

GDW

*Issue Number 3
December, 1992*

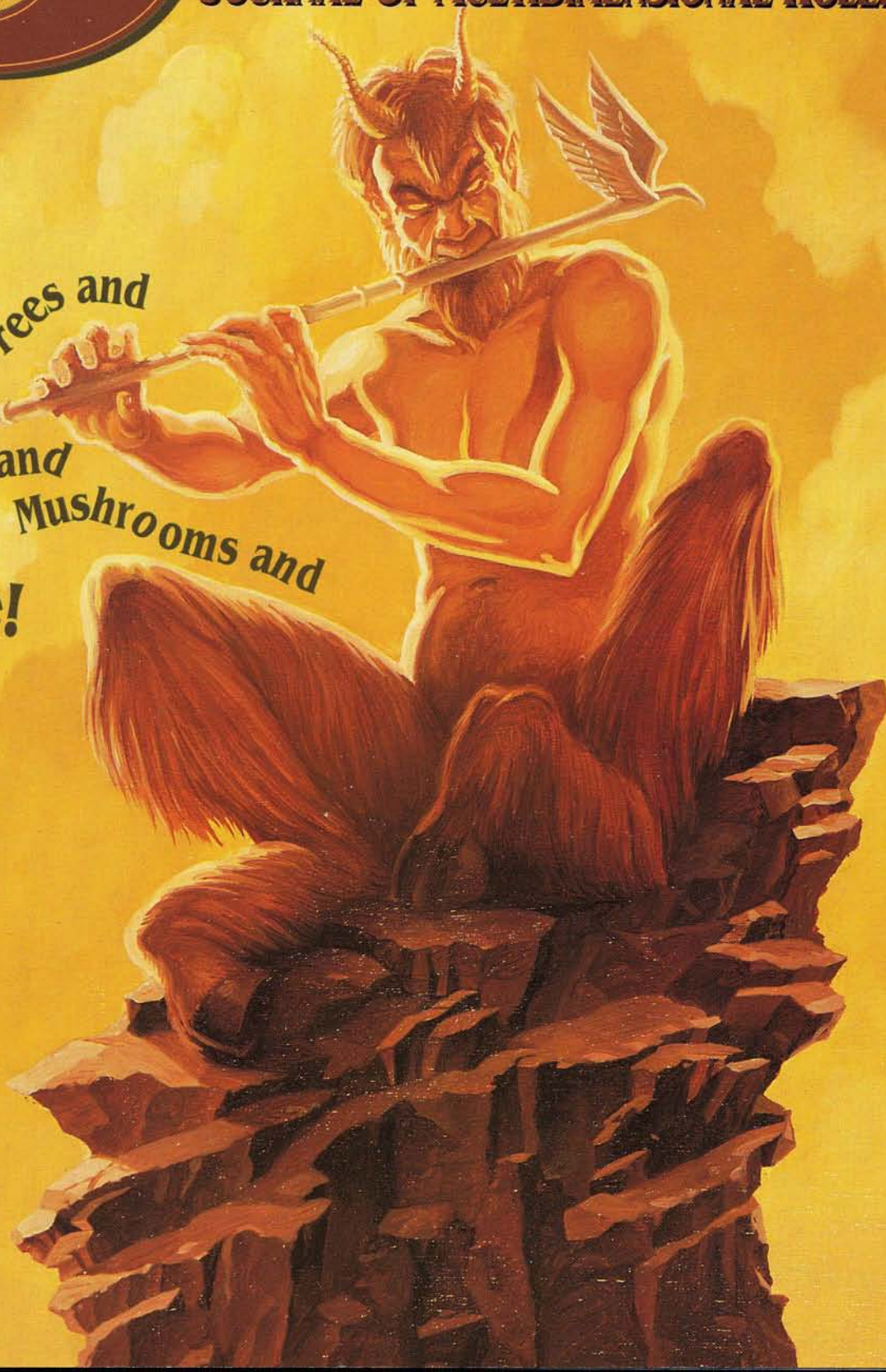
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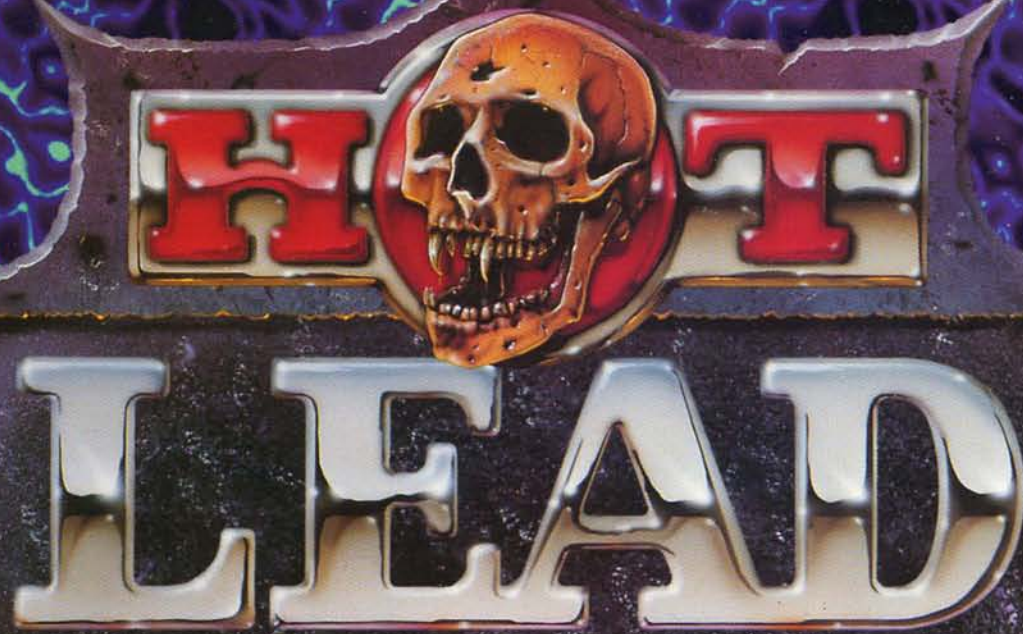
JOURNEYS

JOURNAL OF MULTIDIMENSIONAL ROLEPLAYING

*Phærees and
Magick and
Mushrooms and
More!*



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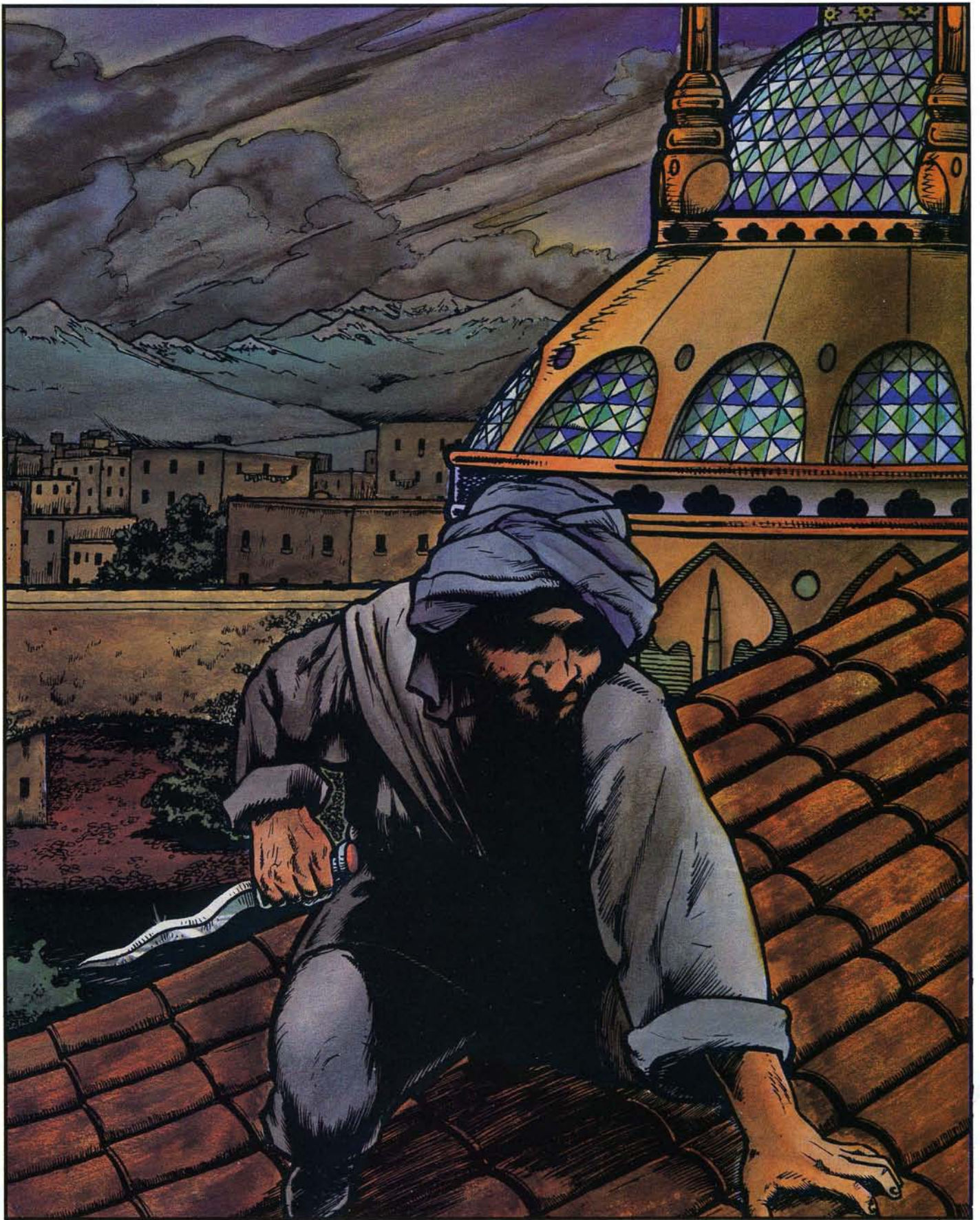


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LEAD

Miniatures.

**They're not just for
breakfast anymore.**

STEVE JACKSON GAMES



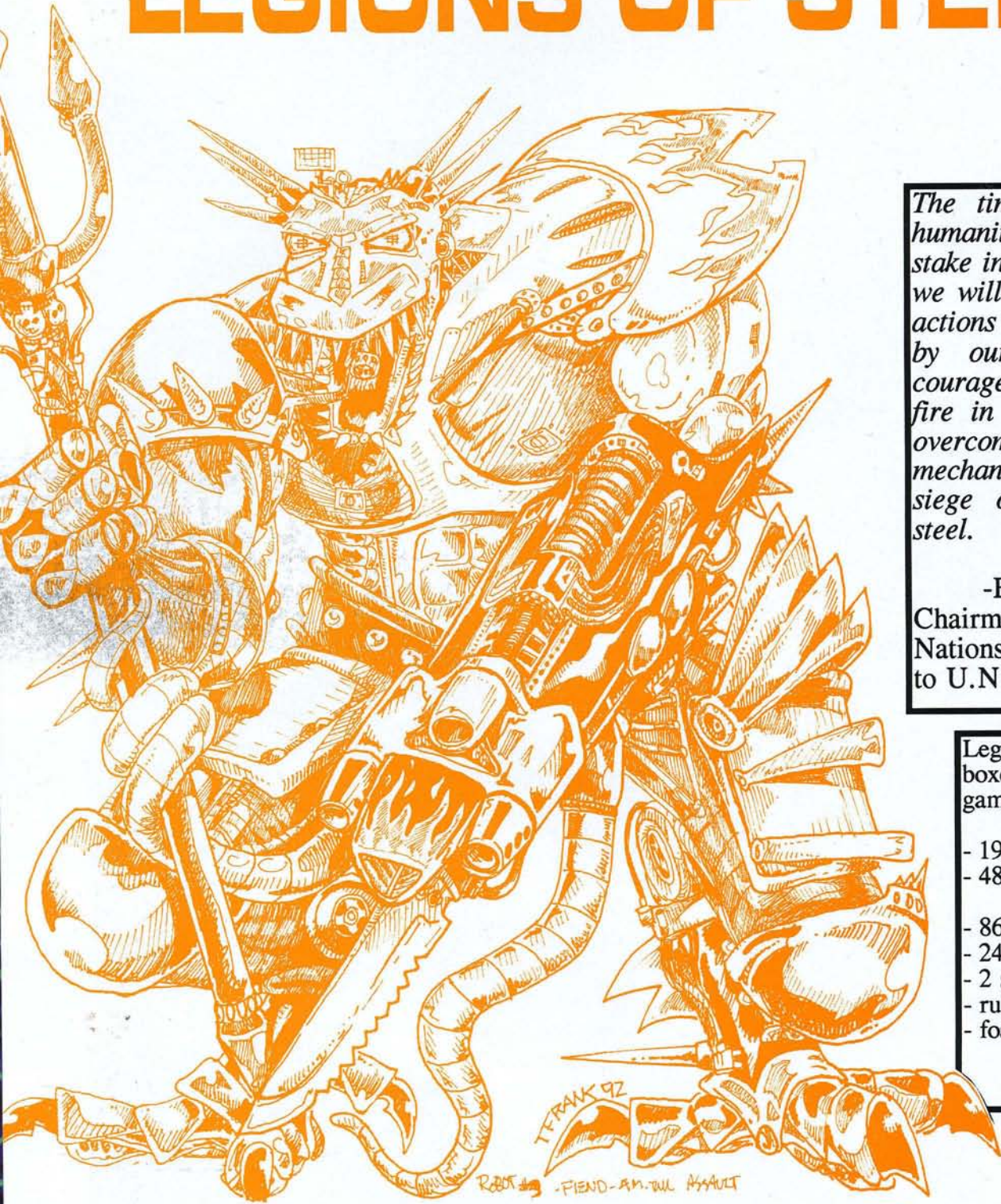
Collector's Plate #3: *Intrigue in Ryadh*

First appearance: MYTHUS™ Fantasy Roleplaying Game Book

Artist: Darrell Midgette Colorists: LaMont Fullerton and Kirk Wescom

The Emir's faithful assassin/spy Nabil stealthily climbs the rooftops of Ryadh seeking out his intended victim.

LEGIONS OF STEEL^{T.M.}



The time has come for humanity to make its stake in the future. Where we will be judged by our actions and remembered by our deeds. With courage in our hearts and fire in our soul we will overcome this siege of mechanical horror. This siege of the legions of steel.

-Edward Sullivan,
Chairman of the United Nations of Earth speaking to U.N.E. troops.

Legions of Steel is a boxed miniatures rules game. It includes:

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- 86 coloured counters
- 24 doors with stand-ups
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Your actions determine the fate of the Galaxy. Can mankind defeat the mechanical horrors that besiege them? Will the galaxy fall under the iron grip of the Legions of Steel?

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Exclamations!

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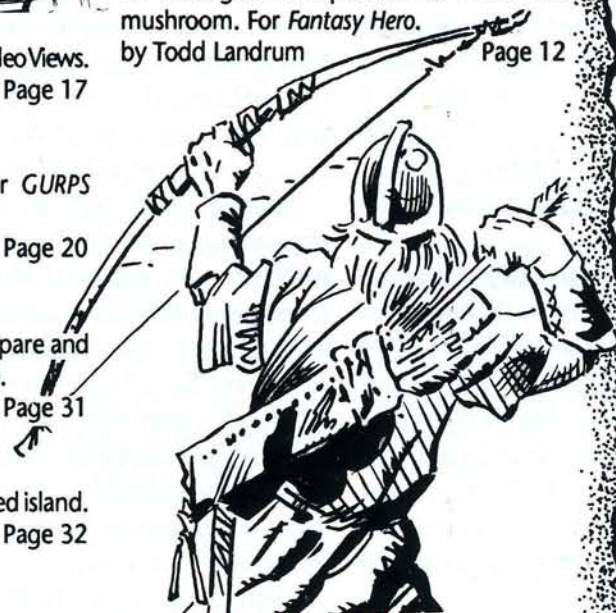
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**Issue 3
December 1992**

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EXCLAMATIONS

by Steve Maggi

Bonjour Lecteurs!*

The only constant in the universe is change.

As Lester Smith had said in *Journeys* journal #1, this magazine is under construction in terms of size, appearance, and direction. And with the dawn of the new year, we also have a shift in the magazine's personnel; a new editor-in-chief starting with issue #4.

Lester has resigned from GDW and moved on. To his many supporters and

fans over the years, he thanks you for your encouragement and support. We at GDW will miss his contributions greatly.

In the meantime, I want to use this page to introduce myself as the new editor-in-chief.

My name is Steve Maggi and many of you may have met me before on the America Online or GENie electronic bulletin board services. For the past several months, I have been the person handling questions about the **Dangerous Journeys** system. Those of you who have never met me in person or electronically, I bid you a friendly, "Hello, I'm looking forward to meeting and hearing from all of you."

