nearby brook is perfect for such a purpose. For every standard wineskin of water used the damage potential is reduced by 5 hps. eg: After 3 wineskins the damage done will be (4-40)-15. Therefore after 8 loads the acid will be perfectly harmless. (4-40)-40.

When the acid is being doused the characters can still take damage if they don't take precautions. This is because the water will spread the acid around. Watch those feet!! Any character not taking adequate precautions must save vs Death Magic or take damage as normal.(Note: it will be diluted remember because they've just tossed the water on it).

XP/ Regarding Dilution(or otherwise obtaining the plaque fragments) = 600.
Avoiding Acid Completely(not taking damage) = 400.
Making a copy of the Prophecy = 500.

Info 1:

The Prophecy of Lia Talora (Sage and Seer of the Dawn Age)

Royal Twins be Born; Red Moon
High Demons Spawn; The Time
is Nigh

When Six they are; The Tale
Unfolds One Will See Far; The
Key She Holds

A Bride to be; Or Demons Scorn
The Shadows See; So you I Warn

Take care my friend; When Fates are Crossed
For if you Fail; All is Lost.

Info 2:

When the Sun Rises on Empty Wings;
Darkness shall Hold Sway Unless a Groom
you See through Rings; Then With Might Do
Slay

Treasure:

The plaque is made of platinum. This is obvious after a brief observation. If they players don't inspect it then only give them XP for it as though it was silver). It weights about 15 pounds.

XP/As Platinum = 1400 XP (1400 gp value).

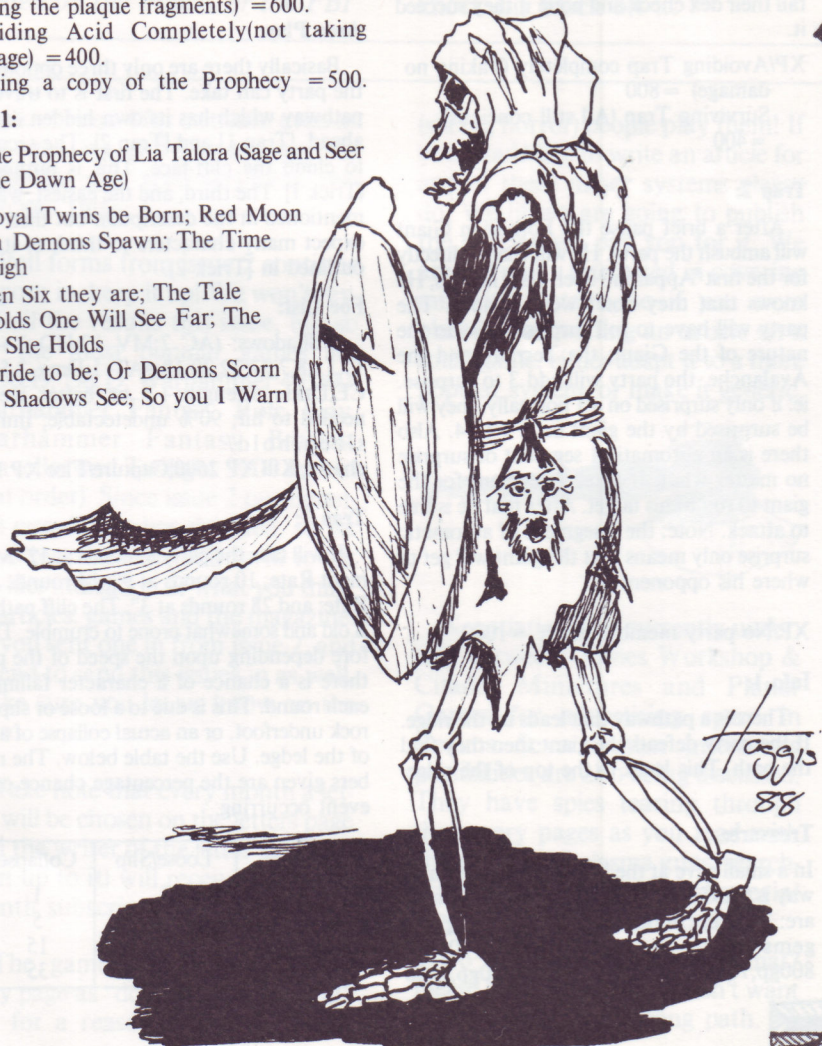
As Silver = 14 XP (280 sp value).

Area XP:

500 XP for completion without loss of life.

Section 2: The Beacon.

After having broken camp you see a dull glowing light from atop a ridge to the northwest of your position. It is an orange/red glow that seems to give the crest an evil, dangerous appearance.



Area Play:

The base of the ridge is about three hours walk, the terrain being too rugged for horses. As the party approaches it inform them they feel uneasy. When they arrive at the base proceed with [Trap 1]. Don't then immediately put them into [Trap 2]. Let them get their rest, feel at little more at ease, off guard. When the giant does attack he will go after any character that appears to be a spell user. If the party defeats the giant then they learn [Info 1].

Foe List:

Fomorian Giant: (AC 1;MV 9";HD 13+1-3;hp 92;#AT 1;Dmg 4-32; Cannot be Surprised; Surprises at +3; Kill XP 4400;Capture/Flee XP 2800);

Trap 1:

The Giant, having seen the party, releases this trap. Inform the characters that they hear a distant rumbling sound that seems to be getting louder. Count to five in your head. If the party hasn't reacted by then they incur the full wrath of the trap. The trap, you guessed it, is an avalanche. Each character must make a dexterity check. If they fail they take 4d6 damage from the rocks. If they succeed they take half. If the characters did react in time then they take half damage if they fail their dex check and none if they succeed it.

XP/Avoiding Trap completely (Taking no damage) = 800
Surviving Trap (All still conscious) = 400

Trap 2:

After a brief pause the Fomorian Giant will ambush the party. He will charge directly for the first 'Apparent' Spell User he sees, He knows that they don't wear armour. The party will have to roll surprise. Due to the nature of the Giant; the Terrain; and the Avalanche, the party will add 3 to surprise. ie: if only surprised on a 1 normally, they will be surprised by the giant on a 1 to 4. Also there is an automatic 1 segment of surprise no matter what. It takes 1 segment for the giant to run to his target. After that he is free to attack. Note: the 1 segment of automatic surprise only means that the giant will get to where his opponent is.

XP/No party member death = 1000.

Info 1:

There is a pathway that leads up the ridge. If the party defeats the giant then they find the path. This leads to the top of the ridge.

Treasure:

In a small cave at the beginning of the pathway is the Giants Lair. Its contents of worth are: 7000 cp; 4000 sp; 500 ep; 1500 gp; 19 gems (400gp, 800gp,700gp,200gp,100gp,10gp,10gp,4000

gp,1500gp,50gp,40gp,20gp,10gp,500gp,900gp,300gp,1200gp,1900gp,350gp); Necklace (4000 gp); Armguard {still attached to mouldy arm} (2500 gp); +1 Broadsword(NSA).

Total gp value = 21 475 (not inc Sword).

XP/copper = 35.
silver = 200.
electrum = 250.
gold = 1500.
gems = 12990.
Necklace = 4000.
Armguard = 2500.
Broadsword = 2000.*

* if sold, otherwise 400.

Area XP:

For the general difficulty of the encounter award the players 2000 XP.

Section 3. The Pathway.

The pathway winds its way up the side of the ridge, snakelike, tracing its invitation. In this way it forms a ledge about 5' feet wide. Besides using the pathway there is only one other way to the top of the ridge, barring magic, and that's climb the cliff-face. It's about 200 feet to the top you estimate. Walk or climb...either way will be rather exhausting.

Area Play:

Basically there are only three options that the party can take. The first is to travel the pathway which has its own hidden dangers ahead, [Trap 1] and [Trap 2]. The second is to climb the cliff-face. This is outlined in [Trick 1]. The third, and the easiest, was not mentioned in the description but then I still expect many characters to think of it. It is outlined in [Trick 2].

Foe List:

8 Shadows: (AC 7;MV 12;HD 3+3;hp 17,11,8,7,27,22,20,18;#AT 1;Dmg 2-5; AL CE;Drain strength;+1 or better weapon needed to hit; 90% undetectable; Immune sleep/hold/charm; Kill XP 2600;Capture/Flee XP 1500)

Trap 1:

It will take the party 8 rounds at 12" Movement Rate; 10 rounds at 9"; 14 rounds at 6" Rate; and 28 rounds at 3". The cliff pathway is old and somewhat prone to crumble. Therefore depending upon the speed of the party there is a chance of a character falling off each round. This is due to a loose or slippery rock underfoot, or an actual collapse of a part of the ledge. Use the table below. The numbers given are the percentage chance of the event occurring.

Speed	Loose/Slip	Collapse
3"	5	1
6"	15	5
9"	35	15
12"	65	35

Loose Slip means (1) character has slipped. Determine randomly.

Collapse means part of the ledge has crumbled. From (1-3) characters have fallen. Keep in mind that they must be adjacent. Any characters who have not passed the point of collapse must roll a Dexterity check, at -4, to do so. If they fail then they might fall. See 'To Prevent Fall'.

To Prevent Fall/

They must make a Dexterity check at -3 (subtract from roll). If they fail then they are over the edge. It is not made at -3 if it is a Collapse.

To Catch the Edge/

The faller can try to save themself. If they make a Dex check at +3 then they have caught the edge of the cliff and are hanging there.

To Catch a Falling Character/

Each character next to a faller (maximum of two) can make a dex check at +5 (add to the roll). If they make it then they have caught the faller. The catcher must then roll a Strength check at +2. If they succeed then they have pulled the faller back onto the ledge. If they fail then they have slipped. Treat as above. If both characters catch the faller then their Str Checks are made at -5 to the roll. Only one need succeed to get the faller back onto the ledge but remember whoever fails might fall.(As above).

Holding on/

For each round they spend holding onto the ledge a character must make a Strength Check at +1 cumulative per round spent there previously. Failure means they have fallen.

Dragging self back onto Ledge/

If a character must get back onto the ledge without assistance they roll a Str Check at +3. Failure means try again next round.(If they haven't fallen-see Holding On).

Roping Together/

If characters rope together falling is less likely. All characters get -5 to their roll (-2 if a Collapse). If a fall does occur then every Character who has not fallen rolls a Str Check. To these rolls add 1 per character that has fallen. A number of successes equal to the number of characters falling less one means they are okay. Each failure slips(See 'To Prevent Fall'). It is assumed characters who have fallen are held by the rope. They automatically get back onto the ledge. eg: Three characters slip over. If two, of the three, remaining characters succeed rolls the fallers are saved. Note that characters may still attempt to grab the ledge.

XP/All Characters survive the Ledge = 5000

For every 1" less than 12" that they move at = 1000

Trap 2:

For every round the characters spend on the ledge have them all roll wisdom checks at +10 to the roll. If someone succeeds then inform that person, and that person only, that they feel something is watching them. Then have that person roll an Intelligence Check (No modifiers). If they succeed then they realise that their shadow, and the shadows of the rest of the party are wrong: being cast against the cliff-face even when the sun is clouded. ie: the shadows do not decrease in strength. Note that this procedure is used in place of the standard MM I 90% undetectable method. Also note that once a character succeeds in a Wisdom check then every round after, assume they automatically succeed the Wisdom check and move straight onto the Intelligence Check.