So what direction do I plan on taking the magazine? Well, from some informal polling and the letters I've received, people want more material for the **Dangerous Journeys** system, the **Mythus** FRPG in particular. They primarily want adventures and details about **Ærth** and **Ærth's** inhabitants. Does this mean **Journeys** will become a "house organ" featuring only the **Dangerous Journeys** system? Not by any stretch of the imagination! **Journeys** will continue to feature adventures and source material for other multi- and metagenre systems, Allen Nunis' incredible comic strip, and the feature review of new games or gaming material. However, there will be some minor renovations and at least two new additions in the next issue; a question and answer column and a survey to get a better feel for the magazine's audience.

If you have any opinions or comments to express

that you don't think a survey will cover (or you can't wait for the survey), send me a ground-mail letter at:

Journeys
Informal Survey
c/o GDW
P.O. Box 1646
Bloomington, IL
61702-1646

Or if you want to give me your opinion even faster, you can send me mail electronically through two different bulletin board services. On America Online, my address is "GDWsupport," and on GENie, my address is "S.MAGGI2." If you don't have access to those services but can send electronic mail through InterNet (available through many universities and countries outside the US), my address there is "gdwsupport@aol.com," but this may vary according to your host service—check the operations manual.

Believe it or not, I actually read all the mail I receive (and so do many other editors and designers). I don't respond at a rapid pace but I do take every opinion and comment into consideration, including those that do not agree with my perspective. Sending letters is like voting, if you don't exercise your right to be heard, then you don't have any chance of affecting changes. So remember that you hold a good amount of voting power with your pen or keyboard no matter who you are or where you live.

In closing, I want to thank everyone who helped get me here. Thanks to my parents, grandparents, and brother for supporting all my endeavors no matter what they believed. Thanks to my friends Deb, Neal, Mark, Bruce, Phil, Laura and James for all the gaming we did in college. Thanks to my friends Paul, Helen, José, Greg, and Nelson for having faith in my writing abilities. Special thanks to my mentors Lee, Professor Brill, and Lester for teaching me skills that got me where I am today. Thanks to Gary and Gail Gyax for their patience while I learn the ropes. And finally, a big thanks to the staff of GDW, especially Steve Bryant and Dana Dehnicke who have been good friends as well as co-workers.

A new era has begun at **Journeys** as well as the White House.☺

*Hello Readers

A Question of "Status"

I have purchased the **Mythus** FRPG, and I would first like to tell you that it is a wonderful system. The unique method for displaying the characteristics is fantastic. I must admit that the amount of information in the first two books is almost overwhelming, but I'm getting used to it.

There are a couple of areas that left me a bit confused, and I was hoping that you could assist me.

1. The SEC Vocations table on page 63 shows the "HP SEC at Start." If I roll up an HP with an SEC of 8 and decide to be a cavalier—an SEC of 7 at start—would I roll for the initial HP Finances at SEC 8 and play him at SEC 7?

2. I noticed in the **Mythus** **Magick** book a discrepancy on page 8. The chart lists the Base Heka Generation for each of the K/S Areas that produce Heka, but a majority of those listed do not agree with the text. For example: *Dweomercraeft* lists Heka as "STEEP + MM CATEGORY." Page 142 of the **Mythus** book states Heka as STEEP + MMCap. Should I treat the text as being correct and the chart wrong? I noted that the OPs in the sample adventure seem to agree with the text version over the chart.

Robert Bottorff

Thanks for the questions.

1. SEC effect is really just a matter of logic and playing a role. The SEC you roll for your HP is the SEC that HP was born into, and affects everything except how people treat the persona. Most people will treat the HP according to his or her Vocation (i.e., "SEC at Start"), but those who know the persona's family may react to that knowledge instead (the SEC you rolled). Of course, rivals to your HP's family will take great pride in treating the HP at the lower, vocational SEC, and if you've decided that your HP is a black sheep of the family, even family friends will probably tend to snub the persona. Other such effects are up to the GM and players.

2. They're both right, to a degree. If your HP is a Full Practitioner, then your HP receives STEEP + M TRAIT for Heka. If your HP is a Partial Practitioner, then your HP receives STEEP + MM CATEGORY. When your HP learns the other schools of *Dweomercraeft* in addition to his or her Vocational school, the HP receives the different school's STEEP + MMCap for Heka.

A Couple of Suggestions

My suggestion to **Journeys** magazine; make the trading cards thicker and more sturdy like the smaller baseball trading cards and include a description of the picture by the artist. Card #1 for example, could have been "The brave adventurers set off on their first expedition for the king of Caledonia to find the rumored land of Ch'ins..."

My suggestion for the **Mythus** game: In roleplaying games some title is given to that person who serves as referee, in AD&D® it is Dungeonmaster™, this term sets it apart from all other RPGs, which use the term Game Master. I believe Gary Gygax's latest RPG system **Dangerous Journeys** should have terminology that separates it from the crowd as well, so I suggest replacing the term Gamemaster with the term Journey Master.

My question regarding the **Mythus** game: Why is a weapon's assigned number of points added to STEEP to find Base Attack Chance with that weapon?

Michael John Weaver

Thanks for the comments and suggestions. We'll seriously consider them. As to your weapon question, in truth, some weapons are easier to use than others. In the **Mythus** game, weapon points serve to represent that fact, AND to allow a BAC for people untrained in that weapon.

This Old Monastery

I'm writing this letter in regards to your article "Any Port in a Storm," in the first issue of **Journeys**. According to the map on page 13 of the old monastery's old guest house it would seem that the horses would have to travel through the dining hall to get to the stables. The original monastery had its own stables and the real monks have taken a vow of poverty. Considering this information would there even be a stable let alone one through the dining hall? Would it not have been much easier, cleaner, and less of an olfactory problem for the second generation of monks to have a corral out back? Would the monks be considered a special connection for the party and is there a limit on the number or Special Connections a party can have?

Richard Stevens

Thanks for the comments. Actually, the floor plan was taken from a real, historical monastery. It was not uncommon for such sleeping arrangements to be made with livestock.

As for your question concerning Special Connections, see "Instituting the Grand Campaign," in this issue.

Best Foot Forward

Love the first issue of **Journeys**! It's got the kind of discussion articles I like to see. You certainly got off on the right foot. Keep up the good work! Also, please send me your writer's guidelines. Thanks.

Tony Lee

"Busting Loose"

I take very good care of all books and manuals, and have had this one [**Mythus** book] for less than a month. The pages are already falling out specifically around the color plates. This is entirely unsat.

R. Crook

We've sent you a replacement book. GDW stands behind all of its products unconditionally. If any of you have a problem with any GDW product, call the GDW Customer Service Department at (309) 452-3632, Monday through Friday, 9 a.m. to 5 p.m. CST.

INPUT OUTPUT

by Lester Smith

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The Grand Campaign in the Mythus™ FRPG, Part I

The third in a series of *Dangerous Journeys* system articles for GMs.

Privileged information for the gamemaster! What's this? Something more disallowed to players? Not at all. This is by no means confidential, let alone secret. If I have the attention of players not otherwise prone to read this sort of article, however, I consider it a valuable step. Do read on, and if you find the information such that you believe your GMs would benefit from it, tell them so.

by Gary Gygax

benefit from it, tell them so.

The goal of this writing is to improve and enliven the many new Dangerous Journeys multigenre roleplaying game (MGRPG) system campaigns, and to do so it is necessary to reach the persons responsible for creating and conducting them, the gamemasters of the world. What is in this column, however, is in one sense privileged. It is assumed that the readers are all special, more knowledgeable, in some measure because they are readers. Therefore, what is contained herein will certainly benefit gamemasters, players and the latter's Heroic Personas in no small measure!

Greetings once more to all of the learned participants in what I believe is *the* roleplaying game of the future! Welcome to the system which opens every conceivable vista to players and provides all the tools the gamemaster will need to make those vistas vividly real. Before you dismiss those words as mere hype and puffery, consider what you have seen so far. Then consider that there's a whole lot more coming. I have the advantage at this moment, for you haven't yet seen the scope, while I have the whole of the **Dangerous Journeys** system in mind. In fact, much of it is already on paper, and it is thus possible for me to foresee the end result more clearly than others not so supplied with this information. This series of articles is designed to assist you in just this regard.

There is no exaggeration in what I tell you, but only time will enable us to bring the whole to you. It is complex, multidimensional and, yes, even monumental in scope, but enthralling in its application. What you have seen so far is but the proverbial tip of the iceberg. Through later articles we'll be able to deliver more in the way of information and facts, but for now there is something far more critical to discuss: material aimed primarily at the farsighted souls who have ventured into this new multiverse as GMs of the **Mythus** Fantasy Roleplaying Game.

It will come as no surprise to many readers to learn that in the

past I gamemastered an **Unhallowed™** Supernatural Roleplaying Game campaign. In fact, I began to do so at a time well before we had even thought of either genre's game trade name. In 1988, I used my son, Luke, as a sort of guinea pig-cum-playtester in an early version. That was the basis of the overall system, and it went to the redoubtable Mike McCulley for his contribution to

the modern supernatural milieu. (By the way, you'll soon be seeing that product!)

In 1990, I began a more detailed campaign with over a half-dozen player-participants. We managed about six months or so of regular weekly play before the demands of getting the **Mythus** game together prevented me from managing a continuing campaign. Thus, those intrepid heroes were left on our world and never had the fun of experiencing the "HP-mind-wrenching" transition from the world of contemporary Earth to the magickal realms embodied in the cosmos of **Ærth**. What all this is about, however, is the matter of how to ably master the game's campaign in its multigenre form. From the very beginning of your campaign, you should plan for the eventuality of moving from the initial genre to one or more of the other genres.

This expansion of the campaign, naturally, must be directed by the group's desires and the availability of material. However, you can bet that my players' group of HPs were indeed destined to step through a portal, whether on purpose or by accident, so as to adventure in the magickal milieu. Only their GM's lack of time prevented that. They were sufficiently experienced to relish such an opportunity, and knowing that the system was aimed at multimilieux play in other genres, they were eager. To put it another way, you, the Sage GMs, will know when it is time to mete out such a change in order to broaden your own campaign.

Before going any further, there is an important point I must make, one which I want you to mentally underscore. Only after you understand this matter should you move on to the exposition which follows. Two decades of experience have indicated to me that the *vast majority of participants in any popular roleplaying game do not read material such as this*. This applies to GMs and players alike, albeit a higher percentage of gamemasters than players are cognizant of sources outside of the game which pertain to and develop greater understanding of and skill in playing it. What that all means is only about 1 in 20 (or fewer) GMs read articles about their RPG interest. If 1 player in 100 does so, you are doing well. I don't view this as either a conspiracy or a desire to remain "unenlightened." In simplest terms, most who play do so for pure fun, and they don't want to bother with anything outside that consideration. There are lots of other reasons, and most of them are valid, so there is no cavilling on my part. However, this does affect the manner in which the game module rules were written.

Even though we bend over backwards, metaphorically, to stress the fact that the system is open and flexible: GMs (with the players' input and agreement, it is hoped) may alter, modify, and add to the rules system. And that overall the

system is designed to operate as well using very little of the fine details or with the whole of its complexities—the result will be something along these lines for those not in touch with trends as evidenced in the pages of this vehicle and similar ones.

About three-quarters of active GM/player groups will follow the works to the letter wherever possible, and of this group there will be a linear division of incorporation of detail which runs the gamut from simplistic to the totally complicated, with the bulge in the middle range. Of the 25% remaining, almost one half, say 10% of the total, will in due course so alter the system—through inclusion of their own creative input and other game material—as to make it totally unrecognizable, whether they call it by the **Dangerous Journeys** game name or that of some other system. Hybridization is fairly common. So too is the creation of “house” game systems, wherein radical changes are made in sufficient quantity as to develop a unique game form, and this occurs about as frequently as hybridization.

All this is borne in mind as the game system is put into rules and instructions. That is, we are speaking mainly to that block of participants who we know will utilize our work as their primary, if not only, guide. Information is packed into the works, and advice and guidance too, but there is only so much space. What follows is for the sophisticated gamemaster just embarking on the voyage into the manifold realms of adventure made possible via the **Dangerous Journeys** MGRPG vehicle.

Campaign Management

The end of the **Mythus** game book contains much information for the GM. You are probably pretty well through the assimilation of the rules by now. If you haven't already done so, turn to the end and concentrate on the back for a bit. The glossary is useful in familiarizing yourself with the particular jargon of the system, and when you truly know that language, you understand much of the system and its major concepts. Be sure to read the short, if numerous, appendices too. They tell you a lot about what we are doing and have in mind for the system as an entity. Most importantly, though, might be the bibliography in the **Mythus Magick** book, for that is where the uncertain GM can go to get named sources of information and inspiration for the campaign. The fiction is especially important.

When you are done with all that, it is time to assess your campaign management with an eye towards running not only a superior one but towards its development as multigenred. You might find it helpful to make up a checklist like this:

1. Do I have a copy of each and every player's HP Profile Sheet? This is a must, of course. As soon as the players have basically completed their personas and filled in the forms, you must have a copy for your records. Then, at appropriate times during a game session, have these forms updated by the appropriate players, i.e., any permanent change made to their sheets should be reflected on your own. Fluctuating things such as Physical damage and the like can be so noted or kept track of in the log, which is covered next.

2. Do I have a gamemaster's log? As there are no “official,” published logs available at this time, you will need some form of blank book or notebook to keep track of things. Here's the minimal

information which you'll need to record: Each game session, you should note the *game* day, and time of starting and concluding action. Note locales, day and time, with activity in each. Activity includes a brief precis of events, encounters, information given out, etc. A secondary notation beside the name of each player's HP should be made. This should give your assessment of performance and results, i.e., how well the player roleplayed, understanding of the persona's abilities, individual and intergroup performance (good or poor), and so forth, as well as rewards or penalties handed out. There's a very important reason for this, above and beyond the obvious. I'll get to that later. With all salient information noted, the game day and time of play cessation should be written down as the closing, and this again picked up for the next session's commencement. Players, naturally, should likewise keep track of things.

3. Do my players have HP journals to record their personas' game session activities? As a matter of course, you should insist that each and every player in your group has a diary of events! This gives them a place to make notes and keep bits of information you've given out orally or in the form of hand-outs. Doing so actually increases the sense of realism in play, and that is the reason you should make a point of seeing to that. Part of your job as GM is to train and assist. Tell your group that keeping track of people, places, things, events, and even thoughts of the moment will prove absolutely invaluable over the course of time. Anything they think important but which doesn't fit into their HP Profile Sheets should be noted in their HP journals.

4. Do I have a recap of the past session's events available for my team? It is a really helpful thing to read out a brief account of what happened last time, before commencing a new session of game activity. After all, you are seeking to make the game seem as real as possible, and in real life there aren't hiatuses in living. The poor HPs are dropped for days or even weeks, not infrequently in the midst of some dire peril, to be brought back suddenly when again the participants sit down and reconvene campaign action. Also, there is always the odd player or two who missed the preceding session, possibly with their HPs immersed in the activity despite their own absence. A recapitulation before play helps things immensely.

Accomplishment Points

So now you are brought up to the point where I can return to something I alluded to earlier. This is the generalization of rules and instructions. As noted, we have done our work assuming that the majority of GMs and players will not have the benefit of material such as this. Perhaps the most critical effect of that assumption is its impact on rules and instructions for the awarding of Accomplishment Points. Please be aware that I have “mandated” very stringent and somewhat stingy awards because of this. Typically, the uninformed and/or isolated gamemaster tends to be extravagant in the distribution of rewards to players' personas. This is understandable, not only because everyone enjoys being liked, and giving out such rewards brings adulation, but because as a part of a team, GMs tend to think of their player group as top-notch and deserving. This means that they typically disregard admonitions regarding awards, and by and large their players receive far too much

in the way of rewards for actual accomplishments by their Heroic Personas.

You, wise reader, on the other hand, are knowledgeable, so further instruction and advice can be given and properly acted upon. In this regard, stick with the awards system given in the books, but with your high degree of acumen, make additional Accomplishment Point distribution during the course of adventures prior to the conclusion of such action.

What's this? Has Gygax gone dotty in his advancing years? Not at all. However, a well-run campaign with an expert GM and skilled players should not have HPs whose true accomplishments are dwarfed by those personas from second-rate campaigns whose gamemasters give out undue rewards. No, I am not suggesting a race for "super-persona of the century" status, but rather a lessening of disparity between fine players' personas and those of a give-away campaign. Most of you are all too aware of "Monte Haul" fantasy campaigns and their attendant deity-oriented HPs. Yet I also wish to discourage the opposite extreme as well.

Adventure scenarios in the **Dangerous Journeys** system reflect this, in part, through insertion of instructions to GMs to award Accomplishment Points, Joss Points, etc., at certain times during the course of play if proper actions are taken by HPs. This same thinking extends to scenarios devised by the GM. First, let me say that such "intervention" in the awards system is most vital early in the campaign, for at initial stages habits of players and conduct of play have likely not yet become ingrained and routine, plus the HPs are least developed and more vulnerable to severe loss or death. GM use of APs and other awards will assist in addressing standards of play, encouraging excellence, and at the same time fortifying personas for greater trials to come. When the multigenre campaign is considered, this is particularly important.