The Shadows will wait for a character to slip. They will engage anyone who tries to help a hanging character. In addition there is a 50% chance that one shadow will hamper hanging characters. This shadow can do

so to only one character in a round. This is not counted as an attack. Roll a Strength Check for the character so hampered. Also roll for the shadow (Strength 10). If the Shadow fails then the character is safe no matter what. If the Shadow succeeds and the character fails then that character has fallen (damage = 20d6). If both the Shadow and the Character succeed then the highest roll wins.

If the characters get to the end of the ledge and they have not detected the shadows or slipped at all then the shadows will reveal themselves and attack.

XP/Discovering the Shadows intuitively = 3000

Destroying the Shadows and in doing so taking no damage = 2000

Trick 1:

If the party wishes to climb the cliff face then handle it using the rules from the DSG. It is a sheer surface with many foot-holds and

it a 200 foot climb. If you haven't got access to the DSG then merely inform the characters that it is unclimbable.

XP/Succeed in climbing to the entrance = 3000

Trick 2:

Characters may think of flying to the top, using spells or magic items. If they successfully do this, thereby avoiding the ledge and its problems, then award them the special XP award below.

When they are 200 feet up the cliff inform them that they see the end of the ledge and the entrance that is there (the source of the light). If they insist on going further up the cliff (total height 500 feet) then let them know that they begin to feel turbulence. This increases in strength as they get closer to the lip of the ridge. If they don't take the hint then incredible wind forces them down a shaft that opens at the top of the ridge. They end up in Section 5. The impact, after falling down the shaft, does 15d6 (50').

XP/Any flying to the ledge that results in the parties eventual avoidance of the ledge and its encounters = 5000

Area XP:

Success in making it to Section 4 without Death = 1000

Successful in making it to Section 4 without Injury = 2000

Section 4: The Entrance

You are at the end of the ledge and now stand before a small cave entrance that leads into the ridge. It is about 8 feet wide and beyond you can just make out a well lit room that is obviously the source of the light you saw before. Around the roughly hewn entry clings a pale green vine. Your attention is drawn away from all this, however. The light around you has vanished as the sun in the sky has disappeared behind the moon.

Area Play: The vine is harmless, just a plant. If the characters move it aside they will discover [Trick 1]. The light level is twilight due to the eclipse. This will last until the wedding is a) stopped or b) completed.

Trick 1:

Scrawled into the rock by some blunt instrument is a message. Tell the players [Info 1]. There is also a ring at the base of the vines. This is in the sub-section [Treasure].

Info 1:

The way is North...Cirena.

Treasure:

Ring of Clumsiness 1000gp

XP/If sold then: Ring of Clumsiness = 1000



Section 5: The Wind Valve.

The chamber you are now in is 50 feet square. In its centre the floor appears to be about 1 inch lower than the rest of the chamber. The eastern wall has a large wooden door that is reinforced with metal. There is a doorhandle and something is written above it. There appear to be very fine cracks in the floor forming some kind of pattern. These cracks proceed to form a 10 foot square in the centre of the floor. Four other, similar, cracks travel from the corners of the room to the corners of the sunken 10 foot section in the centre of the room. Just outside of that 10 foot section there are four facial motifs sculptured into the floor. They all are placed such that their chins point toward the centre of the chamber. Also in the centre of the room is a 10 foot square opening in the ceiling directly above the sunken section of the floor. A strong wind blows into the room from that shaft around once every 10 seconds.

Area Play:

The message above the door is not a glyph. It is a riddle that is outlined under [Info 1] and [Trick 1]. The Door is [Trap 4]. The cracks are between different sections of the floor (See [Info 2] and [Trick 1] to see their purpose). The effects of the faces are covered in [Traps 1, 2 and 3] and [Trick 1]. When/if the players eventually figure out the riddle read the boxed description in [Info 2]. The gap in the ceiling is a shaft that would appear to be 200 feet long. Sky can just be seen at the top. The wind is not fierce enough to be a major problem. Torches will be blown out but the walls have torch brackets with continual light cast upon them.

Foes List:

Basilisk, Greater: (AC 2;MV 6";HD 10;hp 55;#AT 3;Dmg 1-6/1-6/2-16; See MMII pge 15 for Specials;Surprised 1 in 6; Kill XP 3800;Capture/Flee XP 2000);

Trick 1:

The Riddle in [Info 1] refers to the motifs. Each of these can be pushed downward with a small amount of pressure. Three of them result in Traps going off. The one at the north end of the chamber is the safe one. If it is pushed then read [Info 2] to the players. Assume that they each take 3d6 damage from the fall into the centre of the room. (See [Info 2]).

XP/Figuring out the Riddle = 2000

Trap 1:

If the Eastern Motif is pushed then this Trap is set off. Flame shoots up from between the cracks in the floor. Everyone must save vs Breath Weapon. A failure means take 12d6

damage. Success means take no damage (You avoided all eight sheets of flame).

XP/Individually give 1000 to each character who avoids damage.

Trap 2:

The Western Motif activates the Greater Basilisk. If it is pushed in the the basilisk appears (magically teleported) in the room. It is blocking the entrance. Add one to the partys chance to be surprised.

Trap 3:

This is both the most elaborate and subtle of the traps. It is set off if the southern motif is pushed. When that happens a door will appear on the southern wall (As though it had been magically concealed). It is infact an a real door. On the door is written [Info 3]. Any character who enters the illusionary room beyond will fall 200 feet. If you look at the map you will see why. Note that even when revealed from the room side the door will still not be visible from the outside (the ledge). If the characters figure out that it should open onto the ledge then give them all saving throws at +4 to the roll. If they investigate further by probing that rooms floor without entering then they can save at +8 to the roll. The fall will do 20d6. If a character enters the illusionary room while another character is on the ledge outside then the latter will see the former walk through the wall and towards the edge (probably over unless the other character takes quick action as the former cannot see anyone on the ledge).

XP/For avoiding the illusion (figuring it out) = 4000

Trap 4:

This trap is linked to the door inside the room on the eastern wall. Any character who opens it will be facing a Mirror of Opposition. Their opposite will automatically appear. It will be exactly the same as them in all abilities and items (all will disappear upon destruction of the being). All other characters in the room must save vs Petr/Poly. Whoever fails has glanced at the mirror and their duplicate will also appear. The DM is free to make decisions here regarding the position of characters to the mirror. ie: if someone else is preparing to cast a spell through the doorway then they won't get a saving throw either. Do note that unless the characters are very careful they could become extremely confused with duplicates running around. The duplicates will automatically know each other and hence not attack one another. If the Mirror is shattered the duplicates will vanish in 4 rounds. Anyone attempting to shatter the mirror must save vs Petr/Poly or another duplicate will arrive just before the mirror breaks. It takes 3 hps damage to break mirror.

Special Note: If the door is not closed other duplicates may be created. Each character

must save again. Failure equals another duplicate. This must be done for each round the door remains open. Any character who attempts to close the door will have to save as above (for breaking the mirror). There is a 10% chance that one of the Duplicates will attempt to open the door each round.

XP/Each duplicate Killed = 1200
Each time Door Closed = 500
Shattering Mirror = 4000

Info 1:

Of the eight points only one is True.

Info 2:

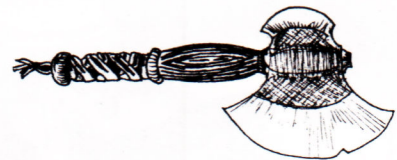
Suddenly the purpose of the cracks is apparent. The centre of the room begins to descend swiftly. As it does so the rest of the floor slopes inward toward the centre. You all slide and fall into that area, which now is a pit. Falling into it your travel about 20 feet and land onto the 10 foot square section that is descending. It all occurs so quickly that you haven't time to react effectively. The next you know you are travelling downward. Above you a shaft grows as you sink further into the depths, rock walls passing you on your journey, screaming as they rub against the block you are on. Then you come to a sudden halt.

Info 3:

The Room of Death!

Area XP:

Getting down to Section 6 without setting off other traps = 4000
Getting down to Section 6 = 1000



Section 6: The Intersection.

The 10 foot square block you are on is about 3 feet above the ground of four surrounding passages. One goes off in each direction. The wind is now tearing about you making even standing difficult. It is no longer once every 10 seconds. Now it is continuous. It races off down the four passages and about you. The tunnels appear to be lit by continual light spells. These are cast upon metal torch brackets fastened into the rock. They each go for about 40 feet then end. The floor in the last 5 feet of each tunnel is absent and it is to these holes that the wind races. Before each hole stands an eight foot being clad in blue full plate and wearing a two-handed sword. None of them is making any motion toward you.

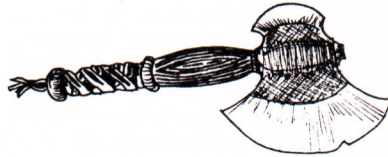
Area Play:

Only one section is used for each of the trick sub-sections: [Trick 1, 2 and 3]. These are, however, used for all four tunnels in exactly the same way. The opponents make no motion until someone is within 10 feet of them. As soon as that is met the opponent in question draw its two-handed sword and proceeds to fight. They defend the floor holes and will not leave them. As soon as all characters are out of the 10 foot range they revert to their immobile status. The Magic Resistance of these creatures has a 35 foot radius of negation. They are 10 feet in front of the holes. ie: characters will activate them when half way down the tunnels.

Foe List:

4 Guardians: (AC 1;MV na;HD 10;hp 60;#

AT 3;Dmg 1-10/1-10/1-10; Magic Res 100%;Only Hit by Magic Weapons; Kill XP 4500;Capture/Flee XP na)



Trick 1:

If the characters move down the tunnels inform them that the strength of the wind is increasing. If they still continue have a few of them blown over to stress the hint. Their robes and/or clothing flutters towards the

openings in the floor at the end of the tunnels. The characters will begin to feel themselves being pulled towards the holes. If they proceed any further then handle the combat with the rules of [Trick 2]. If they secure themselves to the metal torch brackets with rope or otherwise satisfy you that they are held tightly from being sucked down the holes then handle the combat under the rules of [Trick 3]. Note also that any missile weapon will be ineffective due to the turbulence of the gale. The Guardians cannot be knocked backwards as they are too heavy. As soon as a Guardian is destroyed the wind down its tunnel stops as its sphere of Magic Resistance stops...returning a previously cast Wall of Force. This wall pushes all within the intersection area into the tunnel it cuts off. Any character unlucky enough to be in another tunnel is stuck. They must fight the guardian of that tunnel to get out through that tunnels hole.