In the multigenre campaign, Heroic Personas need to be many-faceted and talented indeed to operate in milieux so vastly divergent as fantasy, modern supernatural, science fiction, etc. It does truly require considerable fortification of TRAITS (and the subclasses thereof), as well as Knowledge/Skill Areas, in relatively short time so as to enable such HPs to venture from their "home" milieu into different, strange and always-perilous worlds. This is not to say I recommend being too generous with rewards, but a slight error in that direction can be corrected later...unlike a too-stringent policy, which results in discouragement of players if not permanent loss of Heroic Personas. Thus, we come to the suggestions of how to handle the award of extra Accomplishment Points and other rewards.

Handling Extra Awards

Rewards to consider are AP General (AP/G), AP Specific (AP/S), AP Exceptional (AP/X), Joss Factors (JFs), Special Connections, Equipment, Documents, and Money. Each of these eight possible rewards will be considered in turn.

Before dealing with the various rewards, let me establish one other thing in your minds. The scope of play sessions, frequency, actual time spent playing, and the intensity of activity during that time period are all important. So too is the skill of the gamemaster and the players concerned. As a standard, let us assume a complex and unfolding scenario with progres-

sively more difficult missions and challenges taking place, during weekly play sessions of three hours length, wherein some crisis point is attained each session. The GM is not a novice, nor are the players, but no one in the group is truly expert. There are four players in the team. If your own campaign differs in its particulars from the above, adjust your awards accordingly.

AP/G: In addition to standard rewards, use the following additions: Accomplishment Points, General should be given out at nearly every play session. The single player showing the greatest skill during the evening might be awarded an AP/G, with a comment on the reason why. Grasp of the overall mission, goal, objectives, strategic situation, tactical (situational) grasp, roleplaying demonstrated, command of the rules, understanding of the spirit of the game system, group leadership, thinking, and cooperativeness are all to be considerations for giving out the award. The reward shouldn't go to the same player too often, and never in two straight sessions. It might be used to encourage the least able and most retiring member of the group from time to time, when that one does something laudable. Continued exceptional performance by one player, however, cannot be ignored, and such individuals must receive other sorts of awards. All of this encourages performance according to the desires of the GM, makes players pleased and eager to return to be the best, and also makes each more aware of his or her HP and that persona's needs and wants. You should pass along the benefit of 12 AP/Gs to the group during the course of a dozen play sessions.

AP/S: Accomplishment Points, Special are for performance of a K/S Area. That is, does the player totally understand the information detailing the ability and utilize it thus? Does she or he use it at the "perfect" time with assurance and speed? Is the Knowledge/Skill used in a manner not anticipated but otherwise sound? Does the player add real facts to expand the Area? A "yes" answer means that the HP is eligible for consideration for an award of 1 to 3 STEEP points in the appropriate K/S Area. Be more generous when players are inexperienced and Heroic Persona's new and relatively weak, but become a bit stingy when experts are playing veteran HPs! Also, when one already has 50 or 60 STEEP points, make certain that any award is highly deserved. During a period of 12 play sessions, the GM might give out from three to six extra AP/Ss—but unlikely to all be awarded to one HP!

AP/X: Accomplishment Points, Exceptional are rare indeed, for they can purchase all manner of useful things, most probably additions to ATTRIBUTES, and thus building CATEGORY and TRAIT totals too. Insightful or expert play that saves the group, solves the dilemma, or slays the arch enemy are the areas to consider when deciding on when to award an AP/X to whom. One or two extra points might be awarded during the course of 12 play sessions if one or more of the criteria above are met and the GM so wishes. If two AP/Xs are gifted thus, it is urged that these be split between different Heroic Personas.

JFs: Joss Factors are particularly needed by novices and in situations of highly perilous sort. A perusal of a prepared scenario will show not only places where awards of various sorts of APs are recommended, but situations where, if playing skill



is exercised or sometimes mere stupidity is avoided, additional JFs will be gained. In the case of extra awards, though, error avoidance is seldom as important as correct action. Only gamemasters can judge the need for additional Joss Factors in their campaigns, but when players are at or near 0 Joss Factors, they are certainly needed! It is recommended that a GM have "built in" places during the course of any long scenario where the HPs can earn JFs through good play. Also, extra AP/Gs can be brought out to purchase 1 or 2 JFs if absolutely necessary. At the end of a scenario, or at a hialial point similar to such a conclusion, adjudicate the group's success, and then award the team a couple of JFs per Heroic Persona if they were totally successful, one per if they managed to do the right things generally, but forget such an award if they failed. Too much "luck" discourages thinking, roleplaying and skill!

Special Connections: Special Connections are most useful in rewarding the player whose HP seems to always be performing above average, but there are a couple of caveats, of course. Simply put, personas whose players have developed them along lines where others interacting with them would be repelled are not going to make friends and influence people. However, whenever an HP interacts with nonopposed Other Personas so as to save their lives, protect their families, relatives, or property, assist them in some important way, or otherwise befriend and aid them, the HP is likely to have gained a Special Connection (of whatever value). Similarly, other forms of interaction of less dramatic sort wherein the player has the HP using K/S Areas to influence the Other Persona to become a Special Connection might work, at the GM's discretion, and the successful K/S roll at a Difficulty Rating determined by the gamemaster. There is no guideline for the award of additional Special Connections, but it is worth noting that in real life some people have many. Thus, an HP with a dozen, a score, or even more Special Connections is not incredible. However, limit extensive Special Connections to HPs who really work at making them. Remember too that such individuals can be "used up" by too frequent demand for favors and such.

Equipment: Equipment is an easy and not too obvious manner of rewarding good play. Equipment of all sorts can be given out in the course of any given session of play. For example, let's imagine that one of the players has been quite remarkable in the use of a Heroic Persona's Knowledge/Skill Areas, but not so as to deserve an AP/S award. Instead, have that HP discover some equipment which will aid that ability. What sort of equipment can be given out? Electronic gear, weapons, protective items, or even things which are Heka-related or super-secret scientific sort might be appropriate. Anything the foe can reasonably possess and utilize is in line, as is that gamut of things which might be given to the team by allies in order to assist the group to successfully combat the common enemy. In all cases, the item given out at any particular time should be commensurate with the performance of the team, the individual HP, and the immediate objective or long-range goal. Equipment award can be frequent or infrequent, depending on all manner of variables, of course. Something like one to three such awards during the course of a dozen sessions is probably in line with good gamemastering.

Documents: Documents are similar to equipment, and they

are separated here only for reasons of clarity. When I speak of documents, I refer to as broad a spectrum of things as are covered under equipment. That is, documents include correspondence, diaries, books, maps, blueprints, plans, codes, identification papers (credit cards, driver's licences, passports, credentials, etc.), and even such powerful things as magical writings, computer programs, and so forth. In most respects, certainly, the awarding of documents closely parallels that of equipment. Refer to the paragraph above for guidelines.

Money: Money is seldom a need in the initial stages of play; therefore, it will not be perceived by players as a reward for good play of their HPs. After a few game sessions, though, as purchases eat into cash reserves, some personas' earnings drop due to inattention to normal pursuits, travel is necessitated, and so on, money becomes more important in players' minds. On the other hand, it is not generally advisable, at least in many milieux of the game system, to have the Heroic Personas habituated to looting, robbery, pillage, and all the other rather unsavory practises so common in many RPGs. This is not to say that it should be prevented where appropriate, but the gamemaster should keep a firm control of this matter. So, again, money is a reasonable and appreciated reward for the team as they move from session to session of the adventure. Rewards of cash can be worked into play through payments by Other Personas for services, granted by organizations allied to the cause of the HPs, and the standard sort where the foiled foes "contribute" their ill-gotten funds to the war chest of the HP team. As is typical of all awards, the gamemaster should keep money level reasonable in regards to the campaign that has been devised. In some cases this can mean a team of independently wealthy HPs is desirable, and in other instances the GM might wish to have the players' personas perpetually impecunious. Cash should start to flow according to the overall campaign milieu, as needed, and this usually means sometime after anywhere from 12 to 20 or more play sessions. Thereafter, circumstances, play, and need will be the GM's best guides to continuing a monetary award policy.

Conclusion

To sum up this last portion, then, let me stress how important it is to keep rewards flowing in the campaign, but to use keen insight and great judiciousness in selecting which sort to give and in amounts commensurate with achievement balanced by the overall direction of the campaign and gamemaster ends. Use any and all of the eight categories as you will to make your particular expression of the **Dangerous Journeys** system the utmost in personal enjoyment for you and your player group.

Next time we will go further into the development of the campaign with an eye towards how to get the player HP team into many sorts of adventures so as to broaden the campaign in such aspects as intrigue on multiple levels, military activity, exploration, and adventuring in the Subterranean Ærth.ð

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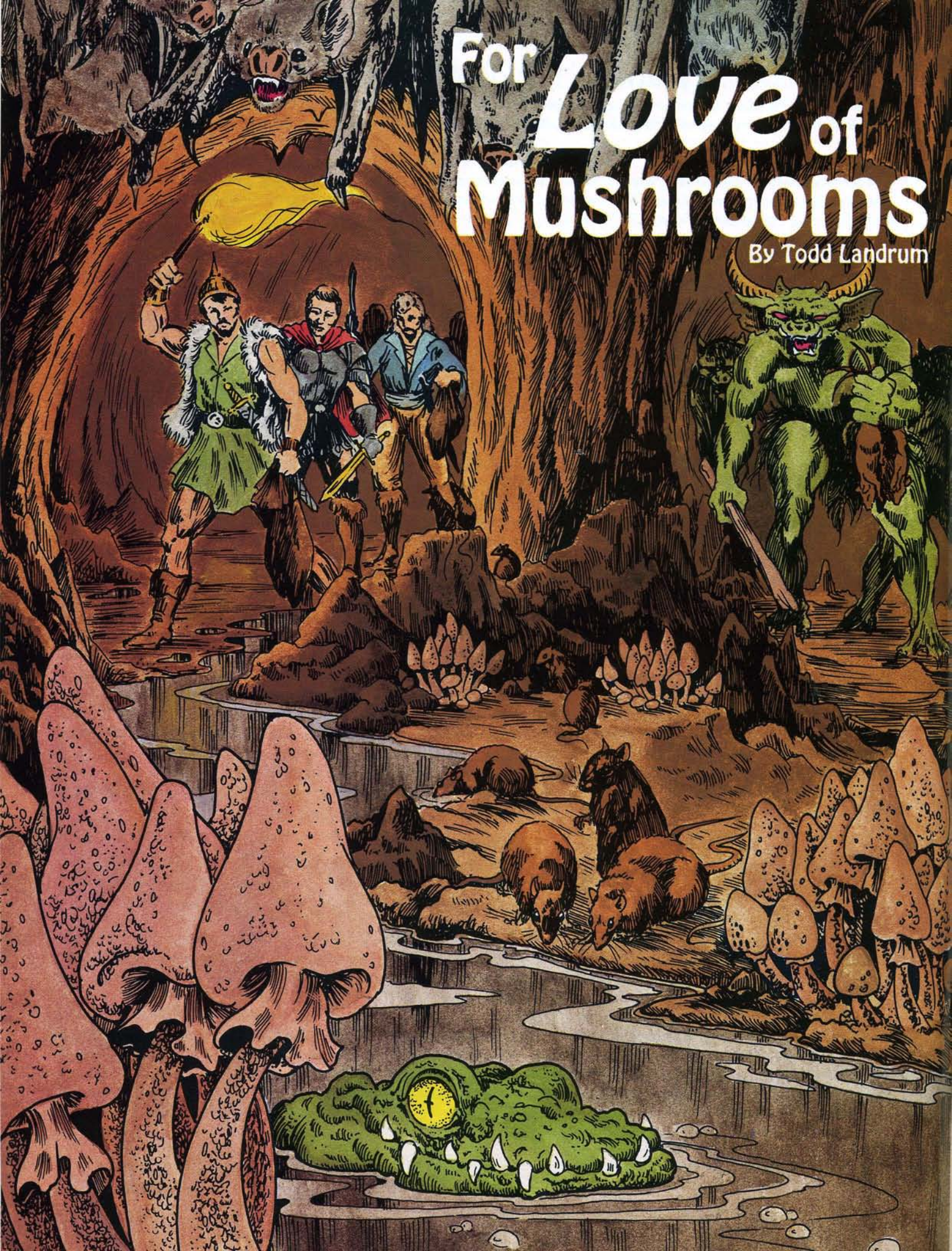
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We look forward to hearing from you.

For *Love* of Mushrooms

By Todd Landrum



"For Love of Mushrooms" is a *Fantasy Hero* adventure for four to six beginning characters. The *Fantasy Hero* book is required to play, and all page references within the adventure refer to that book. The adventure is set in the western shores (page 150) but can be run anywhere you have a swamp in your campaign world. A balanced party works best for this adventure. Particularly handy skills will be PS: Mining, Survival: Underground, KS: Mushrooms/Fungi.

The italicized paragraph(s) of each section give a description for the players. The paragraphs after that are GM information.

Introduction

A hundred years ago, the Lord of Megiers had a great fondness for a specific type of mushroom that became known as the Lord's Mushroom. The local miner's guild was charged with the task of obtaining this 'shroom for his lordship. The habitat of the mushroom is natural, underground caves in swampy areas. After much hardship, guild members established a small mine in the northern portions of the Grey Bogs, where they found a large cave of the Lord's Mushrooms.

Everything was fine for a few years until the lord died. The new lord, as is usual, wanted none of the traditions of the old Lord. Lord's Mushrooms fell out of favor at court, and the miner's guild abandoned the mine.

Recently, this lord passed away also, and again, the new lord wants nothing to do with the old lord's ways. This, not surprisingly, means that Lord's Mushrooms are now back in favor.

Miner's guild members are not thrilled with the idea of returning to a mine that has been abandoned for over 60 years. They want to hire your hearty band of adventurers to first make sure that the mine is clear before returning to it. The pay is 5000 cp.

The PC party is provided with a map to the mine. Strangely, no maps of the actual mine exist. After ferrying across the Black River, the PCs make their way through the northern reaches of the Grey Bogs and arrive at the outskirts of the old mine.

Mining Camp

Main Barracks: *These barracks were used by the miners. Beds, tables, stools and footlockers are spread throughout the room. It is obvious that this room has been previously searched: Foot lockers are smashed open, beds are overturned, etc. A large branch has fallen on the southwest corner of the building, smashing open a five-foot hole in the roof. A small puddle from a recent rain lies beneath the hole.*

There is nothing of interest in the room except for some scattered clothing left behind by the miners.

Site Commander's Office:

An extinguished campfire is at this spot.

Characters with the appropriate skills (Tracking, Woodsmen) can determine that it was last used 12 hours ago.

This hut looks like the living quarters of one person. A bed, writing table, chest and two orcs with dubs are in the room.

The orcs chose to spend the night here at the mine before continuing on their unknown journey.

If the PCs search the commander's office, they find a sheet

of paper reading: Shaft 1:Dead end 120', Shaft 2:Dead end 90', Shaft 3:Dead end 140', Shaft 4':Found mushroom cave! 90', Shaft 5:Dead end 90'.

If the PCs enter the mine site right away, the orcs will hear them and prepare to jump the characters once the party opens the commander's door. If the PCs stay hidden on the outskirts, they will see one orc emerge, stretch, check the weather and then return to the hut. One hour later, the two orcs will emerge and head off to the north.

Tool Shed: *The door to this shed lies crookedly off one hinge. Inside, various pieces of mining gear are strewn about.*

If the PCs need a certain piece of equipment, they can find it here on an 14. The item will be workable but in bad condition. Sample equipment includes: pikes, rope, lanterns, oil, shovels or candles.

Outhouse: *The outhouse is smelly and contains nothing of value.*

Mining Shafts: *Four posts and a roof cover a 10-foot by 10-foot hole. A sturdy pole crosses the pit at the roof to provide an anchor point for a rope. There is also a crank that makes turning the pole easier. The shafts are numbered 1-5 going west to east, with the number painted on a pole.*

Shafts labeled E are dead-end shafts. They were built by the miners trying to find a mushroom cavern. After a certain depth, the miners gave up and tried digging somewhere else. The depth of each shaft is listed in **section B2** (see page 175 of the *Hero* rulebook if someone happens to fall into a pit). The bottom of the shafts cannot be seen from the surface.

Real Mining Shaft: *This shaft actually found a mushroom cave. The shaft is 90 feet deep. The bottom of the shaft is area 1A.*

G: Mushroom Bin: *A three-foot-tall wooden bin is filled with brackish water.*

This box was used to store the mushrooms that were brought up from the cavern until a wagon took them back to Megiers.

Natural Tunnel to Mushroom Cavern: *A 30-foot diameter sink hole is at this location. A small stream of swamp water runs down the western side and disappears into a 10-foot-wide and 10-foot-tall tunnel. You can easily climb down the sinkhole and reach the tunnel.*

The stream runs along the left side of the tunnel as the PCs

Orcs, Greater

Stats for greater orcs are on page 193. These orcs are armed with clubs (SD6) and wear heavy furs, giving a resistant defense of 2.

The orcs have 45 cp between them. They know nothing of the mine or the sinkhole tunnel at area G. One of the orcs discovered a ring of safe mining in the rubble of the office.

Ring of Safe Mining

Ability: Danger Sense (11-), Works for Out of Combat, Mystical, OAF: Ring -1, Independent -2, Only for Mining Dangers (unsafe tunnel, gas leak, etc.) -2.

Active Points: 20 **Real Points:** 4

head down. The tunnel is steep but manageable. It maintains approximately a 10-foot width and 10-foot height all the way to the mushroom cavern. The tunnel was naturally formed by the sinkhole and the running stream. In the last 40 feet of tunnel before reaching the cavern, the PCs will notice bats along the ceiling. If the PCs have torches, the bats will awaken and fly out through the tunnel. This causes no harm to the PCs, but the sound of the bats flying will bring the Lurker from area 1C in three phases.

Mushroom Cavern

Main Cavern: *This large cavern has a relatively flat floor. The ceiling meanders up and down between 20 feet and 50 feet. Lord's Mushrooms, as well as several other types of mushrooms, mosses, and fungi, grow in several patches throughout the cavern. A small stream can be heard in the eastern portions of the cave. Stalagmites and stalactites appear in several places. The cave is dark, cold, damp—a mushroom paradise.*

Mining Shaft: *A 10-foot hole is in the ceiling above this area. A five-foot by five-foot cage lies on the floor with a large amount of rope lying on top of it.*

Lurker

STR: 8, DEX: 12, CON: 10, BODY: 10, INT: 2, EGO: 4, PRE: 6, COM: 0, PD: 2, ED: 2, SPD: 3, REC: 5, END: 20, STUN: 18, OCV: 5, DCV: 4.

Swimming 6 inches, Stealth (while swimming only) 15, Infravision, Bites for 1D6. Bite causes immediate paralysis for one hour in affected area (bite must do body). A Lurker is a three-foot tall, amphibious, frog-like creature that lives in underground lakes or ponds. Lurkers have large teeth in their gaping mouths and saliva that is paralyzing to most creatures. Their primary food includes bats, rats and other cave animals. They are generally afraid of humanoids, as they are too large to eat. A Lurker will attack if its home water is disturbed.

Collapsing Tunnels

If a tunnel collapses on a PC, roll 1D6. This is the number of hits the PC has taken. Roll on the hit location table for each. For damage, roll 1D6 for each hit: This is the amount of dice of normal (nonkilling) damage the PC takes (e.g., if you roll a 3, the character takes 3D6 to that location). This is also the amount of entangle the attack does. Ignore entangles of the hand and foot. Other body parts are trapped in the rubble. one point of the entangle can be cleared per turn.

Additionally, roll 1D6 for each 10-foot section next to the area that collapsed. On a 1-2, that section also collapses. Continue this method until no more areas collapse. To determine blockage, roll another 1D6 for each collapsed section. On a 1-4, that tunnel section is completely blocked. On a 5-6, the tunnel is only partially blocked and can be climbed over. A completely blocked section takes 20 minutes to dig through.

This is the area that the mining shaft from area F empties into. A passenger cage lies on the floor with 200 feet of rope attached to the top of it. The rope snapped from the winch above years ago. Attaching a new rope to the winch and cage is a safe way for the PCs to get down the shaft.

Natural Tunnel: *A tunnel that slants towards the surface is at this location. A small stream runs down the tunnel's right side and empties into the lake.*

This is the natural tunnel's exit from area H on the surface. A small stream leaves the tunnel and empties into area 1C. A large number of bats live in this area and will take off in flight if a torch gets too close. Any activity from the bats will bring the Lurker out from area 1C.

Cave Lake: *A lake full of dark, black water is fed by a stream from a tunnel to the north. Leaves and other debris float peacefully on the calm surface.*

The stream from 1B empties into the cavern and has formed a natural lake. This lake is filled with dark water that the PCs cannot see through. It also serves as the home of a Lurker (see sidebar). The Lurker will remain in the lake unless someone disturbs the lake or the bats (his food) in area 1B. Either of these disturbances will cause the Lurker to attack. Flipper tracks of the Lurker can be found running from 1C to 1B, if PCs search for them.

Exploratory Tunnels: *Four tunnels run south from the main cave. Each tunnel is 10 feet by 10 feet and supported by wooden beams every 10 feet.*

The miners dug off in random directions from the main cavern in hopes of finding mushroom caverns.

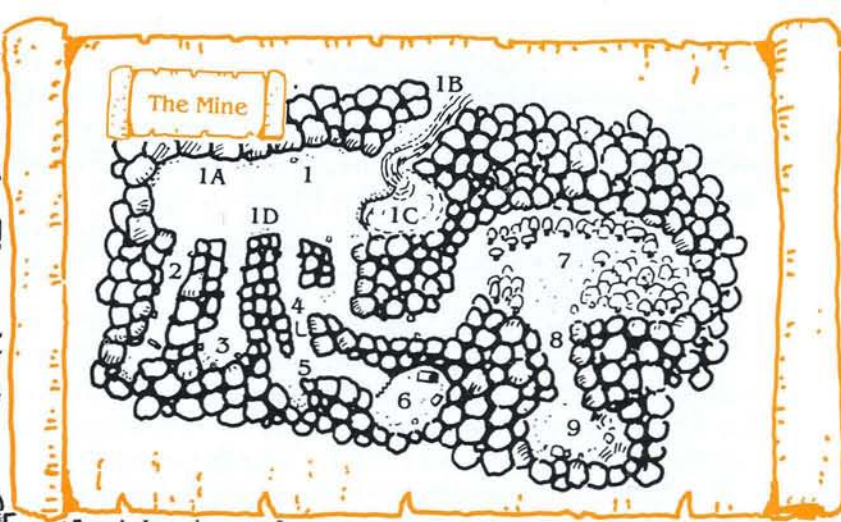
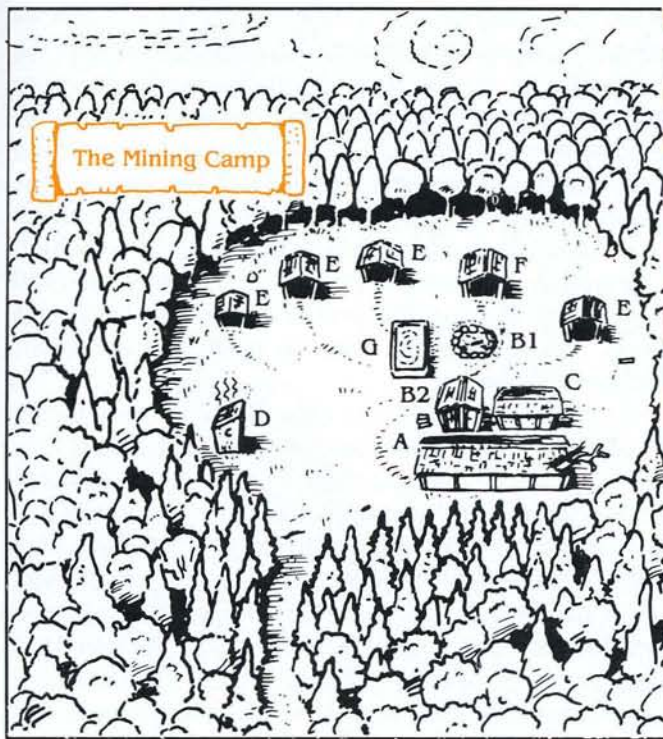
Unsafe Tunnel: *Water seepage from above has made this tunnel very unstable. Miners or underground survivalists will recognize this if they check. Every 10 feet, roll 1D6 for each character walking through the tunnel. On a 1, that section of the tunnel collapses. See sidebar for more information. The tunnel eventually dead-ends where the miners gave up the search for a new cavern.*

Barochie Moss: *This tunnel opens into a 30-foot by 30-foot natural cavern. The roof is only 10 feet tall. The walls and floor of the cavern are completely covered by a red moss. In the middle of the floor, a human skeleton lies face down. From the blue robe it is wearing, you can guess that it is a wizard. A leather pouch hangs on the dead wizard's belt.*

The red moss on the wall is Barochie Moss. It sprays a deadly poison, so the miners didn't venture any farther in this direction. PCs must make a Miner's check at -3, or survivalists at -0, to know about barochie moss. The skeleton in the middle of the floor is Harkle (see sidebar on page 15). His curiosity concerning the moss cost him his life.

Magic Mouth Warning: *Stepping into this section activates a magic mouth. From around the corner, you hear a voice call out, "Who goes there?"*

The mouth pauses two seconds and then shouts, "Go away!" After another pause of two seconds, the voice shouts out, "Don't come forward; I warned you!" This voice was placed here by the now-dead Harkle. The voice repeats itself if the PCs step out of the section and back in.



Wind Trap: A large hole in the wall peers down into a natural, 30-foot-deft. The bottom remains unseen due to the uneven walls.

To the PCs' right is an open section of wall that looks over a narrow, 30-foot-deep pit. Characters falling into the pit suffer 6D6 damage. Why would they fall in? Harkle has placed a Gust trap (page 206) on this section of floor. Characters failing the STR contest with the wind are blown into pit. This trap can be reactivated just like the magic mouth. Lying at the bottom of the pit are two unfortunate, now dead, orcs. They have 38 cp between them. Their clubs lie near their bodies.

Harkle's Room: A curtain hangs over this section of the tunnel, hiding whatever lies beyond.

After the HPs open the curtain: *You see the living quarters of someone or something. Inside the room are a bed, chest, writing table with parchments, and a bookcase.*

This natural cavern served as Harkle's home until he encountered the Barochie. The parchments are blank but are worth up to 500 cp to any magic user for creating scrolls. The bookcase contains the following: *Don't Eat That! A Guide to Swamp Survival* (Survival: Swamp), *Lightning Bolts: An Air Wizard's Best Friend* (Lightning Bolt Spell), *Pleasures of Living Alone* and Harkle's diary. With a week of study, a character will learn the skill, listed in parentheses.

Harkle's diary explains how he grew sick of city life and decided to move to the swamp, where he'd never have to talk with people again. Harkle found out about the mine by bribing an official of the miner's guild. It explains about meeting Myconids in **area 7** and becoming their friend: "As much as I detested human companionship, I am finding that my large friends to the north are pleasant company. Risking the communication appears to have been a good idea. I wish I could help with their problems, but my life as an adventurer is over." It also tells of his trip to visit the red moss. It is the last entry in the diary: "*Survival*

doesn't say anything about the red moss. I find this curious. To think that I may discover a moss that no one else knows about! This life is proving more interesting than the city ever was. I'll go tomorrow and investigate the red moss more thoroughly."

The chest is locked but not trapped. It contains a collection of Harkle's robes, a box of three healing potions (two uses each, 2D6 body aid), a lantern with oil, some chalk (Harkle played tic-tac-toe against himself with it—a hermit's life can be boring), and

Harkle's Skeleton

Harkle wears Bracers of Defense (+1 DCV) on his wrists. On his finger is a Ring of Floating (page 90, *Fantasy Hero Companion*, 5" Gliding, OAF: Ring, Independent, Always On, Only to Float Down). The pouch contains 500 cp, a candle, tinder and flint, and a scroll. The scroll requires a magic skill roll to use and has the following spells: *Dispel Magic* × 2 (page 205), *Lightning Bolt* (page 205), and *The Olive's Renewal* (page 231).

Barochie Moss

Barochie moss lets creatures wander into its midst and then attacks. It feeds on the decomposing body of its victims. Barochie is speed 2. It fires a cloud of spores that are a 4D6 NND vs. Life Support; no need to breath if a creature touches it. Covering your mouth with cloth or holding your breath *before the attack* will reduce it to 2D6. Creatures hit by the spores must make a Con roll (9+CON/5) to take an action. If they fail the roll, their turn is spent coughing and hacking. Barochie moss cannot be attacked normally. Fire or cold can kill a small 10-foot patch. Most intelligent creatures simply don't mess with it.

a scroll that reads as below. "Talkey" is the magic mouth trap, and "Gusty" is the wind trap. The words listed below are keywords for getting by the trap without setting them off. The first keyword allows a character to pass the hex without setting off the trap. The second keyword permanently disables the trap.

Talkey: Alice

Pow, right to the moon

Gusty: Huff and puff

Blow your house down

Myconids: *This large, natural cavern is covered everywhere with mushrooms of all types. Particularly impressive is a patch of seven-foot-tall mushrooms in the rear of the cave. As you admire these large specimens, you're startled when one starts to shamble forward.*

The large mushrooms are actually Myconids, a living creature. Myconids live in large patches of 20 to 30 creatures. Most of the creatures are average Myconids who cannot move or attack. But each patch usually has 2D6 mobile, warriors; this patch has four warriors. See the sidebar for details. All Myconids have natural telepathy with one another and the ability to detect the direction to any type of mushroom. They have excellent growing skills and can grow any type of mushrooms desired. Myconids are peaceful creatures and will only attack persons who bother the patch.

Myconid warriors can spray humanoids with a spore that allows them to share telepathy. The telepathy does not allow common tongue speech. The Myconids communicate by one- or two-word feelings such as "friend, hurt, south, calm, people, creature," etc.

This pack of Myconids is bothered by a troll in a cave that lives south of the patch. They would be grateful to anyone who would remove this menace; their peaceful nature keeps them from going after the troll themselves. The troll comes to the cavern about once a week to collect food. In the meantime, its regenerative powers recover any damage the Myconids do. The Myconids refer to the troll living in **area 9** as "Big Green" and his orc helpers as "Little Mean."

To reward the PCs for taking out the troll and orcs, the Myconids would agree to work with miners and let them know where Lord's Mushrooms can be found, or even actually grow

Myconid Warrior

STR: 25, DEX: 12, CON: 10, BODY: 15, INT: 12, EGO: 10, PRE: 14, COM: 5, PD: 5, ED: 2, SPD: 3, REC: 14, END: 40, STUN: 35, OCV: 4, DCV: 4

Club like arms attack for 5D6. A Myconid's short legs limit it to a movement of 3 inches. Spores are all area effect (4-inch radius) with a maximum range (center of radius to Myconid) of 4 inches. Each cloud has a duration of five minutes (including the NND, which the Myconid are immune to). A warrior can fire the following spores once per day:

Telepathy: 10D6 Telepathy, explained above.

Choking Cloud: 3D6 NND, vs. Life Support/No Breathing.

Peace Cloud: 10D6 Mind Control, cause PC to be peaceful only.

Darkness Cloud: 4-inch radius, Myconid can see though it.

the mushrooms themselves for the miners to collect. Communicating this desire to the Myconids should be interesting for the PCs. If the PCs end up in combat with the Myconid warriors, the troll and orcs from **area 9** will hear and come up the tunnel to investigate. If the characters finish off the Myconids, the orcs and troll will then attack. Orcs fire their bows and then rush out. The troll waits to see how things go and then goes to help as needed.

Troll Alarm: A trip wire connects to a potion vial high on the wall at this point. Tripping the wire drops the vial and breaks it, alerting the troll and orcs that they have visitors. This gives them time to grab their weapons before the PCs arrive.

Troll's Den: A troll (common, page 193) and two orcs (see description **section B2**) live in this chamber. If not alerted, they are seated at a table, eating a meal of captured rats. The orcs' clubs (5D6) are against the wall next to the table and will take one phase to ready. The troll is seated on the far side of the table. He'll pick up the table and throw it at any charging PCs (area effect attack of two hexes; table does 6D6). Three straw beds and assorted garbage and strewn about the room. Sifting through the debris, the characters will find 312 cp, a shortsword (+2 OCV), a shovel, a pick, the skull of the shortsword's owner and other assorted bones.

Concluding the Adventure

After the PCs feel that the mine is safe, they should return to the miner's guild and let them know the job is done. The PCs receive a base payment of 5000 cp. This payment is increased by the following:

Killing the Lurker: +500

Killing Barochie Den: +1000

Killing Myconids: +0

Killing Orcs Outside: +500

Killing Troll's Orcs: +500

Killing Troll: +1000

Handing Over Map of the Complex: +500

Deactivating Harkle's Traps: +1000

Befriending Myconids: +5000

Severed Troll Hand: 500 each (for making troll knuckle ring)

If the party doesn't kill one of the creatures listed above, reduce the payment by the amount specified. The miner's guild will become very agitated if its members discover the monster themselves. There is no penalty for leaving the Barochie alone or living the Myconid alone if an arrangement was made with them.

Further Adventuring

If the PCs were successful, the miner's guild may have more tasks for them in the future. They could be hired as caravan guards to bring the mushrooms from the mine to the city, or the chasm next to Harkle's room could give access to more underground tunnels.

The lord himself may want to meet the PCs who got him his precious mushrooms. He might even have other strange culinary tastes that these characters could solve. ☺

False Move Hits Right Note

In a 1992 summer bijou season bloated with soulless "blockbusters," Carl Franklin's low-budget noire *One False Move* (☆☆☆1/2), now available on homevid via Columbia TriStar, arrived as a welcome surprise. Unlike megabuck grab-bags like *Batman Returns*, *One False Move* springs from a complex, organic script (by Tom Epperson and Billy Bob Thornton) given life by director Franklin, whose previous credits consist of such Roger Concorde quickies as *Full Fathom Five* and *Nowhere to Run*.