XP/Determining how to attack them without being sucked down = 3000



Trick 2:

For every round of combat each character involved must roll a Strength Check at +10 to the roll. If they fail then they have been blown off their feet towards the hole. They will move 5 feet closer every round until someone can get a rope or something to them. They start about 15 feet from the hole so it will take them 3 rounds to get to there. If they get to the hole then count them as dead (sucked through).

XP/Succeeding without loss of life!
= 4000
Succeeding otherwise = 1000

Trick 3:

The following are modifications to the characters combat abilities due to the situation. No Dexterity Bonus counts because the combatants are almost held to the spot at the end of the ropes due to the wind. All combatants, including the guardian, are at -2 to hit due to the turbulence.

XP/Succeeding without loss of life = 7000
Succeeding otherwise = 4000

Treasure:

The Guardians swords are finely crafted gem encrusted blades worth 4000gp.

XP/4000 each blade sold.

Area XP:

No Deaths in the entire area = 1000

Section 7: The Chimneys

The Chimney goes 20 feet down at which point it seems to open into a large and well lit area. A Howling sound comes from below, this you assume is the sound of the other still active chimneys. There is also a faint chanting sound that is going over some kind of Ritual Speech. There appears to be a stone column attached to the ceiling of the chamber below, just next to the opening of the chimney. There seems to be a few chains hanging, from the ceiling of the chamber below, with metal rings attached to their unfixend.



Area Play:

The only point of interest about this area is how the PCs are going to get down the chimney. It is 5 feet by 10 feet, and as mentioned above 20 feet deep at which point it opens to section 8. The main methods to do this are covered in [Trick 1]. Any character who falls will take 20d6 (The chamber below is 100 feet tall). If your players use any other method then judge whether it is sensible and act based on that judgement. If any thief wishes to climb down, the walls of the chimney are 'Very Smooth-Few Cracks & Non-Slippery'. See page 19 of the DMG for more information.

Trick 1:

Simply put: let the players get in without difficulty. If the characters think of an intelligent method, such as rope or magic, then allow them to without needing to roll or anything. Getting into Section 8 should not be overly difficult. The encounter inside is bad enough. As soon as a character can see the chamber below, read its description at the start of Section 8. Note that some material from this Section and Section 8 overlaps as characters move from one to the other. Read both of these Sections thoroughly and you will not have any problems. Note: characters can climb down to 'Part (a)' of Section 8. This is marked on the map as well.

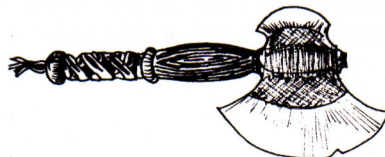
Area XP:

Characters use 'Intelligent' Method in getting down the chimney = 1000

Section 8: The Cathedral.

Around you, a vast cavern stretches into the distance. Glistening Marble reflects a dark, eerie, green light that

shines from the centre of the cathedral. It is difficult to see well as there are thousands of bats flying around and a fairly strong wind blowing. There you see a huge square column of stone connecting ceiling to floor. Midway up its length a likewise carved platform juts out. It is circular and you can see several figures on it, in some sort of ritual...perhaps likened to a wedding. They have not seemed to notice you: Yet! Above them the source of the green light, a glowing cloud, spins around the column. It seems as though some kind of huge being is half-way materialised within. There are also four other columns in the room. They are circular and join to the ceiling just next to the four holes to the wind-tunnels above. Like the central column, they have platforms attached. These are closer to the ceiling, however, one being only a few feet below you. From the tunnels that you haven't disabled winds spew forth into the cavern where they quickly travel to join the green cyclonic mass in the centre. Between you and the central column thousands of chains, varied in length, hang from the ceiling, where they are fixed. At their other end a huge metal ring is attached. It is through these that you see the figures on the central platform. Many of the bats are flying around and into the emerald mass. Others are hanging from some of the rings. They seem to be preoccupied with flying into the emerald mass from which none reappear. They make spell casting and movement difficult.



Area Play:

This can be a complex area to run unless you look at the maps when you first read it. These should provide a visual sense of the room and where all of its contents are in relation to each other. The wedding that the players see is a fake. Irelva is simply waiting so as to be able to kill the players, as she believes she is fated to do. Then she will continue with the real wedding ritual before the eclipse is gone. Missile weapons and spell casting are affected as explained in [Trick 1]. The players would normally find it simple enough to cross via the rings as these are fairly densely packed. However, see [Trick 1] for the effects of the wind and the bats. When the players get to the central platform refer to [Trap 1] for the outline of the battle there. There are two alternate endings for this scenario. These are written up under [Info 1 and Info 2]. Note that they are optional and do not have to be used: this is especially true of the second one. It is supplied in case of

Major Prophecy Death. ie: the prophecy is not going to come true! Ahhh! This will only occur in the event that the players have or are about to die. Irelva's spell books and Magic Items are under [Info 3]. Those spells with number in brackets are those in her memory (The number being the number of times memorized).



Foe List:

1 Death Knight: Tharackian (AC 0;MV 12";HD 9;hp 83;#AT 1;Dmg 8-17; Fear 5' Rad;Wall of Ice at Will; innate detect magic and invis; Gate Demons; Dispel Magic 2/day;Any Power Word 1/day; Symbol pain/fear 1/day;20 HD fireball 1/day; All magic abilities at 20th level; 75% Magic Res; 11 or less and spell reflects; THACO 8; Sword of Wounding being used; Kill XP 5000;Capture/Flee XP 3000)

15000+ Bats: (AC 8;MV 1"/24"(MC:B);HD 1-2 points;hp 1;#AT 1;Dmg 1; Kill XP Forget it;Capture/Flee XP ?!)

1 Alu-Demon: Irelva (AC -3;MV 12"/12"(MC:C);HD 6+6 (+12 con bonus);hp 57; #AT 1;Dmg See [Info 3];+1 or better weapon(or cold wrought iron) to hit; Magic Res 30%;intrinsic abilities (once/round 3 times/day) = charm person; ESP;shapechange to humanoid;suggestion; Dimension Door 1/day 240 feet;all intrinsic abilities at 12th level;touch drains 1-8 points and gives her 1-4 points healing;10th level Magic User = spell book and Magic Items under [Info 4];Kill XP 4850; Capture/Flee XP 3500)

1 20th MU: Cirena (These stats are Irrelevant for the purpose of the this scenario. See the [Info] sections below for her actions and what results from them)

Trick 1:

The wind combined with the bats will have a profound effect on all spell casting and use of missiles. These have a flat 90% chance of either failing to reach their target or being miscast. This is until the characters get onto the central platform. Once there, the interference stops(the eye of the storm). Getting there will via the rings will not be very easy however. Or at least you should give the players the idea it won't be. ie: have them roll dex checks(As many or as few as you wish). Ignore the roll though! Those who fail do not fall: read [Info 4] to them instead.

Trap 1:

As soon as the players are on the platform read [Info 5] to them. Then when you feel

that the players are near victory over the Death Knight read the text of [Info 6]. The rest of the combat takes place normally with only the following special rules in place: Any combatant who goes over the edge of the platform IS DEAD! Simple! Unless they can manage to cast a spell (don't forget all of those bats and the wind) or if they have a magic item that can save them. Note that once on the bottom of the cavern the player will be

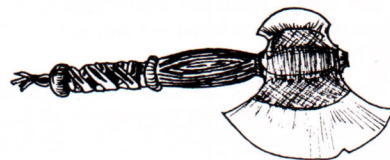
able to cast a spell, if still alive, as neither the bats nor the wind have an influence at that depth. You may also wish to determine the effect of 15 000 bats worth of guano. Wouldn't that be a horrible place to drown. (For the uninitiated that means Batshit!! I would say it would exist to at least a depth of 5 or 6 feet). The Death Knight will engage the players and not go near Cirena. Nor will he use his Gate Ability due to his proximity to the 'Emerald Gate' (The one that is building up on bat power for the ceremony later. It interferes to much. His Fireball he will save until desperate releasing it on himself as well (Remember his Magic Resistance! And no the spell can not bounce back at himself!)).

XP/If the Party Gets the outcome of [Info 1] = 12 000



Info 1: This is if the Players Win.

Suddenly the entire cavern begins to shake violently. Below you cathedral floor slowly begins to show huge crevices: Lava ebbing outward. Rubble collapses from the ceiling above. Your fate seems sealed. A book falls from the pedestal in the centre of the open platform. You turn to see at the last minute a shadowy outline of Cirena, glowing softly in blue. Her aura extends to cover you all giving you a feeling of great power and good and protecting you from the collapsing world around you. She speaks, 'The prophecy has been fulfilled. Fate is satisfied. For your service she rewards you well. You are hereby blessed for a year and a day. In that time you shall always do maximum damage in all attacks and have maximum effect with all spells used. Use that gift wisely and protect the innocent of this world'. Then she fades away. The blue aura about you turns clear...though you know that it is still there. Then the cavern slowly vanishes. Next you stand at a few miles away from the base of the ridge: Lava spilling forth from its top. Next to you is a mound of treasure.



Info 2:

And if they don't succeed. (Only if they are having LOTS!! of trouble beating the Death Knight)

You fear that all is lost. This you know will be your last battle. The Seer Cirena appears exhausted as does Irelva. Your comrades about you lay dead and dying, the cause is lost. Yet Cirena Smiles...why! Then she stops her fighting...as though waiting. Irelva, glad for rest, looks confused. Then the cavern thunders around you, its floor cracking agape as lava oozes through. Rock tumbles downward from above. A large boulder crushes the death knight's body. The Gate Temple will be destroyed! By Nature! Luck! Fate? Cirena turns to you, 'Go now. Unlike most you may have some true control over your destiny. Step through this gate and be free or stay here and die. The choice is yours'. Before you appears a circular, glowing oval of golden hue. Hovering, the dimensional gate awaits. Suddenly Irelva leaps towards Cirena in a furious rage, 'I shall not be denied!', both fly over the edge towards doom's open jaw below. Strangely, Cirena seemed to know her destiny was near, a placid look of benign acceptance upon her face.

Info 3:

Irelva's Spell Books and Magic Items.
1st/(1) Push; (1) Shocking Grasp; (1) Prot from Good; (1) Magic Missile; Read

Magic; Burning Hands; Identify; Message; Sleep; Write; Alarm

2nd/(1) Darkness 15' Radius; (1) ESP; (1) Flaming Sphere; (1) Invisibility; Ray of Enfeeblement; Audible Glamour; Forget; Know Alignment; Scare; Web; Bind

3rd/(2) Lightning Bolt; (1) Fly; Blink; Dispel Magic; Phantasmal Force; Slow; Hold Person

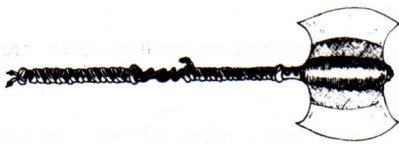
4th/(1) Confusion; (1) Polymorph Other; Remove Curse; Fire Trap

5th/(1) Feeblemind; (1) Cone of Cold; Teleport; Cloudkill; Corrupt*

*This is a new spell. It is powerful but can only be used by evil characters. Infact good would not want to use it. It is basically a spell that makes the target agree to a pact with demonic forces (and go through with it). If they fail a saving throw then they will agree. The ritual required can then be used. This was used to create the Death Knight Tharackian who was once a LG paladin who fell from grace. The specific details of the spell are up to you.