The film adopts a showdown approach: After a bloody LA drug ripoff leaves six people dead, murderous redneck Ray (co-scripser Thornton), black psycho Pluto (Michael Beach) and Ray's passive mulatto squeeze Fantasia (Cynda Williams) head for Ray and Fantasia's hometown of Star City, Arkansas, where gung-ho lawman "Hurricane" Dixon (Bill Paxton) eagerly awaits them. Joining Dixon, in a reverse *Beverly Hills Cop* move, are LAPD detectives Cole (Jim Metzler) and McFeely (Earl Billings). Franklin crosscuts between the killer trio's violent progress and the law enforcers' preparations for their expected arrival.

Actor Paxton, who'd earlier impressed via over-the-top perfs in *Aliens*, *Near Dark* and *Brain Dead* (among many others), turns in finely tuned, textured work in a role that demands a radical character change roughly halfway through. The supporting players also proceed sans false notes, with Thornton and Beach convincingly scary as the interracial criminal team, and Williams credibly desperate as their confused cohort.

While amply delivering the genre goods by generating genuine suspense punctuated by grisly bursts of vérité violence reminiscent of John McNaughton's *Henry: Portrait of a Serial Killer*, *One False Move* also dares to dig beneath the surface to examine subtle racial issues along with the well-rounded characters' individual dilemmas. The exotic locations lend another effective note. Franklin, Epperson and Thornton have fashioned a major movie on a mini budget.

Chan of a Lifetime

While it may not play at a theater near you, *Supercop: Police Story III* (☆☆☆1/2) may be the best Jackie Chan movie to surface stateside. This time around, the veteran Asian action icon leaves the directing to Tong Kwei Lai and concentrates instead on his on-screen comic and kung-fu chores.

Our standard but swiftly paced storyline offers another variation on the popular mismatched cops genre. Undercover ace Chan's forced pairing with feisty Cantonese cop Michelle Yeoh allows for several cross-cultural riffs in a Hong Kong vs. Communist Mainland vein. (It may also represent something of a peace gesture on Chan's part, since Mainland China annexes Hong Kong in 1997.)

To get the goods on a major smack czar, Chan assumes a criminal identity, springs the top villain's younger brother, "Panther," from

a Mainland labor camp and infiltrates the gang's inner ranks. Yeah, posing as Chan's sister, joins our hero for a virtually nonstop spate of spectacular chases, shootouts and, of course, the elaborately choreographed martial-arts displays that have elevated Chan to international action-star status.

Chan doesn't neglect his trademark comedy elements. One particularly funny scene finds the undercover Chan, accompanied by three of his new-found criminal allies, forced to visit his fictional mainland "family"—a scam everyone but Chan seems to be in on, including his Hong Kong police superior, who poses in drag as our hero's elderly mother (!). An ill-timed encounter with girlfriend Maggie Cheung at a Malaysian resort likewise leads to comic complications.

Boasting Chan's biggest budget to date (a reported \$10 mil), *Supercop* hops all over the Orient, making primo use of its authentic locations. As per Chan custom, the film's end is followed by alternately amusing and anxiety provoking outtakes from some of the pic's most dangerous stunt scenes, which Chan, as always, performs at considerable personal peril. In sum, *Supercop: Police Story III* has everything Chan fans and general action audiences could want: an appealing hero, a formidable foil, vicious villains, a high body count and breakneck action galore.

THE BIG SCREEN

by Phantom of the Movies™
The Phantom's Movie Madness &
Video Views

To All Journeys Readers

Due to a chain of events made up equally of honest mistakes and poor judgments, part of the movie review column printed in the magazine this month included a review of a film and a provocative photograph which were not appropriate to the tone of the magazine and were in any event completely unrelated to the subject matter covered in roleplaying games. As a result, the offending page has been removed, and we are sorry for the inconvenience.

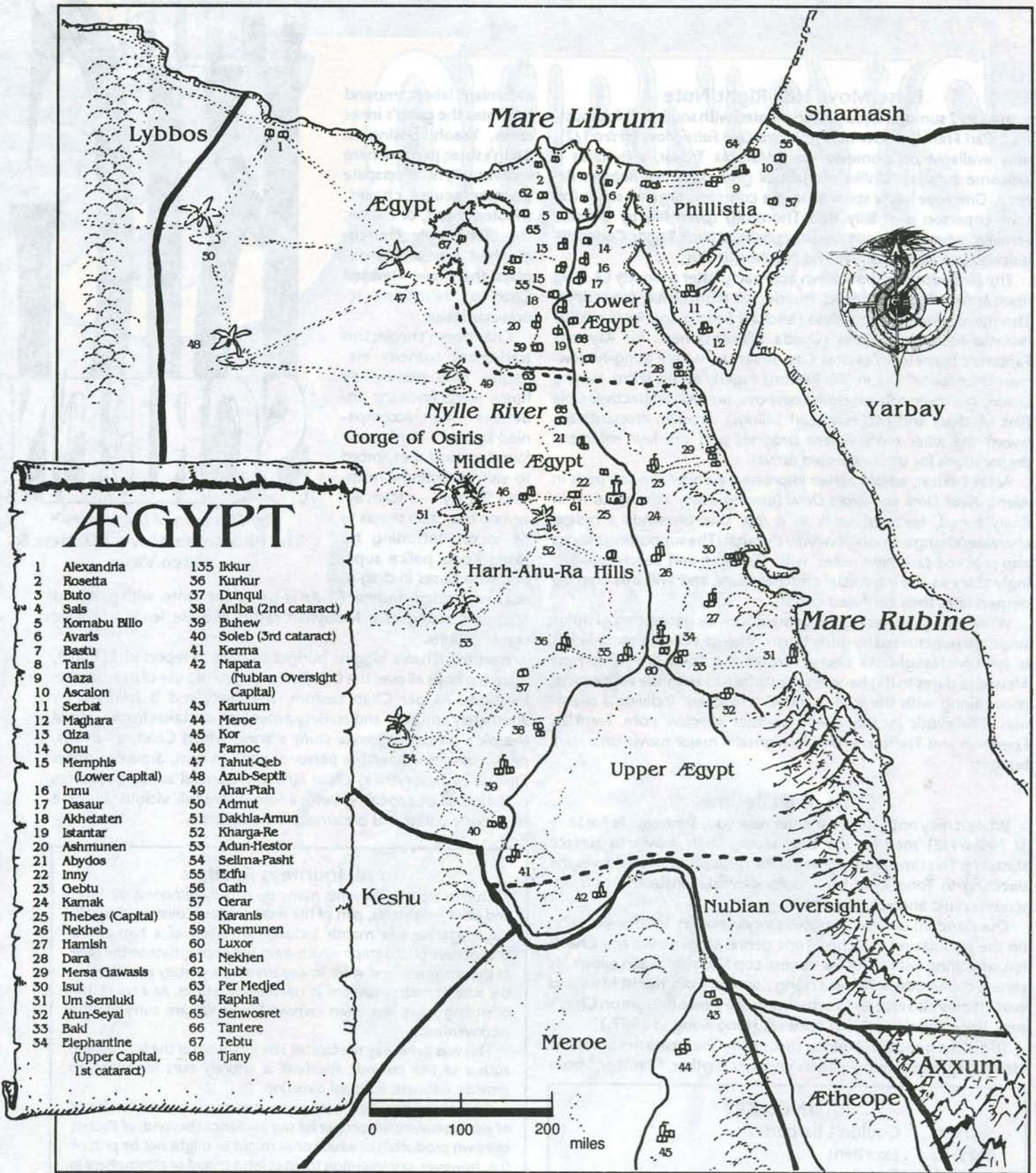
This was in no way the fault of The Phantom of the Movies, the author of this column; the fault is entirely ours for failing to provide sufficient editorial direction.

It is not and has never been our purpose to suggest what forms of entertainment are proper for our audience (beyond, of course, our own products!) or which ones might or might not be proper. It is, however, our intention to establish a mood or atmosphere in all of our products which serves to define the context within which those games are intended to be enjoyed, and it was with that goal in mind that we took this action.

Again, we sincerely apologize for any inconvenience this has caused. We are reprinting the other film reviews on this page along with a bonus, updated map of Ægypt from our first *Mythus*™ campaign scenario, *The Necropolis*™, on the reverse.

RATINGS KEY

- ☆☆☆☆ Couldn't be better
- ☆☆☆1/2 Excellent
- ☆☆☆ Good
- ☆☆1/2 Not bad; worth watching
- ☆☆ Mediocre; worthwhile for fans of a particular thesp, director or genre
- ☆ Just plain bad
- 1/2☆ Even worse than that
- 0☆ The pits



This is the map of Ærth's most magickal kingdom, Ægypt, as it appears in *The Necropolis and the Land of Ægypt™* campaign scenario, the first adventure for the *Mythus™* game of Gary Gygax's *Dangerous Journeys™* multigenre roleplaying game system.

This version of the map, featuring additional Ægyptian cities, supersedes that found in the *Epic of Ærth™* companion volume to the *Mythus* game.



Jackie Chan in *Supercop*.

Alive and Well and Living in Hell

Meanwhile, back in hell, the infamous Lament Configuration Box is back—and Pinhead isn't far behind—in *Hellraiser III: Hell On Earth* (☆☆☆), the latest installment in the Clive Barker-spawned scare series.

Our story finds fledgling tele-journalist Joey (Terry Farrell) attempting to solve an exploding-head mystery (an even gorier blast than those seen in the *Scanners* movies) that claims the life of a patron at a sprawling downtown Manhattan metal club, The Boiler Room. Through fugitive femme Terri (Paula Marshall), Joey encounters sleazy club owner and present possessor of the infernal box J.P. (Kevin Bernhardt), who's offering human sacrifices to needle-domed demon Pinhead (reprised by Brit thesp Doug Bradley).

When said Pinhead eventually takes to the streets, all hell literally breaks loose. Our feisty heroine, meanwhile, refuses Pinhead's offer to "die while you still have the option of doing so quickly," choosing instead to fight him tooth and nail (or, perhaps more accurately, pin).

Hellraiser III forgoes much of its immediate predecessor *Hellbound's* sinister surrealism but supplies Pinhead with far more of a showcase than he enjoyed in either of the earlier films. What the pic lacks in plot invention is more than compensated for by lots of colorful carnage, complete with some of the most effectively revolting FX work (courtesy of Bob Keen) ever seen on screen. Especially impressive are a mega-body count club-set slaughterfest and a scene that sees a Pinhead victim instantly filleted before our very eyes.

While Farrell turns in solid work as the embattled journalist and Bradley successfully expands his Pinhead part (though he should curb his flirtation with Freddy Kruegeresque one-liners), Bernhardt makes for a weak villain and Marshall gives a grating perf as his antsy ex-squeeze. Helmer Anthony (*Sundown*) Hickox, meanwhile, goes Hitchcock one better by giving himself two cameos—as a soldier in a 'Nam-set flashback and as himself in a split-second TV clip (!).

It's in the all-important horror arena that *Hellraiser III*

comes through, introducing several new diabolical "Cenobite" characters and granting Pinhead a well-deserved chance to strut his scary stuff.

Single White Female

Yet another entry, like *The Hand that Rocks the Cradle*, in the currently popular invite-a-psycho-home genre, Barbet (*Barfly*) Schroeder's upscale slasher tale *Single White Female*—a distaff variation on Martin Donovan's more perverse *Apartment Zero*—proved to be Summer '92's best maniac movie since Jonathan Kaplan's *Unlawful Entry*.

Jennifer Jason Leigh adds another impressive unstable role to her resume (see also *Miami Blues*, *Heart of Midnight* and *Rush*) as the roommate from hell who apes and eventually seeks to control model Manhattan career babe Bridget Fonda. Highlights include a bit by vet B thesp Ken (*The Thing*) Tobey, a grisly spiked-heel murder and a claustrophobic elevator-set catfight. Withal, *Single White Female* rates as Schroeder's scariest film since his documentary *Idi Amin Dada*.

Single Spanish Dracula

We also checked out the hitherto "lost" film (mentioned in passing last issue) *The Spanish Version of Dracula* (MCA, \$14.98), a pic that ranks as a true terror treasure. Lensed simultaneously with Tod Browning's better-known 1931 Bela Lugosi edition, using the same sets and script, the Spanish version nonetheless emerges as a much different—and in some ways superior—fear film.

According to a video intro by Lupita Tovar, who plays Eva in the film, director George Melford didn't even speak Spanish (!). Fortunately, he had a top cast to work with. Carlos Villarias makes for a suitably menacing Dracula, while Pablo Alvarez Rubio, as real-estate-agent-turned-vampire-slave Renfield, goes even further over the top than his Anglo counterpart Dwight Frye. In sum, *The Spanish Version of Dracula* is far more than a film curio but a highly effective fright fable in its own right. ♂

THE ANTARES' FACTOR

by Curt Jensen



The following is a challenging bounty hunter adventure for GMs and players who enjoy participating in manhunt style missions for Steve Jackson Games' *GURPS Space* source book. It works best with one to three PCs, but can be played with as few as one player. More players can certainly participate if needed, but one or two sneaky bounty hunter types, either working alone or in close collaboration with each other, have the best chance to successfully complete this mission.

Although originally written for military intelligence personnel, this adventure was found to work far better for the "low-life" bounty hunter (BH) character type. Anyone who has seen the *Star Wars* movies cannot help but be fascinated with the Boba Fett and Greedo personalities (despite their unfortunate fates). Obviously, ruthlessness, cunning and streetwise ability are all basic attributes for the successful BH. Many players find this type of character very satisfying to adventure with in SF, far-future campaign settings. Visits to sleazy cantinas and dark alleys on the wrong side of the starport town, and run-ins with the legitimate law authorities are all basics for this genre.

The basic mission for the PCs during this adventure is an urgent manhunt for a political personality. Specifically, they must capture or kill a "loose cannon" before disaster befalls the PCs' employer. The hunt could take the adventurers on a star-spanning quest across the galaxy, or it could be confined to one or two planets (at the GM's discretion). This adventure is also designed to fit into the political background of any campaign. Be it an empire or a corporate state, bounty hunters will still always be needed in the future.

PCs in this adventure should be based on 100 points. If the GM runs a particularly tough campaign, 150-point creations should be allowed. Good advantages for the bounty hunter type would be Danger Sense, Intuition, Patrons (organized crime societies, gang bosses, etc.), and Luck (!). Besides weapons skills, Fast-Talk, Coursing and Streetwise would come in real handy.

Background

The PCs are minding their own business at the seedy Afterburner cantina on Regulus 4 (or another planet of GM choice) enjoying a fine alien drink, when they are approached by two well dressed strangers. If any of the PCs have a reputation as a "famous bounty hunter" or the like (some BHs do not have cover identities), that individual will be addressed first. "Sir, we are in urgent need of your man-hunting abilities," one will say. "We have a certain individual whom we need located," he will continue, "and I believe that you have the resources and abilities to find the scum." If the PCs are seated in a secluded section of the starport bar (i.e., where no one else can overhear), he will continue. "His name is Kalavore Cygni. He has damaging information on my client, and we need him tracked down as soon as possible."

Payment will be discussed before the PCs have accepted the mission. It will range from 50,000 to 250,000 credits for the group (or individual, if there is only one PC). This bounty will depend on the importance and sensitivity of the situation, as decided by the GM.

The PCs will also be given a lead. Cygni was last observed on Myaplicidius 4, a low-tech agricultural world that does not fall under all Imperial laws and edicts. There are also other reasons why Cygni choose this planet to visit. It is generally easier to blend into a developing planet's population than that of one which is more "civilized." Weapons and starships can be easily obtained on these types of worlds through the black market, or by various corrupt individuals in the planetary government.

The starport city of Mi'chi was the last specific location in which the target was seen in that system. He was overheard bragging at the local cantina (*The Spacer's Pit*), about how he escaped the admiralty/empire/Big O (The Organization, *GURPS space*, page 12) with money and information that would "put the clamp" on that particular organization. (It is commonly known that Cygni is an alcoholic, and he routinely says things that he should not!) It should also be mentioned that a large, muscular looking friend of Cygni was noticed carrying that rascal out of the bar after he passed out from excessive drinking.

Exactly what family or organization Cygni was associated with is up to the GM. Three possibilities are presented here, although a imaginative GM could certainly think of more.

- Cygni is the son/cousin/nephew of the emperor or galactic leader of the GM's ruling interstellar government. This situation would be the most volatile of the three choices. He could have extremely embarrassing information on the emperor (or his wife!). Possibilities include various family scandals (infidelity, drug abuse, etc.), revelations on decisions in politics (like the astrology in the White House deal with the Reagans) or nasty details on the family's past. Secrecy would be of paramount importance here. Using independent operatives to locate the scoundrel would leave the government institutes out of the process. If things went badly, or if PCs needed to be liquidated after the operation was over, the emperor could "wash his hands" of the situation much easier. (And there would be no incriminating "smoking gun"-type paperwork afterwards.) Also, the emperor would probably want his relative brought back alive! If Cygni were accidentally killed....

- The target of the hunt is not the son of the emperor, but the offspring of the grand admiral of the Imperial star fleet. Cygni would be in possession of top secret data about the ships or tactics of the empire's main battle fleet. This information, if sold to the wrong party, could be disastrous for future star fleet operations. For instance, Cygni could have documents on the numbers and types of warships (and their weaknesses!), the location of secret refueling stations or system defense boat hiding spots, standard patrol routes or classified fleet battle strategy. Furthermore, the admiralty might not know which type of secret data and how much Cygni knows! It would be next to impossible to change everything about the fleet's composition and tactics—the admiralty would need to find Cygni soon, and discover just what he knows and may have told.

- Cygni is the son/right-hand man of a Big O kingpin. In this situation, the bounty hunters would probably be sent on this mission to "terminate" this "loose cannon," who has very incriminating evidence on the kingpin. Examples could

include evidence of a large-scale conspiracy, a gang murder, government extortion (!), interstellar drug smuggling or gun running. If the GM does choose the extortion option, this would certainly involve other people who would also be very anxious to find Cygni! Besides sending the PCs to hunt him down, the crime boss will also send another BH to search independently for Cygni. The kingpin will offer a huge reward (250,000 cr) to the sapient who complete this mission variation. The PCs should be aware that the other bounty hunter will be competing against them, and he will be determined to get that much money.

The Hunt

The PCs start the adventure with a small starship. If they do not already have a ship, they will be supplied with one by their patron. The craft should be in the 100- to 250-ton range, about the size of the *Millennium Falcon*. Although this ship will be small, lightly armed and protected, it should be a fast one by galactic standards, both in normal space (N-Space) and in FTL travel mode.

The journey to the Myaplicidius star system should be a relatively placid one. But the GM could make this transition period more interesting and entertaining for the players by throwing in a stowaway, hijacker or an unfriendly encounter with the patrol. (And pirates still do abound in most sectors!)

The Myaplicidian star is a medium-sized red giant (class M3). The system has 12 planets and two good-sized asteroid belts. Through bribery, espionage and political maneuvering, the system has gained its fair share of independence from the ruling galactic government. Unlike many other systems, it has no patrol or Imperial military presence. The local planetary government does have a small system-defense fleet; it numbers one heavy cruiser, three destroyers, seven frigates and 22 starfighters. Rumor has it that many of the military personnel in these units are corrupt and demand a "toll fee" or valuable cargo from visiting starships in return for safe passage.

The fourth planet in the system is a profitable agricultural production site. It is a typical forest world, standard Terran gravity (about 0.92 G actually) with a temperate climate over most of the planet. Besides relatively honest farmers, there are many sentient beings who could be called "shady characters" on this world. Also, since this is an outpost system immune to most Imperial laws, almost everyone here carries a blaster pistol.

In the decrepit capital of the planet, Mi'chi (pop 74,000), the PCs find the seedy Spacer's Pit cantina on the wrong side of town.

The Spacer's Pit

The largest and most popular cantina in the capital is the nefarious Spacer's Pit, a regular hangout of smugglers, pirates, mercenaries, interstellar criminals and other galactic troublemakers. There is plenty of what could be called "spaceport riffraff" about. It's not uncommon to run into creatures who have several death warrants from various systems hanging over their head.

Like many bars, this establishment has a few bar flies who tend to distrust strangers. But by and large, most of the clientele is used to seeing new faces here on a regular basis,

whether those strangers be newly visiting spacers, refugees or galactic vagabonds. At first, the PCs should be able to easily mix in with the normal clientele. But strangers asking a lot of questions are another thing all together.

There are several beings present at any one time who may have seen Cygni the last time he was present. The GM can either use the *GURPS*' NPC Reaction Table to determine how the PCs are accepted, or try other methods. Several successful Streetwise rolls could be necessary to get some useful information on Cygni. Modifiers might include the following: +2 for buying a stiff drink for someone while asking for info, -5 for mentioning the patrol in any kind of positive manner, +2 for insulting the patrol, +1 for telling a very good story (true or not), -3 for not fitting in with the crowd of this establishment.

Another way to learn about Cygni's whereabouts would be to win a Quick Contest of Skills between a PC's Fast-Talk skill and the victim's Intelligence. A fast-talker who fails in this attempt will be given a red herring or other humorous scuttlebutt to chase (e.g., Cygni lives down by the river, disguised as a panhandler).

If at any time a PC has a normal failure on a Streetwise or Fast-Talk skill roll, a hostile encounter is very likely. Someone (or thing!) will take offense at the characters, what was said, or both. Have the NPC make an Intelligence roll at a penalty equal to the amount by which the original Streetwise roll was failed. If this roll is missed, the upset bar patron will probably fast-draw on the offending adventurer, or attack with natural weapons (if possessing any). Any critical failure on a Streetwise roll will automatically incite such a dangerous response.

If any PCs get a critical success in Streetwise or win a Contest of Skills involving Fast-Talk with someone who is "in the know," they will be directed to a tall, wiry human sitting behind what looks like a large holovideo game in the corner of the cantina. This man's name is Gannan Drandor, and he is a smuggler by trade. He also has the most up-to-date information on the location of Kal Cygni.

The hologame Drandor is playing is called Grid Smasher; it requires two players. The players sit opposite each other, and one sends geometric objects skimming over a play field toward the opponent's holographic buildings and mobile force cannon. The defending player in turn attempts to blast the geometric objects before they strike the structures or cannon. Both players are limited by available ammunition and time. The winner is the one who still has surviving military assets at the end of the game.

Drandor was recently "ripped off" by Cygni. In their last deal, Cygni paid Drandor with "gold" bars for a fusion reactor. The trouble (for Drandor) was that the bars had been recently treated with proton bombardment equipment; after about three hours, they turned back into lead. Drandor found no humor in this and plans to get even with Cygni sometime in the future.

It is definitely possible to bribe Drandor for information about Cygni's location. Before giving any information, however, he will challenge the PCs to a game of Grid Smasher. In other words, one of the characters must play the game to get any information out of Drandor.

Continued on page 27.

Just Another New Kid In Town?

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The **Talisanta** world has existed since 1987. We at Wizards of the Coast have taken on the vision in our release of the *Talisanta Guidebook*. This third edition of the **Talisanta** game rules finally includes everything you need to play **Talisanta** in one book. So join us as we continue to explore the exciting, colorful world of **Talisanta**.



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Drandor will want to be the attacking player. The game involves several quick contests of DX vs. DX. Modifiers include: -2 for first-time players, +3 for having the Danger Sense advantage, +1 for having the Electronics Operation (Computers) skill, and the normal penalties for alcohol consumption.

If the PC wins the game, any attempt at bribery will be at +2, unless the adventurer wins by such a large margin as to embarrass Drandor in the process. Losing the game or winning by a landslide will earn a -4 penalty on any attempt to weasel any useful information out of Drandor.

Drandor knows that Cygni will be at the city's main starport at about 0200 that night. As far as Drandor knows, Cygni was staying at the planetary governor's vacation house outside of the city. Cygni recently purchased a ship, the *Karlsfire*, from a corrupt planetary official, and he plans to either smuggle some equipment to his base or to simply escape off-world. (He is well known for wearing out his welcome wherever he visits.)

Cygni has acquired a secret base of operations to hide out and plan for future galactic schemes. Although Drandor probably does not know its exact location, he might reveal its existence for the right price or by the proper intimidation technique. The GM could allow Drandor to give the PCs the exact location of this base (if the GM wants a short adventure) on a successful bribery attempt, so that the characters can proceed directly to Cygni's abode. Drandor might also have a diagram of Cygni's base (the one on page 28).

During all of this, Drac, the independent NPC bounty hunter (see page 30), will be silently watching from a dark corner of the cantina. He will take note of everything the PCs do, and with whom they talk. At a critical moment, he will position himself to overhear important information, or he will intercept the characters or Drandor in a dark alley outside of the Spacer's Pit. Drac will only resort to this after he knows for certain that one of them has the information he needs to complete his assignment. He will be ruthless in his method(s) of getting the info that is needed.

At this point, the GM needs to make a decision on Drac. Good roleplaying possibilities include:

- A firefight between the PCs and Drac outside the Spacer's Pit (especially if the PCs get very important information). The bad side of Mi'chi is notorious for skulduggery and mayhem; any streetfight usually goes unnoticed by most residents and the local authorities.

- Drac will interrogate Drandor and get the information he needs without involving the PCs. In this variant, Drac will be on the heels (or ahead!) of the characters during the whole adventure. The GM can give hints such as, "You see the same humanoid following you again" at starports and on city streets during the hunt. If the PCs try to investigate, Drac will silently slip away, only to resume his tracking of the PCs again later.

- Drac will follow an independent path in his search for Cygni. That is, he will not be seen again (outside the Spacer's Pit) until the PCs sneak in or storm Cygni's secret base. The GM can allude to this possibility by informing the PCs that someone else was asking the same questions about Cygni's

whereabouts just before the PCs arrived at a different cantina, establishment or planet to gather leads.

In any event, because of timing or circumstances, Cygni and his buddy Thembolt (see page 29) escape off-world. Cygni might hear news of strangers asking questions about him at the Spacer's Pit and decide to leave early, or he'll narrowly escape (in a running firefight at the spaceport?) just before being caught by the PCs. He may leave behind obvious or very subtle clues as to his next destination.

Interim

If the GM wants to have a continuing star-spanning quest for Cygni, there are many possibilities for further SF adventure:

- Cygni falls in with a bunch of interstellar pirates. He just might eventually become their leader—this would be a difficult challenge for the PCs. Not only would they have to find his ship, but they would also need to subdue his fellow pirates.

- The PCs hear rumors that Cygni has befriended/conned a group of naive aliens on a distant planet. They just might make him ruler of their city or world.

- News reaches the characters that Cygni has somehow excavated a powerful precursor relic on the ancient home world of some long-extinct alien race. He plans either to sell it to the highest bidder or to start a mercenary company and use it in interstellar wars.

- Cygni starts his own organized crime group. Note that this would certainly raise the ire of the established Big O! They would probably raise the bounty on Cygni's head by a large amount (one million cr would do) in this event.

- The PCs hear that Cygni has conned his way into favor with the royal family of an important quadrant capital world. Perhaps he has seduced the young daughter of that family, hinting at the knowledge that he stole and how it could aid the family politically or he might have resorted to ludicrous flattery and gift giving.

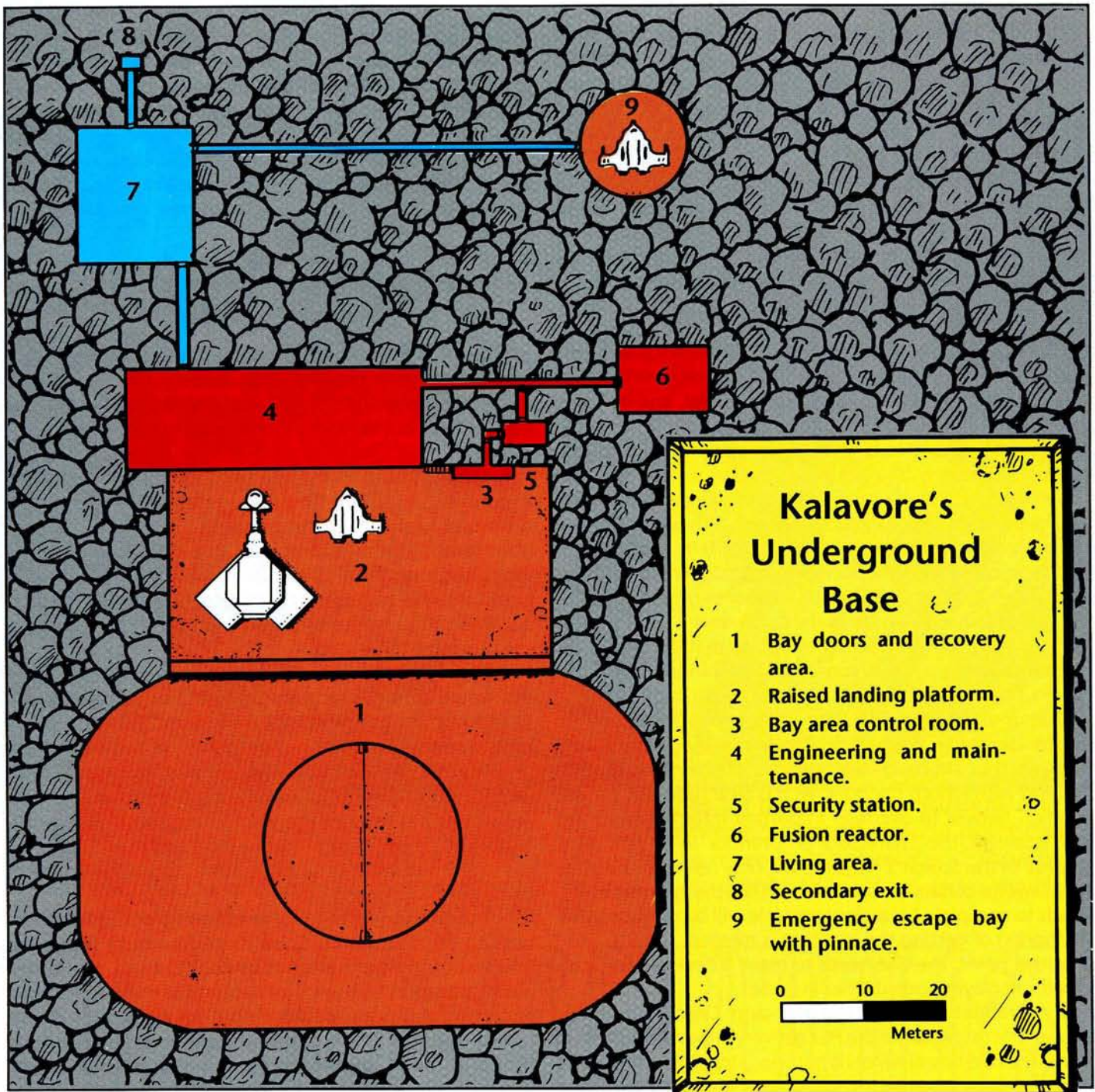
- The GM can arrange for the location of Cygni's secret base to be discovered. Either Drandor could reveal this information, or the characters could find a hint, like talking with a spaceport tech who just happens to know something, or coming across an apparently broken astrogation disk or record that was found close to Cygni's vacated berthing hanger at the Mi'chi starport (or at one of his next stops!)

Once again, a resourceful GM will be able to think of many more adventure options. The GM should consider these scenarios (and this adventure) as the bones of an SF drama that can be filled in with a bit of imagination.

Secret Base

Cygni's secret base is located on a sparsely populated (PR 6) Terran-class swamp world. GMs can use one of these types of planets from the various space atlases, their own planetary creation (recommended), or the planet Saphronia in *GURPS Space* (page 116). It will be located in a northern latitude region. On the planet Saphronia, this would be close to the ocean area above the city of Orzell.

A layout of this base is included in the adventure, but GMs could certainly design their own unique floor plans and the



regional geography in which it would be located. On Saphronia, Cygni's base is in a steppe region. As indicated on the floor plan, the camouflaged hangar doors (opening horizontally) serve as the starship entry and departure zone. When closed, these doors blend in perfectly with the surrounding topography.

Although Cygni's base does have active sensor equipment, sensors are usually turned off so as not to attract unwanted attention. (Active scanning is very easy to trace.) However, the base will be constantly engaged in passive monitoring. Any ship that approaches while emitting a signal of any kind will alert the complex's occupants to possibly expect uninvited visitors.

Besides the big hangar doors, there are two other entrances

to the base. One is the service entrance located to the north of the base. The other is the secret escape route for Cygni and Thembolt, which might be needed in a dire emergency. There is a small pinnacle located therein, a good distance east of the hangar doors. To enter either of these doors from the outside without the proper clearance codes or security card, a prospective burglar needs to make a successful roll either against Electronics Operation (Security Systems) at -3 or against Lockpicking (TL10 or better) at -5.

A GM who has *GURPS Ultra-Tech* should certainly feel free to add several of the security systems listed therein. For instance, Cygni might have installed one or more defense globes (page 12) armed with military lasers near each entrance. For good measure, he might also have a paralysis

grid (page 14) on the floors of all entrance corridors, on constantly while these areas are not in use.

Besides Cygni and his good friend Thembolt, several other beings will be in the base. Cygni has hired eight Average guards and one Elite Leader type (NPC list) to protect him and his hideout. He would have hired more, but these were the only individuals he found trustworthy enough. If, at this point, Drac is still a factor in the adventure (i.e., alive), he will be hiding somewhere in the base waiting for an opportunity to strike. He might know that the PCs are coming and plan to let the two sides wear each other down in a firefight before making his introduction.