Her Magic Items are Bracers AC4; +2 Cloak of Prot; Ioun Stone +1 Int; and a Staff of ThunderBolts.

The Staff is what she uses in hand to hand combat. For its details see page 95 of Unearthed Arcana.



Info 4:

Your grip slips and you start to fall. You have an overwhelming feeling of good. As though some greater force has reached out and saved you from what once was surely certain death. Your balance has returned as though you'd never started to slip.

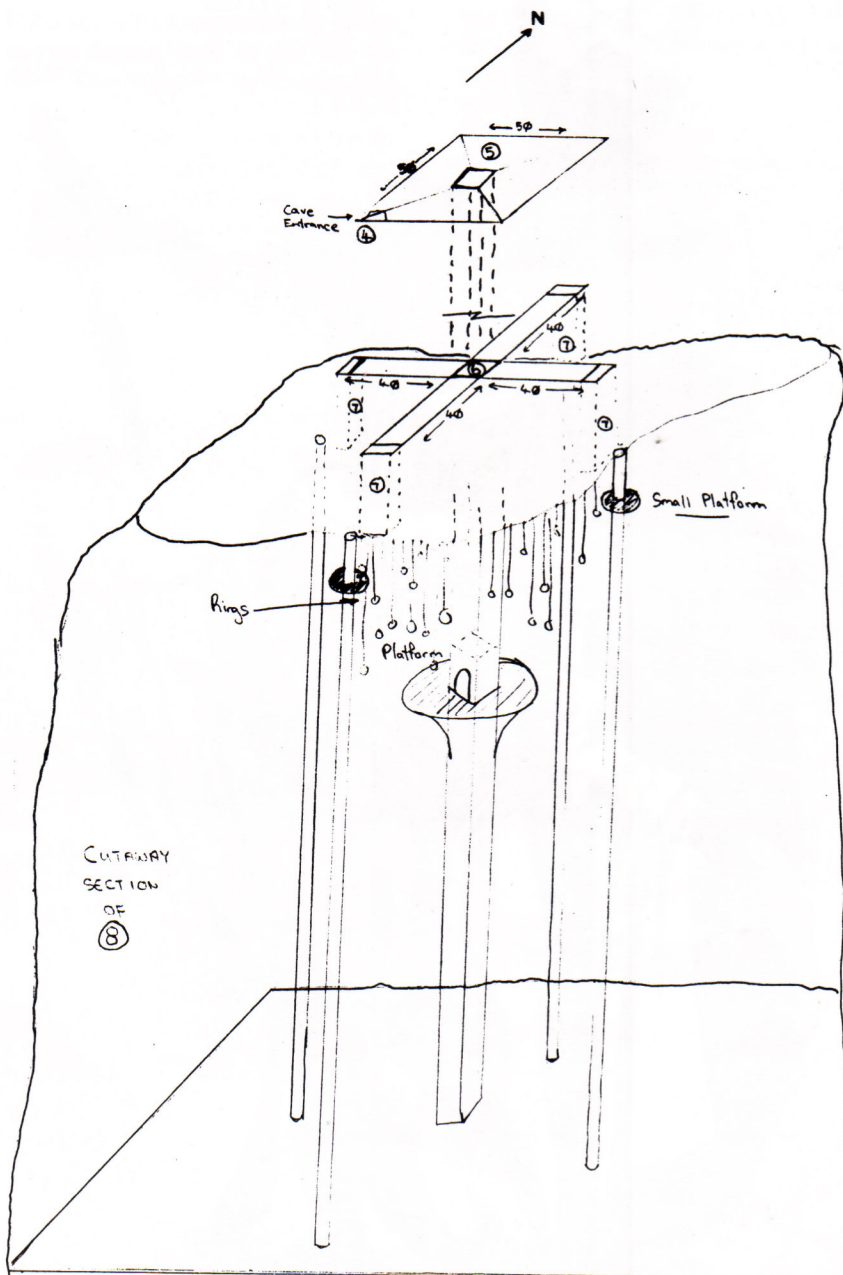
Info 5:

You can now see the platform closer. It is peaceful here. The square column passing through it is hollowed to a small chapel-like alcove in its centre. This is to a height of about 15 feet. The width of the platform around the edge is roughly 10 feet. The solid sides of the alcove are roughly hewn, inside and out, giving a cliff-face look. A blood red carpet goes ahead of you into the alcove. There you see the back view of a couple, arm in arm. One is in a black wedding dress, the other, taller being, in a grey garment, rotting in many parts. Before you can act the tall being pushes the feminine form aside, to the ground. This reveals the priestess who stands behind a small pedestal in the centre of the

area. The grey being turns to reveal itself as well. It is a dark figure, skeletal and rotting. Slowly it draws its blade and awaits your action. The female behind the pedestal looks identical to the woman of the floor. She smiles and then mockingly greets you, 'Welcome to your Deathday Party. I apologise for not telling you it was formal wear', her look becomes more serious, 'Foolish mortals. My sister's prophetic ability informed me years ago of your coming here this day. She also informed me that I would be the victor. Forgive me if I treat this battle somewhat flipantly!', her arms begin the motion of spell weaving, when her sister stands, 'Wrong Irelva'. She pauses, then, 'What do you mean...Wrong! I was there when you were

in the trance. You said...word for word "The time will come. A force of weakness shall fall", I heard you!'. Cirena calmly returns her sisters stare, then after brushing off her dress, 'That force of weakness is not these people. Your arrogance precedes you! The weakness refers to Evil! For that is a being's greatest weakness...its potential for evil!'. Then the air between the two flares into a myriad of colours before your eyes. A magical barrier surrounds the pair, locking them into the grips of mortal combat. The Death Knight moves to engage you. The battle is begun!

DMs Note/ none of the players can affect either of the twins. The magical barrier acting as a superior wall of force.



Info 6:

You sense the Death Knight weakening. His second death nearing closer. Then behind him there is a large flash of light and a thunderous sound. You glance across to see Irelva striking Cirena a great blow with a staff, knocking her down. Blue Lightning dancing along the shaft of the wood burning a arc across Cirena's Body. Irelva then allows the dazed Cirena to stand and ties her arms to her body, 'I will now dispose of those irritating pests! Then we shall have a wedding! You of all people should know, Cirena, destiny cannot be denied!'. Cirena smiles calmly, 'I know!'. Then a bat that has strayed from its course flies between the twins. The moment of confusion and surprise that it creates makes Cirena move one step too far backwards. She gently falls over the rim of the platform towards her certain death.

'NO!', the horror on Irelva's face clearly visible, 'Now! You all die!'

Treasure:

The following is in the mound of treasure the party will find next to them after they

are teleported out of the Cathedral.

2 Small Chests containing 5000gp worth of assorted gems each. Irelva's Spellbook...Note that it is Firetrapped. Irelva's Staff. Tharackians Sword. One Small, Slightly Crushed White Rose. On it is a Single Red Drop of Blood. (This rose will grant ONE wish to the first to pick it up).

XP/Gems = 10 000

Spellbook = 99 000 (if sold) and 49500 (if kept. See pge 79 UA)

Staff = 40 000 (if sold) and 8000 (if kept)

Sword = 22 000 (if sold) and 4400 (if kept)

Rose = 4000 (if used)

Area XP:

If PCs complete without loss of life = 12 000

That Ends The Saga of The Rose.

'A servant in the city Tiren, in Taladan, was in the market square one day, shopping for household supplies. He was surprised

when he glanced up to see the beautiful Lady Destiny, pointing her hand of death at him. He raced home to his master, white with fear. His master exclaimed.

'Kalrin, whatever is the matter!'

The servant replied, 'I was in the square and Destiny marked me for death I am sure! Please, I must be away from this town before it's too late.'

The master, being kind, and fully believing his long-trusted retainer, gave him the fastest steed of his stable. The servant was away.

The merchant then went down to the square, found Destiny, and confronted her, 'Fairest Damsel, why did you point your hand at my faithful servant?'

She replied, 'Dear sir? I was merely surprised to see him here in this square. I was almost certain I had an appointment with him in the Town of Evenstar this very evening.

A Joke told by the Seer Lia Talora at the royal wedding feast of King Aramin I. Circa 3742 D.Age

TACTICS

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AUSTRALIA

GAMMA STYLE PART II

by A. Bright & C. Taber

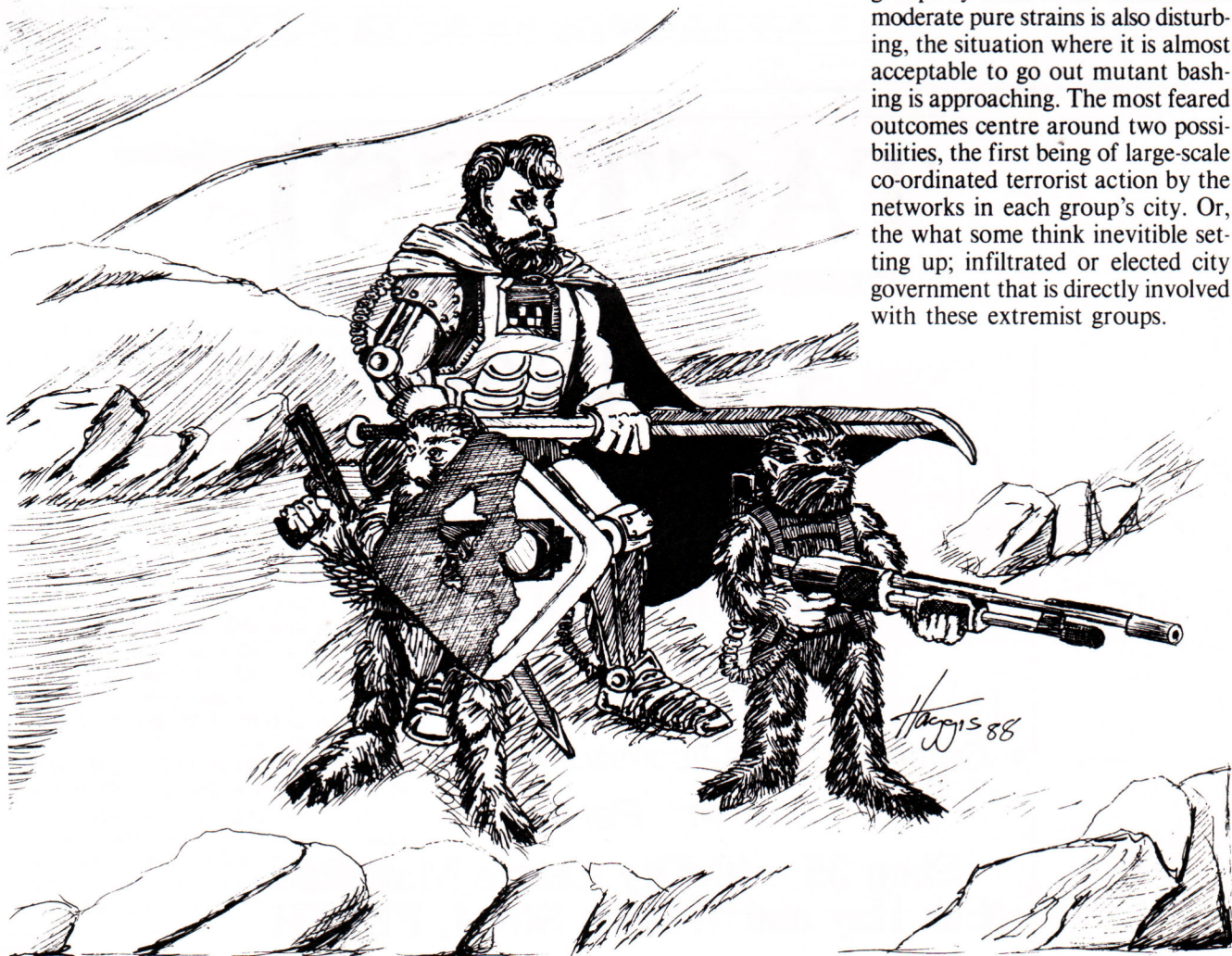
The dust laden wind blows across Australia reverently as the cities of the ancients stand silent, testimony to their greatness and their tragic past. The new society in Austalia, emerging from the ruins of the old averages as tech level II/III. The equivalent of 19th century England, in the midst of the first of the industrial revolutions. But amongst this chilled and tensioned society are cities of hope, the cities of the Torrens Sea.

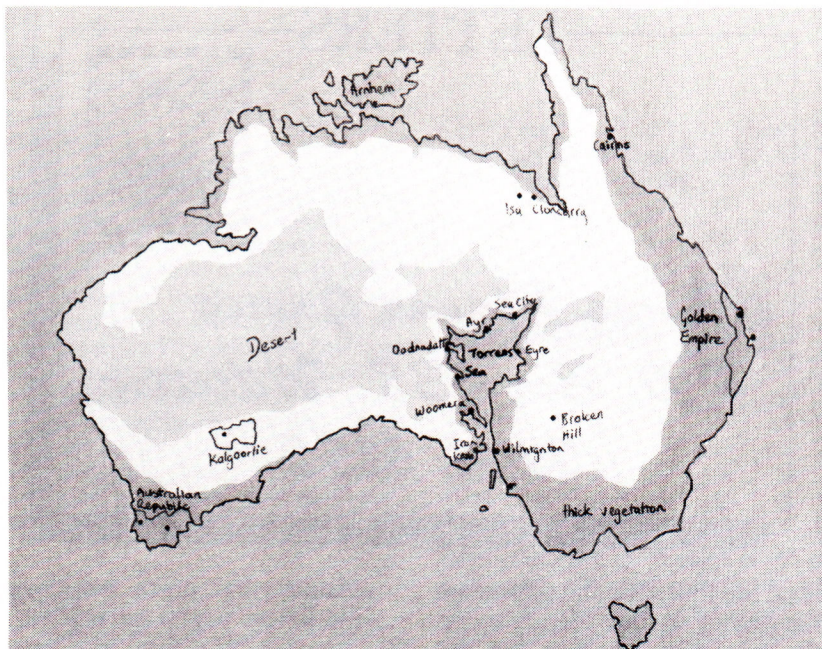
Life is easy on the Torrens Sea, the new sea brings food in the forms of fish, farmed crops and stock. Apart from the Golden Empire and Kalgoorlie, the Torrens Sea area is the only area that can be called "civilised". It is this area that the future of Australia will be decided, al-

ready alliances are being sought, and the lines of war drawn. All the cities on the Torrens Sea are in a loose alliance at the moment, readying themselves to repel the crusaders who are preparing to gain a foot hold.

The crusaders aim is to gain access to the Torrens Sea, then enabling them to have access to every city on the sea shore, by the very sea itself. This will give them unlimited opportunities for plunder until they can fully prepare themselves for an attack on the major cities of the sea. They plan on taking them one by one. Their base being presently at Mount Isa.

The immediate threat to the cities of the sea does not alarm it. It is the knowledge that the crusaders must have inside help, for the crusaders to even consider such an attack which casts shadows on the situation. Some of the cities have core groups of pure strains who can't and won't accept the mutants, these people are shunned by most of their city's population. But the two frightening facts are that not everyone is prepared to ignore them, and in some cities the problem is worse than even the most pessimistic city authority thinks. These organisations and societies are slowly expanding their power base and networks of informants are being uncovered spreading over the entire sea area. Gradual acceptance of the groups by some of the mainstream moderate pure strains is also disturbing, the situation where it is almost acceptable to go out mutant bashing is approaching. The most feared outcomes centre around two possibilities, the first being of large-scale co-ordinated terrorist action by the networks in each group's city. Or, the what some think inevitable setting up; infiltrated or elected city government that is directly involved with these extremist groups.





These events are yet to happen though. They are recognised as possible by some, and are being prepared against. An eventual clash is inevitable, the mainstream just hope not to be caught unprepared.

CRYPTICS IN AUSTRALIA

Cryptic alliances in Australia are not as common or powerful as in North America. The only powerful cryptic in Australia is Red Death, this is also in North America.

Instead of cryptics, Australia has many varied secret societies, most tied up in something illegal (usually to generate revenue). A prime example of a secret society is any of the crusader allied groups of pure strains spread throughout the cities on the Torrens sea. The crusaders being a combination of a secret society and an Australian version of the American cryptic of 'The Knights of Genetic Purity'.

THE AUSTRALIAN CLIMATE

The most notable is the increase in rainfall, and now the gradual change across the plains of Australia caused by this. The deserts slowly fall back, as vegetation (and not just salt scrub) move back to claim the land that thousands of years ago was theirs.

Some areas of south-eastern Australia are ruled by a tyrant. The tyrant is relatively unknown outside of the area, but is rumoured to be cruel and truly twisted. He apparently has a very strong mind control mutation, this being his only one.

THE OLD CITIES OF THE ANCIENTS

It is important to remember that most of the coastal cities or military installations have been destroyed and submerged by the rising sea level. Due to this it is not possible to adventure in, or visit these coastal cities, so any thought by players along the lines like "Lets go to the MCG!" should be quickly decimated and shoved into an early grave.

Preferably before players start to grow attached to the idea and Australia are endless moors, islands and swamps. While the republics old capital of Canberra is an arid frozen waste for much of every year. No longer do the temperatures soar in summer, instead they plunge in winter. This causing greater hardship and suffering amongst all of the survivors. It is rumoured that somewhere in the south east, but north of the moors, a great iron city is courage its' evolution. Action by the referee of a high reaction speed will remove such ideas, though they can be turned into very interesting adventures. If the players are truly intrigued by what's left of their home city, then perhaps, if they can get a waterproof transport that can submerge they can check it out.

What they could be confronted by could be a populated city under the sea, populated by human water breathing mutants. Or perhaps the city had survivors, who built a network of domes, and then pumped out the sea water. These are just ideas if your stuck for some. In any case, in such a campaign setting it would not be hard to think up either a scenario or an epic campaign that could decide the future of Australia.



Every month a "best" letter will be chosen, and the writer will receive a free six month subscription (or six month extension if they have already subscribed).

*Sue Isle,
Bentley W.A.*

Interesting mag. I especially like the artwork. Needs a bit of work on the grammar and spelling in some areas, but a good first issue nonetheless.

I thought the best bit was the Gamma World article. I haven't played the game, but this was an interesting bit of writing. I think you should have the names of the authors on all the work, even if it's the editors. Anyway, whoever did it, well done.

Regards that Antony Bright story...sorry to be negative, but that was pathetic. I've seen fan stories that were stacks better than that. Did you actually pay this guy? It violated most of the rules of good writing; basically it seemed a How Not To.

General layout was well done, clear and easy to read. I'll be watching to see if you get past the crucial fourth issue — at which point two other Australian mags have folded in the last year.

We welcome your comments, both positive and negative. But to be fair we think you have taken Antony's story in the wrong context. It was a piece of light hearted fiction, it was not intended and was not written to be a literary great. Especially seeing as he wrote the Gamma World article that you liked so much.

*D. Manners,
Geelong Victoria*

When I saw your magazine I quickly bought it, being very surprised to find a roleplaying magazine at the newsagents. After reading it I was glad that I hadn't paid \$4.95 each for the mags. Don't get me wrong, it was good, but not great. I play AD&D, but I also play some of the other popular games like Warhammer 40,000 and Rolemaster.

If you mean to continue, your going to have to cover other games, surely you realise this. I just

LETTERS



*c/o Planar Games
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W.A. 6155.*

hope for your sake and Australian roleplaying (I think you are a worthy representative of it) that you change your format so as to cover some of the other popular games.

As you can see we have changed our format. Straight from issue 1 we have had people saying we were good, and people saying we were bad. We realised a change was needed, and plans have been made since. Unfortunately, issue 2 was going through typesetting at this time and missed out. So if you like the changes in this issue, that's great, but we need articles from you to keep us covering the games you want us to cover.

*P. Anderson,
Liverpool NSW*

Right! The article about the Clergy in Call of Cthulhu was great, but I must insist there is one error. This is, due to the blind faith shown by priests and their followers. I think they should get a bonus to sanity. In my group I allow a 10% increase on what their sanity should be. So if a player rolled up a priest with a sanity of 70, after the bonus his sanity would be 77.

A similar idea was thrown around by Antony Bright and Colin Taber, but eventually it was agreed that no bonus would apply. If you want to play with it, that's fine. Remember it is variety and

opinions that make roleplaying (and letters pages) interesting.

*A. Hurlbrink,
Duncraig W.A.*

I must admit that at first I wasn't too enthusiastic about the magazine. However, after reading the various articles in both magazines, I began to really appreciate the work that has gone into the production of it. The artwork may not compete with that in the other magazines from overseas, but the idea of letting readers contribute artwork and articles to the magazine is a good one. I found that the articles, in general, cover a wide range of subjects and offered good solutions to problems.

I know that personal computers make terrible GM's, but I would also appreciate an occasional review of not only exceptionally good computer RPG's, but of roleplaying aids as well. This need not take more than half a page and I am sure readers, who are not computer users, would not object.

I would also be interested in the full colour miniatures column, as I would like to start a collection at some time and would like to be aware of problems and special tips before hand.

In general, I have the feeling, that with proper support from the readers this magazine can be made much better and more relevant than the imported ones. From me it's both thumbs up. Keep up the good work.

What more can be said. I hope you are all taking notes.

MONSTER GALLERY

Send creatures for any game system into Australian Realms, P.O.Box 438 Willetton, W.A. 6155.

GUARDIAN OAK

By Mark Dobrowolski.