If surprised, Cygni and Thembolt will fight as best they can. They will have the best weapons and armor (if there is time to put armor on) that money can buy. If possible, they will order the guards to fight a stalling battle while they try to make a break for it. If Cygni watches Thembolt die (he may shield Cygni with his large body), the GM needs to immediately make an Intelligence roll for Cygni. On a successful roll, Cygni will surrender to the PCs in hopes of talking his way out of it. He will use the information he has (and any other sneaky tricks the GM can think of) to con the PCs into setting him free (for a price?) or joining him. But on a failed IN roll, Cygni will be so enraged by his friend's death that he will fight to the very end.

One trick that Cygni might use is to hold up a small box with several buttons on it. He will claim that he has rigged the base's fusion reactor to blow and will trigger the explosion with his "detonator." He urgently warns the PCs to back off! Cygni will use this hoax (?) to attempt an impromptu escape, trying to distract the PCs long enough to make it to his ship. Note that this just might be the opportunity that Drac is waiting for to strike.

Treasure in Cygni's room could include: several cred cards of substantial value, rare works of alien and humanoid art, precursor artifacts (weapons?) of various makes and, of course, the all-important potentially explosive information that he has on the PCs' employer. If this info can be carried in a small datacube or the like, he will have it on his person when the PCs burst into his comfortable abode.

Notes to the GM

Although it is recommended that the players roll up new bounty-hunter-style characters, they could certainly use existing PCs from a *GURPS Space* campaign. This adventure is designed to fit into any SF background. There is plenty of room for GMs to add their own touches. In particular, the interim period is one in which any number of additional encounters can be added.

During the adventure, the GM should keep the PCs just on the heels of Cygni and Thembolt. Cygni's escape from Myaplicidius 4 is a narrow one, and a vendetta is started between the two groups! The GM should build up the adventure to a climax at Cygni's base. At this point, all of the factors come into play: Cygni, Drac, Thembolt, the PCs and any other personalities the GM has added. There should definitely be resolution at this point, an ending either for Cygni or the PCs (or both!). It is also possible that the political situation back home has changed for Cygni while the

adventure proceeds, and the PCs' employer definitely want him brought back alive.

NPCs

Kalavore Cygni; Rogue, galactic nuisance, etc. Human, late twenties, blond hair and blue eyes, 6' 2", 175 pounds. ST 12, DX 13, IN 16, HT 12.

Basic Speed 6.25, Move 6.

Advantages: Appearance: Handsome, Danger Sense, Empathy, Luck (30 pts).

Disadvantages: Alcoholism, Compulsive Behavior (Bad Boy syndrome), Enemies (various), Megalomania, Overconfidence.

Quirks: Prefers blonds, constantly keeps his hair combed and neat, likes to read the old *Joker* comic books, is intrigued by galactic politics, has a sarcastic sense of humor.

Skills: Acting-18, Astrogation-16, Beam Weapons (X-Ray Lasers)-14, Carousing-14, Computer Operation-16, Demolition-17, Detect Lies-16, Disguise-16, Electronics Operation (Security Systems)-16, Electronics Operation (Sensors)-16, Escape-13, Fast-Talk-20, Guns (Gyrocs)-13, Lockpicking-14, Photography-16, Politics-16, Pilot (Starship)-15, Sex Appeal-13, Stealth-14, Streetwise-16, Xenology-18.

Cygni has been a troublemaker most of his life. When he was only seven, he managed to turn the family's holovision set into a thermal explosive, and he has not improved his behavior since. He definitely thinks that he is destined for interstellar greatness, and he is overconfident in his ways, a dangerous combination of character flaws.

Born on airless Antares 2 in an elegant domed complex that blocked out the harsh void, Cygni nearly died of boredom as a child. To relieve this, he contrived elaborate hoaxes and jokes on the people around him. The community coordinator soon wanted him flushed into the void.

Cygni now thinks that he has scored a coup with the secret information that he has come by/stolen from his former associates. He hopes to use it to rise to great importance in galactic society. But this time, he may have bitten off more than he can chew.

Thembolt, Cygni's long-time friend and bodyguard. Early 30s, human, brown hair and black eyes, 6' 6", 250 pounds. ST 18, DX 12, IN 10, HT 16.

Basic Speed 7.00, Move 7.

Advantages: Alertness +4, Combat Reflexes, High Pain Threshold, Toughness (DR 1).

Disadvantages: Appearance: Ugly, Bloodlust, Impulsiveness, Intolerance (Aliens), Sense of Duty (to Cygni).

Quirks: Does not talk much, always views with suspicion strangers who talk to Cygni, wears hideously ugly jumpsuits (purple with yellow stripes for instance).

Skills: Battlesuit-14, Beam Weapons (Blasters)-16, Beam Weapons (Lasers)-16, Brawling-18, Computer Operation-10, Driving (Hovercar)-13, Electronics Operation (Communication Systems)-10, Fast-Draw (Pistol)-13, Holdout-12, Interrogation-11, Knife-14, Shadowing-12, Speed-Load (Power Cell)-12, Streetwise-11, Thrown Weapon (Grenade)-12.

Thembolt and Cygni have known each other for many years. In school, when other students teased Thembolt because of his appearance, Cygni would spray a compound

of inorganic molecular bond solvent on their clothing, leaving them in the buff. Eventually, Cygni's enemies started to try to gang up on him. That was when Thembolt's muscles started filling out.

The two have watched out for each other ever since. Thembolt trusts Cygni more than anyone else in the galaxy. He will follow Cygni's orders to the letter. (He considers Cygni a "brain.")

Since Cygni has stuck up for him for so many years, anyone who wants to do any harm to his friend "Kal" will have to go through Thembolt first.

Blathanor Drac, Galactic free-lance bounty hunter. Humanoid, early forties, tannish skin, black hair and gold eyes, 6' 3", 205 pounds.

ST 14, DX 16, IN 13, HT 13.

Basic Speed 7.50, Move 8.

Advantages: Bionic right arm with blaster pistol installed, Combat Reflexes, Danger Sense, Intuition, Luck (15 points), Reputation: Best bounty hunter in the sector.

Disadvantages: Bad Temper, Enemies (other bounty hunters he has betrayed), Reputation (disintegrates people), Vow (to capture or kill anyone he is paid to track down—in other words, to do his job really well).

Quirks: Has to dock in the same berthing space at certain planets and stations, likes to lecture subordinates, always sits in the very darkest location in a cantina, prefers killing his hunted quarry to mere capture, enjoys "the hunt."

Skills: Astrogation-15, Astronomy-13, Beam Weapons (Blasters)-20, Computer Operation-13, Disguise-14, Driving

(Hovercar)-16, Electronic Operation (Sensors)-14, Fast-Draw (Pistols)-16, Fast-Draw (Rifles)-16, Fast-Talk-14, Holdout-14, Judo-16, Karate-16, Mathematics-13, Physics-13, Pilot (Starship)-17, Running-14, Stealth-18, Speed-Load (Power Cell)-16, Streetwise-18, Survival (Desert)-14, Xenology-14.

Drac (as he likes to be called) has always wanted to be the best bounty hunter ever. Over the years, he has become just that in his chosen sector of operations. Born on the bare desert world of Gamma Alpha 3, in a F4 star system, he has always wanted to travel the cosmos. Although he bears a good resemblance to a human, he does not care for most *Homo Sapiens*. He will gladly accept any job that involves tracking down one of the "backward" Earthlings.

Average guard:

ST 12, DX 12, IN 10, HT 11.

Basic Speed 5.75, Move 4.

Important Skills: Battlesuit-11, Beam Weapons (Blasters)-13, First Aid-11, Knife-12.

Equipment: Combat infantry armor, blaster rifle, vibroknife. Some have brain implants and/or bionics.

Elite guard:

St 13, DX 14, IN 12, HT 13.

Basic Speed 6.75, Move 5.

Important Skills: Armory-13, Battlesuit-13, Beam Weapons (Blasters)-16, Beam Weapons (Fusion Guns)-16, First Aid-12, Karate-15, Knife-15.

Equipment: Powered combat armor, fusion rifle, blaster pistol, vibroknife, several brain implants and/or bionics.⓪

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THEY SAID IT WAS A DARK FUTURE, BUT THEY DIDN'T COUNT ON US. AFTER ALL, WE ARE CHILDREN OF THE DARK, SO, FOR US TO BE PRESENT IN THIS "DARK" TIME IS ONLY... LOGICAL, NO?

SOME CALL US LEECHES, VRYOLAKLAS, MONSTERS OR SIMPLY VAMPIRES. BUT WE KNOW WHAT WE ARE: MASTERS OF THE NIGHT, CHILDREN OF THE DARK, FOREVER PRESENT IN THE MIND AND HEART OF GENERATIONS.

WE'LL ALWAYS BE THERE, HIDING IN THE NIGHT. COME PLAY WITH US, WON'T YOU?

By Justin Schmid

An Alternate reality sourcebook for

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Readied Castings

by Gary Gygax

Readers should be reasonably familiar with the **Mythus Magick™** book by now. In fact, this question has probably already come up in your campaign. Take a look at the aforementioned work. Therein, on page 26, under the optional STEEP modifiers, there is a rather cryptic mention of "readied" Castings, showing a +10. Well and good, that bonus, but what is a "readied" Casting? Well you might ask! I knew what I meant, but in the heat of completing a 3000-page manuscript, I forgot to detail this point. So here is some quantification for all gamemasters, as well as those who seek to up-gun their Heka practitioners.

Readying Castings

The procedure is fairly simple and is handled in the following manner:

1. Select up to three Castings to be "ready." From Known Castings, the persona decides to select three to be ready quickly, "just in case." It really doesn't make any difference which K/S is involved or even which Known Castings under a given Knowledge/Skill Area are selected. The type of Casting selected is important. For example, three are chosen. Let's say, for the sake of this exposition, that one is a Charm, one a Cantrip, and one a Spell.

2. Ready them. It takes as long to ready a given Casting as it does to cast one from an unready state. Thus, in the example given above, it will take 1 CT for the Charm to be "readied," 5 CTs for the Cantrip, and one BT for the Spell, a total of 16 CTs of time, or 48 seconds. During this time, the practitioner must be totally undisturbed. Any disturbance means the preparation must begin anew. Some Heka could be lost if there is disturbance. See below.

3. Paying for them. The Heka needed to activate each and every Casting to be on ready status must be paid for up front. As each Casting is "readied," the practitioner stores the Heka points required for activation along with the "readied" Casting, more or less in the front lobe of his brain, shall we say. The Heka point cost might be relatively low if all are under Grade V or quite high if Grade V and higher. In addition, any Resistance or Damage additions must be made at this time and can't be changed later. That is, the practitioner gets exactly what he or she paid for when the Casting(s) was "readied."

4. Using a "readied" Casting: The GM should allow not only the +10 STEEP addition for a "readied" Casting, and a reduction on the activation time as well. This is shown in the Casting table.

You'll notice that having Castings "readied" is a big boon to practitioners who want to get around a Ritual's activation delay. However, this is offset to some considerable extent by the following:

A. If the caster is distracted or hit when "readying" or attempting to activate one of the "readied" Castings, the Casting and all others in "readied" state are lost as well. In that loss, all Heka expended to "ready" them is likewise gone.

B. If the persona opts to employ a Casting other than one in the "readied" state, all those in "readied" state are lost. The Heka necessary to activate a "readied" Casting(s) is lost in this case, just as above.

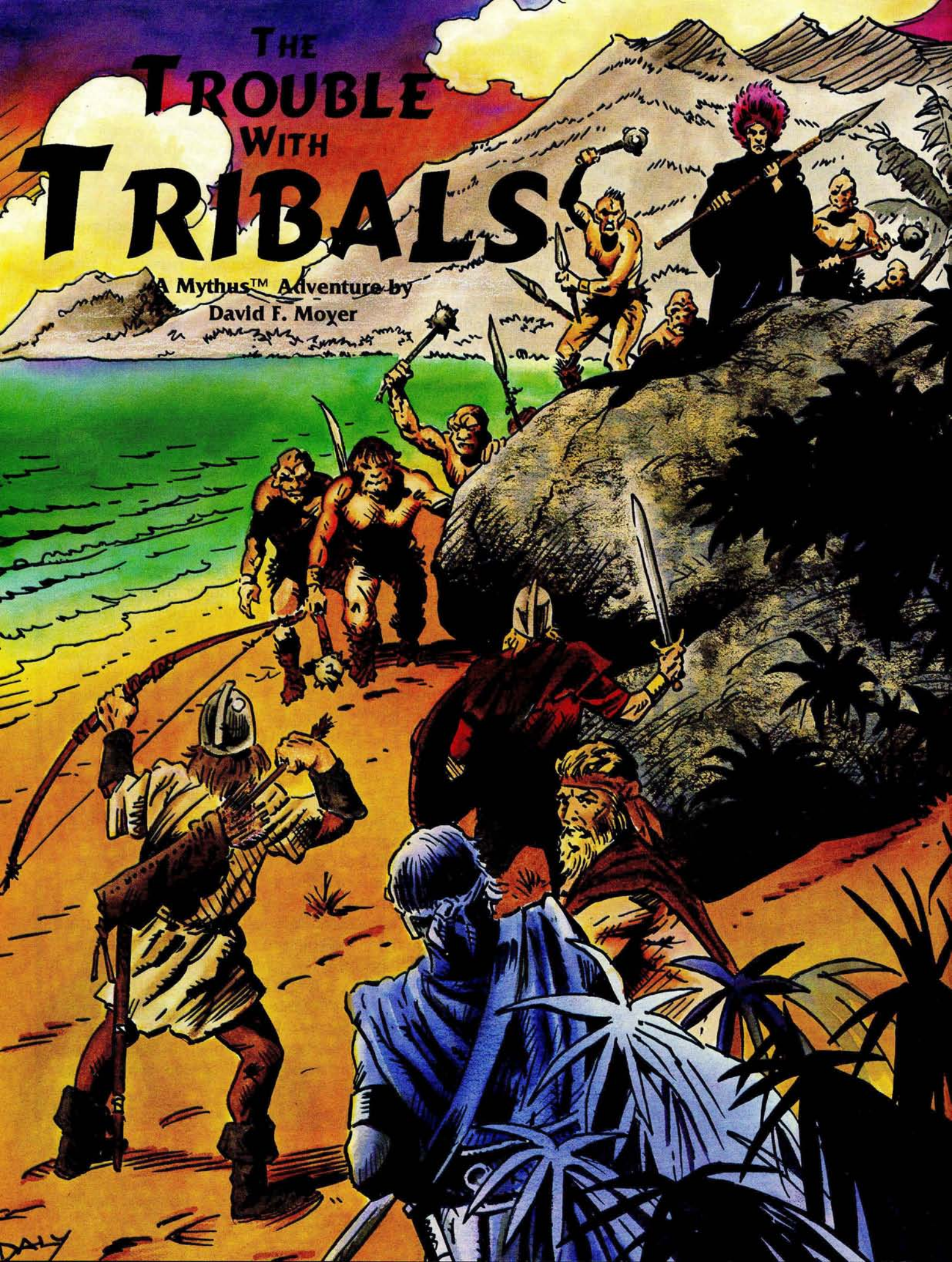
In summation, it is fine to have "readied" Castings, but there is a considerable amount of risk involved too. The disadvantages are that such use of this *optional rule* does not allow practitioners an unfair edge. Its use does give them a more active and direct role which, in my opinion, is quite justified.☺

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Casting Table	
Casting "Readied" Is	Activation Time in Now
Eyebite	No different
Charm	Same CT as cast; as last event in that CT
Cantrip	1 CT
Spell	2 CTs
Formula	3 CTs
Ritual	5 CTs

THE TROUBLE WITH TRIBALS

A Mythus™ Adventure by
David F. Moyer



DALY

The Trouble with Tribals is an introductory **Mythus** adventure designed for four to eight HPs of Primitive Vocations. Alternatively, it can be adapted fairly easily for HPs of other Vocations and backgrounds, with the understanding that they have recently been shipwrecked on the island described herein, or that they have come to the island as explorers.

The number of adversaries can be adjusted up or down depending on the number and composition of the HP group. This is a time-dependent adventure, so the GM should keep careful track of the amount of game time that passes.

Adventure Location

The adventure is set on a small island located wherever the GM would like to place it. Terrain ranges from volcanic rock to rain-forest jungle. The tribe the Heroic Personas belong to is the only indigenous human life, but game animals are plenty.

The island sits on a natural nexus point to Phæree encounters involving Exterior Phæree or closely related areas. Elves and their kin are infrequent visitors to the area, so it is possible for a Heroic Persona to be an Elf or related Vocation (though not recommended).

A Horrible Discovery

The Heroic Personas begin the adventure away from their tribal village. Witch doctors, seers, shaman, and medicine men could be out gathering herbs or other *Materia* for healing, Castings, etc. Warriors could be accompanying the magick users as body guards, or on their own in a battle with a neighboring tribe. Hunters would most likely be hunting.

When they return from their various tasks, the HPs discover that their village has been completely destroyed. A few bodies litter the ground but not enough to account for the entire village. Most of the huts have been burned to the ground, and there are many signs of a struggle.