Number: 2-5
 Armour: -3
 Move: Nil
 H.D.: 12
 % Lair: 100%
 Treasure: 3 magic (85%)
 Attacks: 2
 Dmg: 5-30/5-30
 M.R.: 30%
 IN: Semi
 AL: CE
 Size: L (up to 100')
 X.P.: 7500

These twisted oak trees are found guarding evil dwellings and temples, although they have been encountered in wilderness forest areas. Guardian oaks were created by the collaboration of powerful wizards and clerics whose evil magic tortured the souls of normal oaks to form these monstrosities which have grown to loath all life, and crave for magic. Only by the use of a powerful warding spell can the occupants of the dwelling or temple pass through their grove of guardian oaks.



The trees attack all life forms in such a way as to maximize their chance at killing and gaining magic. The oaks usually wait until the unwary victim can be attacked by the roots of the tree which, if successfully hitting, partially immobilize (+4 to hit) the victim. This can be done up to five times during one round, each root taking 10hp before dying. A victim held for more than ten rounds is pulled underground and everything is devoured except for magic which is kept in the tree's trunk. Any being passing into the shade of a guardian oak is subject to a continual fear spell (as the 4th level Magic User spell) and must save every round to remain there. Physical attacks are by the thrashing of the trees huge branches. Guardian oaks are completely resistant to fire, magical and normal, and they are never surprised. The reason for this being that they resemble normal oaks closely enough for the difference not to be noticeable by passing adventurers.

GREEN GIANT

By G. Bennett

Number: 1
 Armour: 4
 Move: 16"
 H.D: 10 + 3
 %Lair: 50%
 Treasure: 10-40gp
 Attacks: 2
 Dmg: 1-20/1-20 or by weapon.
 MR: Standard
 IN: High-Exceptional
 AL: 40% NG, 40% LG, 20% CG.
 Size: L (18' tall)
 XP: 23 000

Green giants normally dwell in caves, high up on the sides of mountains. Non-Rangers and non-druids have only a small chance (2% per level) of spotting a lair from the outside. Druids have a 5% chance per level of spotting a lair externally, and Rangers have a 6% chance per level. This is due

to the giant placing foliage in front of their lair entrance in an expert manner.

Green giants are very different from the others of their race. They always live alone, and there are so few of them that they rarely meet another of their type. Therefore, to sustain their existence (as reproduction occurs at most only 2 or 3 times during it's life) they are the longest living of the giants. Green giants rarely venture out of their caves, unless searching for food (done weekly).

Being of good alignment, green giants are normally very friendly towards other good aligned creatures, unless provoked. Creatures who come across green giants often have misconceptions of them, wrongly thinking they are typical of other giants. When provoked though, they become formidable opponents.

Green giants will often propose to carry adventurers to their destination (if it is less than a days travel), in return for the party not revealing it's lairs whereabouts. Also, unless they are disarmed and have no alternative, green giants will never hurl rocks in combat, preferring not to disturb nature more than necessary.

If green giants are provoked into combat, then they can attack with two fists simultaneously, or one fist and one foot. Green giants have very large feet and have +1 for "to hit" purposes, although damage remains constant to fists (1-20 each). Also, green giants are likely (55%) to have a large spear, which it uses as a thrusting weapon, but doing +2 damage. If the green giant is using this weapon, it only has one attack per round. It cannot stomp when using this.

Green giants, being very agile, suffer no armour class penalties due to not wearing an abundance of clothing. They also befriend creatures of the wild, and all animals of animal intelligence or less must make a saving throw vs wand (on Clerics' table, using hit dice as level) to attack a green giant. Weapons made of wood do not damage a green giant, and blunt metal and stone weapons do half damage. Edged metal weapons do double damage, and fire attacks do triple damage, though any saving throws are made at +3.

Finally, due to their high intelligence, all green giants know the following two spells; Know alignment and Cloudburst. All females (30% of those encountered) know Invisibility (5th MU), as well as the other two.

Crime File

A Corporate Hero

This week in Crime File we'll look at the Corporation as the enemy ...

Corporations will rarely bother to attack Super beings — It just is not profitable. Corporate hatred is only directed towards those Heroes who hamper the profit/loss equation.

For example if a superhero were to prove some corporate product unsafe, causing the corporation to withdraw it from the market and lose millions of dollars, the wounded corporation would probably be slightly upset ... and try to cut their losses in the cheapest possible way — a contract out on the offending hero.

This brings us to the next possibility:

What would happen if, for example a superhero were to break the terms of his contract to a corporation? Would any corporation not send the boys around ...?

This particularly applies to

*By M.J. Wilson and
G. Robinson*

superheroes who possess a corporate origin. For example in the movie "Robocop", Murphy is turned into a cyborg, loyal to the corporation. In the course of the movie he rebels, causing the corporation to deploy all its legal and illegal might to destroy him. Robocop was employed by a corporation which was running the police force. Think what would happen if the character was employed by a corporation such as the Mafia, which specialises in illegal activities ...!



This month, we have arranged exclusive interviews with a Dynamic Duo who are well versed in corporate wheeling and dealing. I

of course refer to none other than Tumbler and The Mighty Mongoose.

Australian Realms: Gentlemen, could you just give us a brief outline of the way you made your corporate debut ...



Tumbler: Well certainly, but first let's get one thing straight. We're not gentlemen, and you won't find many in the world of high finance ...

Mongoose: He's quite right you know, Gentlemen just don't survive in big business, they lack the necessary ruthlessness and verve. Not to mention the convictions (and I mean that literally) to do the right thing for corporate survival.



T: A good example of this was our first operation, Black Label Trucking ...

MM: Yes, after we made our first million dollars speculating on the Alf Doll markets, we sold out our toymaking interests and purchased a faltering interstate trucking line on the East coast of America.

T: Taking a gamble, we pushed money into the line, and our new name and livery helped us make a killing on the market. This was the cause of most of our troubles.

AR: Could you expand on these troubles that you had, Mr Mongoose.

*MM: Well, they were more of the other company's troubles. Our major competitor in the States was the Imperial Keystone Development Corporation, who had made their initial dollars on the super-market scene. They didn't take kindly to us muscling in on their racket, and laid down some pretty heavy s**t so to speak.*

T: Yeah, the (expletive deleted) started trashing our trucks, so we trashed theirs ... and we did a good job too.

MM: We had bought a small fleet of KITT cars for fast courier work, carrying small items for high prices across state lines ...

AR: Excuse me, do you mean smuggling?

MM: That's irrelevant, the fact remains that we had the vehicles, and it was a relatively easy job to load up enough anti truck gear to quickly convince other operators, and customers that Black Label was the way to go, for safer, more efficient transit of goods.



AR: Isn't that operating a little on the greyer side of the law?

T: Couldn't you say that about all superhero activity, I mean to say, how many of your readers are hunted by the Police, or the FBI

for things that seemed perfectly legal at the time, know what I mean?

MM: By the way, if there are any of Mr Hoover's men reading this little interview, we'd just like to say 'Hi there, and sorry about the lumps fellas.' No hard feelings there, I hope. Anyway, pretty soon these clowns at Keystone had hired supervillains to put the heavy on our trucks, and in the end, we thought it was wise to sell the company to them before anyone else died.

AR: Thank you very much for your time.

MM: No problem ...

T: The bill should reach you sometime tomorrow.

I hope that this article has shed some light on the murky depths of corporate affairs. But we have only just scratched the surface of this topic.

Finally, I'd like to leave with a few words from the Tumbler ...

"You hold him Mongoose, I'll knock his block off ... !"

NEWS

Do you belong to a public club? If so, suggest this to your club committee. If they send into us general info, such as time, place and games played, we'll make an advertisement for you and run it for free. If your club uses a specific logo, artwork or has any special conditions (age restrictions etc.) make sure you send those in too (but no original artwork if you can help it). The actual advert will not be huge, just used as fillers for awkward spaces.

Have you noticed the difference that an Art Editor makes? Vince Pask has been working away, doing borders, sketches and paintings. More of his and Haggis's work to come.

Meanwhile, official proofreaders are now joining our staff. Mark Dobrowolski is now searching the

pages of issue 4 for criticals, even as you read this, and if he can spell his name he can spell anything (we checked this).

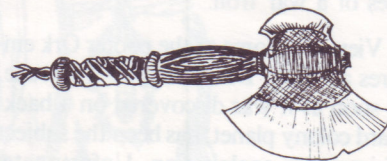
Poll forms from issue 2 continue to pour in, keep it up! We won't reveal all the results this issue, but so far the most popular games are AD&D, D&D, Warhammer 40,000, Warhammer Fantasy Role Play, Warhammer Fantasy Battles, Traveller and Twilight 2000 (not in that order). Since issue 2 our potential circulation has doubled, so we have reprinted the poll form to get a wider indication of what you think of articles, games and the magazine.

If you sent one in from issue 2, and intend to send this issues in as well, make sure you let us know on the form.

Take note that every month a letter will be chosen on the letters page and the writer of the letter (if they'll own up to it) will receive a free six month subscription.

The games mentioned on this very page as "doing well in the poll" are for a reason. This being that

(shock, horror) people play them! If you would like to write an article for any of these major systems please do. We (if we are going to publish the article) will pay you for it. We are not really interested in covering minority systems, so if you were planning on writing an article on a small game, either adapt it to a more popular system, or make it generic.



Negotiations are currently underway between Games Workshop & Citadel Miniatures and Planar Games for advertising space in Realms. Several other interesting possibilities are also being discussed. They have spies tearing through these very pages as you read with chainsaws and plasma guns, searching for obscene anti-imperial propaganda like this! (Hi A.J.)

Do you like the new format? Please let us know, as we don't want to stray down the wrong path.

The Final Measure

by M. Adler

The smoke poured forth, obscuring the vision of all. The stench making more than one stomach wretch. The thud of one of the heavy metal legs falling the distance to the ground awoke them all to the pilots plight. The Orks ran over to their toppling dreadnought, to see the pilots charred body roll out, in several pieces across the battle weary soil.

"Son of a scab sucking marine! What are we going to do now?"

The muttered curses of Grile's squad mingled with the sizzling sounds and screams of nearby Imperial Marines fighting Flamers.

"Only one thing we can do. Get the war troll"

Dreadnoughts are all very nice, but wouldn't a giant war troll, thundering across the battlefield with a few Orks in it's back pack look really amazing. Well, if you have trouble visualizing that, look at the cover. The original idea is by Vince Pask, here we put Warhammer 40 000 rules to it so that it can be used.

There are several main points to the Troll. The first being its' immense size and strength, the second being its' lack of intelligence, and the third being its' ability of regeneration. All of these will be explained in game terms, but first, the uses of a war troll.

Viewed in some of the poorer Ork empires as 'their' Dreadnought. This race, as soon as it was discovered on a backward colony planet, has been the subject of immense exploitation. Unfortunately no help is at hand for the race, it's lack of intelligence making it unable to generate the motivation needed to break free.

War Trolls are always over ten feet tall, averaging around fourteen feet in height. They have immense strength, and are usually outfitted with armour and weaponry, making them a very deadly opponent.

Ork forces will put an armoured harness over the trolls shoulders and around its' neck, the bulk of which is behind the Troll. It is in here that two Space Orks will stand, with weaponry, and the con-

trols to the trolls weaponry. The troll is controlled by verbal orders from the Orks, these regulating movement only. It will not disobey unless it is directly involved in full combat, while directly facing, and being flanked on one side by the enemy, in which case the troll has to make a Will Power test. If it fails it will go berserk, and attack the nearest models. The purpose of the action to the troll is to simply escape, it will move as fast as possible to the closest edge of the fighting, attacking any models in it's path. It will then continue, looking for shelter in caves or a forest, the Ork player can consider the troll lost.

The Orks in the trolls back pack are equipped normally (as warriors), but the troll is armed with a heavy plasma gun (maximal). This enabling the troll to dis-

tribute large amounts of damage before the possible "breakdown" due to will power. As mentioned above, the trolls weapon is controlled by the orks. The troll also wears armour, it being a conglomeration of metal plates and other left overs from the orks (powered armour is out). This giving it the equivalent protection of that afforded by chain mail armour. The basic profile of the war troll is listed below.

PROFILE											
M	WS	BS	S	T	W	I	A	Ld	Int	C1	WP
6	4	1	6	4	3	1	3	3	3	6	5

The troll attacks with two claw attacks and a bite. The troll can also do one other special attack. This special attack is called regurgitate, this can only be done once per day and causes 1D3 damage. The attack involves the troll voluntarily bringing up its' stomach acid (one of the strongest known acid types).



This attack will automatically hit any opponent and if chosen as the type of attack by the trolls player, will be the only attack that turn.

Trolls are not known for their intelligence, rather they are known for the lack of it. Trolls obediently follow the orders of their Ork masters because the thought of defying them just doesn't cross their mind. The will power test, needed during times of great stress, is not used because the troll thinks of running away. It is used because the troll panics and tries to escape the things causing the panic (usually marines charring certain areas of the trolls flesh and dirtying his nice shiny armour).

By far the most interesting aspect of the troll is its' ability to regenerate. They can regenerate all damage unless it is caused by fire or acid. Any troll who has only one wound or even if dead can regenerate (50% chance) all damage. If a troll is 'killed' and attempts to regenerate, but does not make the roll, he is effectively dead, and then removed from the battle. If a troll fails to regenerate the damage sustained will not be removed that turn.

Trolls make any battle interesting, and can certainly turn the tide of the conflict (usually against the Orks when it goes berserk). For additional information on the troll as it appears in the Warhammer fantasy world see pages 239-240 of Warhammer Fantasy Battles — 3rd edition, and Warhammer Fantasy Role Play page 229. I do stress though that they are 'that games version' compared to this Warhammer 40,000 version, so differences should be ignored, with this article acting as your guide. Otherwise one of the players is likely to bring in an unmentioned special attack, or something else which will result in more carnage above the table than on it.

CONVERTING MINIATURES

To prepare a war troll miniature for use during a game of Warhammer 40,000, the main problem will be finding a miniature large enough to carry two space orks on its' back. If you have too much trouble locating a suitable (large enough) troll from Citadel Miniature, look for alternatives. The best be-

ing found among the giants in the Fantasy Lord range by Grenadier, or its' range of boxed giant miniatures.

Once you have your troll miniature (or giant) clean it up and get two space orks. You will have to create a small cabin or back pack for them to stand in. This can be prepared by using part of a small plastic or cardboard box. It should only be big enough to let the orks stand in, if it's too much bigger the chances are it will make the troll look badly proportioned (like a hunch back). Secure the box with glue and wire, making it looked tied on. Fit small pieces of plastic to the trolls body to make it look like it is covered in some areas by metal plates. For the trolls weaponry either fit a spare heavy weapon, or make something out of the plastic weaponry available from the plastic space marines box by Citadel Miniatures. With a few other adaptations of your taste and choice, you should end up with a rather amazing looking war troll. Such touches such as old space marine helmets hanging around its' neck and symbols painted on its armour (a banner on the cabin on its' back wouldn't go astray either).



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SPACE RATS

Skaven in Warhammer 40,000



by Colin Taber

Skaven are one of the most interesting races to come out of Warhammer Fantasy Battles and Warhammer Fantasy Role Play. Their absence in Warhammer 40,000 is noticeable, and a shame. This article adapts Skaven for use in Warhammer 40,000 including notes on converting miniatures.

Skaven can be found on every planet inhabited by Orks and Humans throughout the galaxy. They have no home nation, and have been on all populated planets as long as the original colonists.

Skaven group themselves into clans, each clan stakes out its own territory. A typical skaven clan will have a main population centre containing up to 20,000. These 'cities' are more dangerous to the non-skaven than the most hostile death world or the most violent hive fleet. They are huge warrens with connecting tunnels, making ambush a reality to any who dare enter.

It is in these cities that Skaven weapon production takes place. Skaven can not manufacture much beyond basic weaponry types, their resources and intelligence not being high enough to cope with the research, development and machinery needed to make this possible. Due to the shortage of certain items and weapons, skaven have become known as the scavengers of space. They will frequently raid human settlements for weaponry and vehicles, this giving them a huge variety of equipment. These are the most likely places for a skirmish with Space Orks, the Imperial Army, or the Imperial Space Marines. An example of a well equipped Skaven clan, is a clan that has several vehicles, imperial powered armour, and most impressively a Space Ork dreadnought.

Most Skaven are five to six feet tall, being covered in brown fur. One in five Skaven is covered in white or grey fur, this is the mark of a psyker (see the table below to determine level). Psykers are respected amongst the Skaven, to the point where the Clans best psyker (mastery level 4 — 1 in every 1000) will be asked for guidance by all important clan members, if not taking control of the clan himself.

Determining Psyker Level

D6	Mastery Level
1-3	1
4-5	2
6	3

Each clan has its own symbols, but the two at the top of the page are universally supported by all (or most) Skaven. The race enjoy a good fight, but they are

not as unruly as Orks. They have night vision to 30 yards, and can be called a truly chaotic race. Some evolutionary scientists try and place a link between warp space and Skaven. They use such a link as an explanation for the relatively common psychic powers in comparison to humans. But the true reasons will probably never be known.

Below is the profiles for a basic warrior, champion, minor hero and major hero. A psyker will have the same profile as a warrior.

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
5	3	3	3	3	1	4	1	6	7	5	7
Champ5	4	4	4	3	1	5	1	6	7	5	7
Minor5	5	5	4	4	2	6	2	7	8	6	8
Major5	6	6	4	4	3	7	3	8	9	7	9

Below is listed the clan structure of an average Skaven clan. High level psykers will out rank a squad leader automatically, whereas average psykers will be treated as equals by squad leaders.

Clan Leader

Psyker (Mastery 4)

Non-combatants

Squad Leaders/Psykers

Warriors





Below are all the charts needed to equip your Skaven warriors. Squads comprise of between 6-10 Skaven, so this means you will have at least one psyker per squad.

Weapon Generation

D6	Number of Special Weapon Warriors.
1-4	1
5	2
6	3

Warriors

Knife	Always
Sword/Chainsword	Always
Bolt Pistol	50% chance
Grenades	20% chance

see grenade table.

Squad Leaders

Knife	Always
Chainsword	Always
Bolt Pistol	75% Chance
Power Axe	30% Chance
Power Glove	15% Chance

see grenade table.

Grenade Table

Crack	01-30
Frag	31-93
Melta Bomb	94-00



Special Weapon Troopers

1-4	Basic
5-6	Heavy
Knife	Always
Sword/Chainsword	Always
Plus 1 Basic or Heavy weapon as below.	

Basic	Heavy
Flamer	01-45
Graviton Gun	46-60
Melta Gun	61-80
Plasma gun	81-00
Las-Cannon	51-60
Multi Laser	76-85
Auto cannon	01-10
Grenade Launcher	11-20
Heavy Bolter	21-30
Heavy Plasma	31-50
Missile Launcher	61-75
Multi Melta	86-00

Armour

None	01-10
Mesh	11-60
Flak	61-80
Carapace	81-95
Powered	96-00

Equipment

Bio Scanner	20% chance of 1 per squad.
Communicator	1 per squad.
Energy Scanner	50% chance of 1 per squad.
Jump Pack	15% chance-all troops.
Rad Counter	30% chance of 1 per squad.
Rad Suit	Only on specialist missions.
Suspensors	5% chance, D3 per squad.

Transport

Whatever transport the Skaven are using, it is very likely that it has been stolen, and that any repairs needed have been made with inadequate materials.





Another way, but harder, is to model your own miniatures, these are not likely to be better than their equivalent real ones. But, this is the point, there are no real ones. The mixing of the two sets, as well as converting a couple of too "space marine-ish" miniatures is your best bet.



This gives all Skaven used vehicles (except those captured during an actual battle that they are being used in) a base chance of 3% to breakdown (a roll must be made every time the vehicle is moved). If they do breakdown, it will take 1d2 Skaven 1d6 turns to fix it. Weapons may still be used if mounted onto the vehicle, this rule just assumes that the vehicle is unable to move further. The skaven who are repairing the vehicle will not be able to attack while fixing the vehicle. But, they should be allowed to separate from their squad while carrying out the repairs, and returning to it as soon as the repairs have been completed.

01-10 Hoverer
11-95 Wheeled/Tracked
96-00 Walker.

Tactics

The general tactics of a Skaven force (of any size) will revolve around the psykers attacking first. Trying to destroy morale and large weaponry that the enemy may have. Then it's time for all out blood shed, in typical, cunning, skaven style. Skaven view close combat as the best form of combat. This is why they specialise in producing weapons like chainswords. They only participate in ranged combat out of necessity (because if they didn't, they would get cut to pieces before getting close enough to the enemy for close combat). So, Skaven tactics — apart from the initial attacks by the psykers, is to get as close as possible for hand to hand combat.

Miniatures

It is not hard to create miniatures of Skaven to use in Warhammer 40,000, but it might take some time and patience. The easiest way is to get a box of plastic Space Marines and a box of Warhammer Fantasy Regiments, both from Citadel Miniatures. By mixing the Skaven from the fantasy set, and the marines, you should be able to get together roughly twenty marines and twenty Skaven. This giving you your chance to cause lots of mindless destruction.

Painting Skaven

I'll assume everyone has a rough idea of the type of painting schemes a marine will have (see page 168 of Warhammer 40,000 for some examples). But, Skaven are a different case. If you are mixing the two plastic sets mentioned earlier, the marine armour on the Skaven will be painted as by whatever marine chapter it was stolen from. On top of the original paint job should be Skaven clan symbols (the two on this page are good

examples) and just general abuse. A couple of scorch marks from long service would look good as well. Other things that are generally recognizable as 'Skaven' are checkers and other patterns. Because a Skaven clan is not disciplined like a marine chapter, they will not wear the same patterns, or colour, only the clan symbol will be universal.



Mastering Rolemaster



A Guide for Gamemasters by Jason Lindwithe

This article is aimed at anyone who has ever run a game of Rolemaster or anyone who might be interested in trying. I will begin with a discussion on the advantages/disadvantages that come with the system and then give, I hope, some helpful advice for the aspiring GM.

The major difficulty with Rolemaster is its complexity. Not a being alive would be able to contest this point. What many people who look at the system are not aware of is where the complexity stems from. It should not be assumed that the problem is in the game's mechanics, as many wrongly believe. These mechanics are not much more involved than the AD&D system. In fact the AD&D game has got many rules that apply only to particular situations. The newer hardback arrivals for that system are books of such rules. (WSG,DSG,MOPlanes and even Oriental Adventures in many places).

Rolemaster has covered many situations within fewer rules. For example: one table, the 'Movement/Manoeuvre Table', is used for all actions involving physical activity. This is as opposed, for example, to AD&D in which there are tables for jumping, climbing, grappling, Throwing Lassos, Changing course in darkness, Mounted Bow Fire, and over 50 other tables.

In RM (I shall use this abbreviation for Rolemaster from here onwards) there is an infinity of detail: Over 3000 spells; 42 Character Classes; and 200+ Skills. This is where the complexity appears. Because there are so many alternatives within the game it can become difficult to keep track of. Just imagine the futility in trying to have a general knowledge of what every spell does.

It is, however, these alternatives that make the game so enjoyable. It promotes variety. The players aren't as limited in the choices they can

make when creating their characters. One Thief is rather like another in AD&D, the only real difference being the level. In RM a character can be more diverse. To use the example of the Thief, in RM the player wanting a thief-like character could be any one of: Burglar; Dancer; Rogue; Thief; Mystic; Bard; and NightBlade. Then you have hundreds of skills to further create a 'Unique' character.

So then how can the best of both worlds be obtained. Simply put: by organising efficiently. How to do this is my next point of discussion. I will outline a number of suggestions that should help you complete this organising.

#1: The Combat charts.

This is one of the major areas of difficulty. The method used for combat is slow because a GM must constantly turn between different pages for different weapons and/or natural attacks. The more combatants, different weapons, different natural attacks that exist the more confused the GM will become. It is not easy to keep track of a dozen or so different places in one book and keep flicking between them all as required. This is very easily fixed however.

Method A)

This is the easiest method. Go to a nearby newsagency or stationary supplier. There you will find file clips. These clip to the right edge of a page. They have space to write on and if you place them correctly you will be able to instantly see where each attack table is within the book. On the first table, mark (that closest to the front of the book) by placing the clip as close to the top of the page as possible. On the next table place the clip about half an inch to an inch down the page and so on. Foolscap file dividers are organised

the same way. If you don't wish to buy the clips then just cut out small pieces of coloured cardboard and stickytape them into place. Note that you can further organise the tables into type: Weapon, Natural, Martial Art etc, by colour. Perhaps even further into subgroupings. ie: Swords, Polearms, Missile weapons etc.

Method B)

This method will only cause more problems if not used properly. It involves photocopying all the necessary tables several times each. Then give copies of the weapons to each player that has them. This does rely more on being able to trust your players. University Libraries are good for very cheap photocopying.

#2: The Spells

Due to the existence of so many spells this area must be especially well organised. There is only really one method that is completely satisfactory. It consists of several parts.

For the first go through all the books you have that contain spells in them noting the names of the spell lists, their type, their realm, and a basic note on what the list deals with. For example, Spell Law Starts as follows:

Realm: Channeling

Type : Open

List: Spell Defence

Use: Protection from other Spells

List: Barrier Law

Use: Creation of magical Barriers

List: Detection Mastery

Use: Spells to Detect various Events

etc...

You would do the same for the Closed, Cleric, Healer, Animist, Ranger, Evil Cleric, and Astrologer Types. Then do the Realms of Essence and Mentalism. There are 152 of these spells lists which should be able to be summarised in two to

three pages. Also photocopy the major tables to be used in spell casting such as the Base Attack Table.

After having done the above you should have a better idea of the general concept involved with each list. This acts as more of a memory device. That is you don't memorise over 3000 spells. Rather you become acquainted with the spell lists themselves. Because all spells on a list have a common basis you are in effect generalising the system. This will be very useful in giving an overview of all the spells at a glance.

#3: Read the Books Twice each

This is the simplest advice. Read each of the 6 books thoroughly. Anything that you find confusing note. Don't try to struggle through it. Skip past and continue with the next section. When you finish a book put it down and go and do something else. When you come back to the book later go through the list you have made. Read each section listed again. You will find that many of those sections now make sense, as you have read and understood related material elsewhere or are in a better frame of mind. If you still find a particular section or two confusing then ask a friend to read it and they will probably see it from a different viewpoint and possibly therefore understand it. Once you have completely read the rules and are satisfied you have a basic understanding read them all again. This time you will find the pieces fall into place and the system begins to be seen as a whole.

#4: Practice make Perfect

Next go through sections such as Character Generation and Combat using them as your players will in the game. Generate some characters etc. Do this a number of times until you are satisfied you understand it properly. Remember if you don't understand something how do you expect your players to when they have seen a book for perhaps 10 minutes.

★ ★ ★

That is the few suggestions for efficiency over. Now I present a number of popular misconceptions about the game. These are rules that have been missed and/or misunderstood. RM's biggest problem is that many of the rules have been placed in the wrong section or missed out completely (and added on in erra-

ta at a later stage). Also I've included additions that I felt were missing.

a) The Importance of Parrying

In the back of the 4th Edition Arms Law/Claw Law is a section on clarifications and Optional Rules (read Errata). Therein is a small paragraph that mentions one of the most important parts of RM. The importance of parrying. Quote: "In a face to face battle, only berserkers, idiots, and desperate characters always use their entire offensive bonus in attack. Such characters do not usually last long ...". This fact is not understood by a large number of players who try RM. This has given the game a bit of a reputation as a killer combat system. Of course it will be if you just stand there and let your opponent hit you!

b) Multiple Attacks with a Weapon.

I use the following to allow

characters to attack more than just one opponent in any given round. In such a case it is possible but for each opponent engaged subtract 30 from the OB. ie: a warrior with an OB of 120 comes against 3 foes. He can attack all three in one round but his OB will be 30 for each attack. The parry/attack ratio must be the same for all three and any OB used for parry comes from the adjusted OB. ie: the hero could use a maximum of 30 OB for parry. He would then be at a 0 OB for his attack.

"So that's it. I hope it helps!"

★ ★ ★

So there it is. If anyone has tips for games systems, any system at all! then please send it in. If we get a large enough response the magazine will make it a regular column. So writers, get writing...We will pay if we publish! — Ed.



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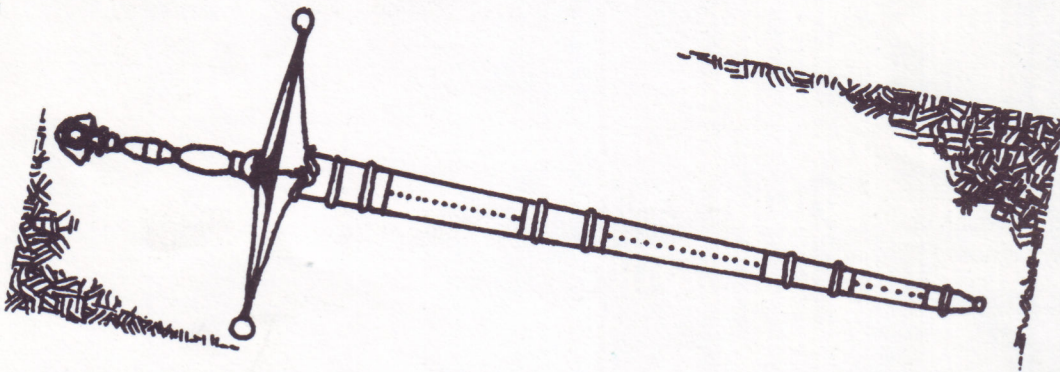
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ISSUE 3

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- Skaven in Warhammer 40,000.
- Mastering Rolemaster
- Australia Gamma style — Part II
- The Master NPC class for AD&D
- plus our regular columns.

ISSUE 4 — SEPTEMBER

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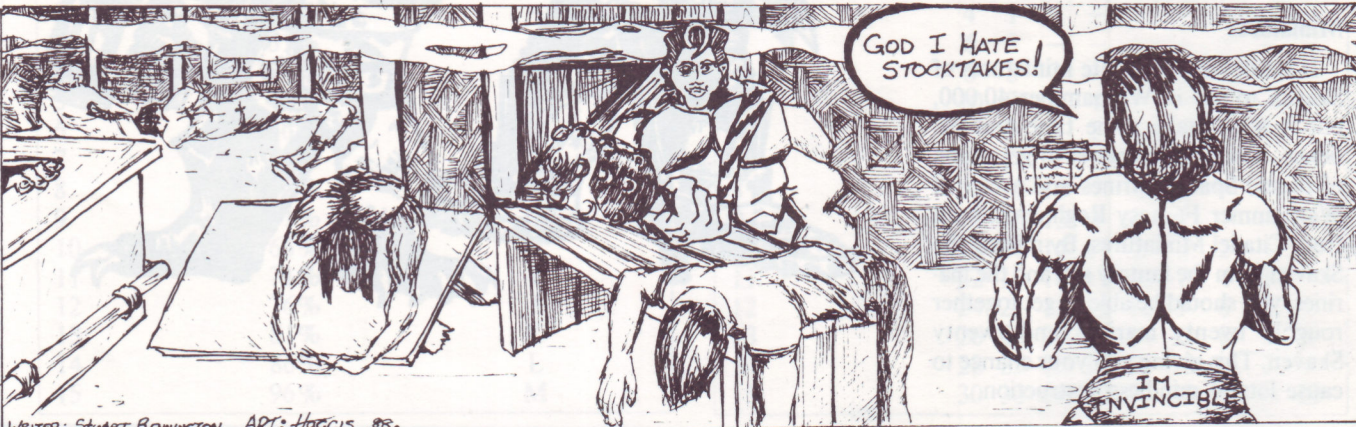
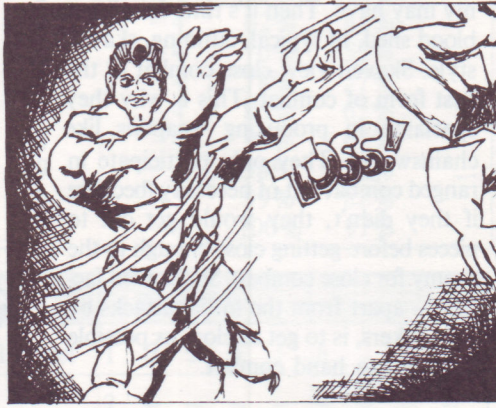
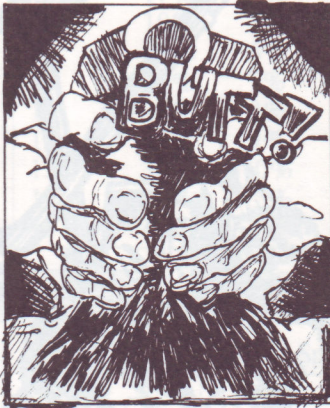
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