On the Trail of Doom

A *Hunting/Tracking* roll at DR "Hard" will show a set of tracks coming into the village from the east. If the tracks are not found immediately, additional checks may be made once every Action Turn until the tracks are found, if the Heroic Personas are willing to spend the time doing so. The tracks end at the point in the village where the struggle appears to have been the worst. They then appear to exit the village on the west side. A *Hunting/Tracking* roll at DR "Difficult" will indicate that the tracks are from a single horse, four to eight bipedal creatures with very large and somewhat disfigured feet, and 8 to 16 small bipeds.

The large tracks belong to ogres (one for each Heroic Persona), and the smaller tracks belong to orcs (two per HP). The horse tracks belong to the mastermind of the entire operation, a full practitioner Black Dweomercræfter. The Black Dweomercræfter has mental control over all of

the creatures and, after the invasion of the village, he also has control over the approximately 50 villagers who survived the attack.

From the west side of the village, the tracks lead into a jungle. They appear to have been made by four columns of humans, with the larger and smaller tracks ranging up and down the lines like task-masters or slave-drivers. A careful examination of the tracks over a distance of about 10 yards will reveal that the columns of humans are travelling in unnaturally perfect straight lines. This should indicate to the Heroic Personas that some form of Dweomercræft is involved.

The Heroic Personas should follow the tracks for about four game hours, with any random encounters the GM wishes to throw in. During those four hours, the tracks narrow to two columns and expand to eight columns, seemingly at random.

At one point, the tracks narrow to single file and disappear. A *Hunting/Tracking* roll at DR "Hard" will follow the tracks into the brush, but the brush is not trod down, so it appears that the tracks just simply disappear. A careful inspection of the area where the tracks vanish will show that an artificial blind was constructed to hamper the Heroic Personas. While they are clearing the brush from their path, they will be attacked by either a small group of dinosaurs (page 329 of the **Mythus** book), or one common dragon (page 330). These creatures were summoned here magickally and left as a trap, so any use of an ability to detect Heka will indicate that someone used Heka in this area, and it is centered on the blind. Destroying the blind will release the creatures to attack.

River Crossing

If the HPs defeat the creatures, they can continue on for a while before running into a small river. The river is flowing at a relatively sedate pace at this point and can be crossed easily. The water will only come up to the HPs' waists unless someone in the party is extremely short. On the other side of the river, there are no tracks.

If the Heroic Personas go downstream, they will spend a great deal of time finding nothing. However, if they go upstream, they will find tracks on the bank of the river. The tracks are on the same side of the river as they started on. Any personas who crossed the river earlier and have not yet crossed back will now have to do so. The river here is moving very swiftly, and the rocks below the surface are hidden from view, due to the mud and dirt picked up by the current. A PN CATEGORY check at DR "Hard" is appropriate here. A failure means such Heroic Personas have lost their footing and slipped into the river.

If an HP slips, a *Swimming/Diving* check at DR "Moderate" should be made to avoid drowning. If the roll succeeds, such personas have been swept about 10 yards downstream and are soaking wet, but have regained their feet and are standing upright. If the roll fails, however, subsequent rolls may be made, one each Battle Turn, each one DR step harder than the last (to indicate the effects of

panic and lungs full of water). Personas who fail all the way through the "Extreme" roll, or who do not have *Swimming/Diving*, will have to be rescued by another member of the party.

Once all of the HPs are on the proper side of the river, they should pick up the trail again and follow it into the jungle once more. Another six hours of game time will pass before the next planned encounter, so random encounters may be placed by the GM in the interim.

Dinner Break

By now it should be approaching dusk (regardless of what time the Heroic Personas started out that day). The HPs come upon a small clearing. A *Physical Perception/Hearing* roll at DR "Hard" will alert them to noises up ahead. A quick recon of the clearing will show a small group of villagers, about 10, with three guards. One of the guards is an ogre, and the other two are orcs armed with crude maces, basically rocks tied to sticks with leather thongs (treat as one-handed mace of Below Average quality for combat). Also in the clearing are the remains of a human, one of the villagers who has been mostly eaten by the creatures. The villagers in the clearing are the oldest and youngest of the village, people who would not last long on the forced march the Black Dweomercræfter is driving the others on.

Regardless of how the HPs handle the situation, it will be dark by the time it is over, so they will have to camp for the night. All through the night, the villagers will remain standing exactly where the HPs found them, and no one will be able to make them do otherwise. These "zombie" villagers will just stand there, not moving, not blinking and almost not breathing. In the morning, they will still be standing there and will refuse to move regardless of what anyone does or says.

The only way to protect the villagers will be to either have one of the party stay with them—a distasteful idea, because this persona will be left out of the rest of the adventure—or cast some sort of protective circle around the clearing. Nothing will happen to these villagers unless they are left completely unprotected. If this is the case, they will be found after the end of the adventure, mauled by a native predator (tiger, mountain lion, etc.).

Mounting Obstacles

After leaving the clearing, the HPs will need to make another *Hunting/Tracking* roll at DR "Hard" to pick up the trail.

Should this roll fail, an additional roll at DR "Hard" can be made once every Action Turn until the trail is found. When the trail is followed, it switches back several times, eventually ending at the bottom of a 25-foot waterfall.

Black Dweomercræfter

	SEC: 5	Joss: 6	Move (yds/BT): 80	Heka: 1010
M: 115, EL: 92			P: 80, WL: 60, CL: 72	S: 94, EL: 75
MM: 58	MR: 57		PM: 42	PN: 38
MMCap: 20	MRCap: 20		PMCap: 15	PNCap: 14
MMPow: 19	MRPow: 18		PMPow: 13	PNPow: 12
MMSpd: 19	MRSpd: 19		PMSpd: 14	PNSpd: 12
				SM: 46
				SP: 48
				SMCap: 16
				SPCap: 17
				SMPow: 15
				SPPow: 16
				SMSpd: 15
				SPSpd: 15

Outstanding-Important K/S Areas/Sub-Areas & STEEP (Black Dweomercræfter Vocation K/S bundle plus)

K/S Areas	STEPP	Heka	Max CG
Dweomercræft (Black)	64	755	VI
Magick	64	64	
Witchcræft*	58	58	V
Sorcery*	59	59	V
Demonology*	54	74	
Combat, Hand Weapons	36		

*The Black Dweomercræfter receives no additional Heka since he has not forged a Pact with any Evil beings.

Weapon	WP	S	ATK	DT	Dam	Bonus†	BAC	C	Dur
Sword, Broad	7	6	1.5	C	4D6	+1	43	M	5/20

†Bonus is based on PMPow ATTRIBUTE, see page 224 of the *Mythus* book.

Average Armor Protection: None other than Castings, see text.

Unless every member of the party has the *Climbing K/S Area*, someone will have to get up the cliff and lower a rope. Hauling personas up the cliff will take one Action Turn if the persona being hauled has the *Climbing K/S Area*, four Action Turns otherwise.

Once at the top of the cliff, the trail grows cold; because of all of the rocks there, no tracks are left. Eventually, the HPs should get the idea to continue upstream. If more than two hours of game time pass before the Heroic Personas decide this, the GM may want to place a clue to turn them in that direction (ravens converging in the distance on a murdered villager, for example).

Battle on the Beach

Another four hours of tracking pass before the next encounter. If the Heroic Personas have taken longer than two days from their return to the village to get to this point, they will emerge on a beach to find a lot of tracks, some marks in the sand that look like boats have been grounded then launched again, and nothing else. They have failed to rescue their clan. Alternately, they could emerge on the beach as the villagers are being loaded into the boats. In this case, not only will they have to participate in the following fight, they will also have to account for the entire ship's complement, roughly twice as many trained seamen as there are HPs. The seamen are all armed with cutlasses.

If, however, it has taken less than two days to reach this point, the Heroic Personas should make a *Physical Perception/Hearing* roll at DR "Hard." If any succeed, they hear shouting and noises from up ahead. A careful approach will allow them to come within visual range undetected. Looking out from the jungle, they will see the remaining villagers, the remaining ogres and orcs, and the Black Dweomercrafter. These orcs, like the previous ones, are armed with crude maces, and the Dweomercrafter has a broadsword, though he will not use it unless severely pressed.

The Black Dweomercrafter has three spells in place when the Heroic Personas arrive: *Armor: Physical* (General Dweomercraeft, Grade I, page 34 of the *Mythus Magick* book), *Armor: Mental* (General Dweomercraeft, Grade II, page 36), and *Armor: Spiritual* (General Dweomercraeft, Grade III, page 39), all at his Mental Trait level. All of the Evil Personas are on the beach, apparently waiting for something.

After the Heroic Personas reveal themselves, either by moving into the clearing or by using some form of Casting, the Black Dweomercrafter will begin shooting at Heroic Personas with Heka Darts (General Dweomercraeft, Grade III, page 39). He has roughly 500 points of Heka remaining after casting the armor Cantrips, so he will attack according to a threat assessment: Magick users first, fighters with ranged weapons second, and fighters with hand weapons last. This is subject to change if there is a definite threat to his life; GMs should use their best judgment.

Each Casting will cost 60-100 points of Heka (one to five

darts each time). The Black Dweomercrafter will cease his attack when his Heka total drops below 150. He must do this or lose control of the villager "zombies." If the Heroic Personas start to advance, he will command the "zombies" to form an intervening barrier. If the Heroic Personas get within range, these "zombies" will attack as per normal zombies (page 313 of the *Mythus* book). Also, if the situation looks bad for the Evil Personas, the Dweomercrafter will command the villagers to actively attack the Heroic Personas.

The Heroes Rewarded

If the Heroic Personas can defeat the Black Dweomercrafter, the villagers will be released, and any remaining orcs or ogres will run away. The villagers will be fall-all-over-themselves happy that they have been rescued and will elevate the Heroic Personas to heads of their tribe. Appropriate awards should be given by the GM. This adventure is worth 10 AP/Gs, adjusted up or down for good or bad playing.

GM Notes

If, as a gamemaster, you wish to start a Primitive campaign, this adventure would be a good starting point. Simply have the Heroic Personas arrive just in time to see the slavers rowing off-shore with the villagers, and the Heroic Personas unable to do anything about it. The Heroic Personas can then explore Ærth looking for their lost tribesmen. If you should add someone to your gaming group, you can find one of the villagers and have him join the hunt.†

Slaver Crew Members

SEC: 2	Joss: Nil	Move (yds/BT): 90
M: 56, EL: 45	P: 90, WL: 68, CL: 81	S: 56, EL: 45
MM: 28 MR: 28	PM: 46 PN: 44	SM: 28 SP: 28
MMCap: 10 MRCap: 10	PMCap: 16 PNCap: 15	SMCap: 10 SPCap: 10
MMPow: 9 MRPow: 9	PMPow: 15 PNPow: 15	SMPow: 9 SPPow: 9
MMSpd: 9 MRSpd: 9	PMSpd: 15 PNSpd: 14	SMSpd: 9 SPSpd: 9

Outstanding-Important K/S Areas/Sub-Areas & STEEP (Pirate Vocation K/S bundle plus)

K/S Areas	STEEP
Seamanship	40
Boating	35
Combat, Hand Weapons	37

Weapon	WP	S	ATK	DT	Dam	Bonus†	BAC	C	Dur
Cutlass	4	6	1.5	C	4D6	+3	41	M	5/20

†Bonus is based on PMPow ATTRIBUTE, see page 224 of the *Mythus* book.

Averaged Armor Details

Armor	Avg.	Pierce	Cutting	Blunt	Fire	Chem	Stun	PTY
Half leather	6	7	9	8	4	4	6	—

IN PRINT

by Jimmie W. Pursell Jr.

Dream Park

The gunslinger motioned for the superhero to join the swordsman and storm the castle gates. The Nazi zombies, aided by the evil necromancer, must not be allowed to steal the plans to the stealth fighter. Far-fetched? Not if you play *Dream Park*, the newest release from R. Talsorian. A radical departure from their previous systems, *Dream Park* is certainly the

most unique game system so far this year.

This 128-page book is based on the *Dream Park* novels by Larry Niven and Steve Barnes. The action is set in a futuristic amusement park specializing in live-action roleplaying. The park's technology, known as the DreamTime Virtual Reality System, is a combination of virtual reality technology and live actors, with some neat holographic special effects thrown in for good measure. Visitors take the roles of characters in a live-action roleplaying game. Any type of character is possible, from fantasy to science fiction, and every type of genre in between. Visitors are also allowed to switch characters between games. "Wait a minute," you say. "How does this fit into a roleplaying game? No, not the roleplaying game in the park, the one I'm going to buy. You know, the book you're talking about." That's the good part. The players play characters in a roleplaying game who are playing characters in a roleplaying game. Pretty bizarre,



huh? But wait, it gets better. Not only does the game allow you to play any type of character imaginable, it allows players to mix genres. One player may play a swordsman, another a spy, a third a space-fighter pilot, and a fourth a superhero.

The game is described in the rules as *metagenre*, as opposed to *multigenre*. The difference, according to the rules, is in the combination of genres. In a multigenre game, characters from different genres can journey to-

gether from genre to genre. For instance, the group described in the paragraph above could adventure together in a fantasy realm, attempting to defeat an evil image. In the next adventure, the same group could play in a modern horror genre. No matter how diverse the group, the genre itself would be internally consistent. Not so in *Dream Park*. The game allows referees to mix genres. For instance, an evil mage could summon zombie aid to attack a corporate research facility and steal secret plans to a matter transporter for use on a starship, which was about to patrol for pirates in the south seas. Bizarre? You betcha'. "OK, but what about these versatile characters you've been talking about?" you ask.

Characters can be generated in one of two ways: a "quick-start" card or advanced character creation. To slide into the game quickly and easily, 36 cards are included. Six of these cards are spells and powers, another seven are opponent cards, while the remaining 23 are player cards. Generating a quick-start character is as simple as perusing the player cards and choosing a character. All the information needed to play is included on the back of the card, and a wonderful full-color illustration of the character decorates the front. The art work is marvelous, giving a true feel for each character. Combined with the background notes on the information side of the card, you should have no problem getting a handle on the character.



Advanced character creation is a bit more detailed. The player makes up a visitor, someone who plays in the park. This visitor is defined qualitatively rather than quantitatively, meaning that instead of a group of attributes, the character is merely said to be "strong" or "smart." The character's physical characteristics are defined in a similar way; he will be classified as a young adult rather than 27, or classified as small rather than 5'3". I'll explain why this is important in a moment. In addition, certain roleplaying aspects are defined for the character, such as motivations and personality traits.

Once the visitor is defined in really loose terms, the role that the visitor will play is defined. Ten professions are available in *Dream Park*, ranging from fighter to superhero. Each of these professions has a beginning skills package, which sets the level of the 10 basic skills possessed by every character. In addition to the levels given, the player can distribute another 3 points to customize the character.

Next, the character's options are defined. Every character starts with 20 game points to spend on options. Options are the special things that separate characters from one another. These include things such as special skills, psionics, spells,



superpowers and gadgets. Everything above and beyond the 10 basic skills of the profession must be purchased with these points.

Now hold on, kids. Here's where it gets a little (more) weird. Unless the player spends his game points to increase basic skills, they can be reassigned between games. Yes, you guessed it! A player can be a sword-swinging fantasy warrior one game, a gunfighter the next and a starknight

the next. Even better, experience is earned in the form of game points after each adventure. As the character grows, the pool becomes larger, and the options available expand. Ever wanted your own personal space battleship? How about a teleporter? Time machine? Accumulate the points, and you got it. A word of warning—the space battleship costs 209 points, so you better save up.

Okay, so what about the rules? The game system, like character creation, has two separate but similar sets of rules: the quik-start and the advanced. The quik-start rules, which go with the quik-start character cards, are fast, simple, and to the point. During each turn, players can each have their character do two things—move and “do something else.” The “something else” can be do nothing, attack or take noncombat action. To attack, a character rolls 1D6 and adds Dodge skill. If the attacker gets a higher total, the attack hits. Damage is determined by cross-indexing the attack strength with the armor strength of the target. The result is a number of wounds. When characters accumulate more wounds than their individual total, they are “killed out” of the game. Non-combat actions are handled in a similar manner. The player rolls a 1D6, adds the appropriate skill and compares the total with a difficulty number. If the skill total exceeds the difficulty number, the action succeeds.

The quik-start rules come with three quik-start scenarios. These are basically combat-oriented games played on a grid map (which should be photocopied from the rules book). The scenarios are diverse and original, ranging from a simple dungeon crawl to the defense of a shrunken submarine against amoebas. While the roleplaying possibilities are quite limited, and the maps and rules are extremely simplistic, these adventures provide a quick and easy way to jump into the game.

The advanced rules build on the already established basic system. In addition to the advanced character generation system, rules are provided for more detailed combat options such as attacks, autofire, parries, etc. The advanced system also includes exhaustive lists of spells, powers and gadgets which can be purchased with game points and can be reassigned between games to alter the character.

The game's biggest strength is its diversity and uniqueness. No other game allows for such a diversity in characters.

Are you always wanting to play a fantasy game while your best friend wants to play a cyberpunk? Not a problem anymore. You can play both at the same time. And even switch between adventures.

For referees who might have trouble getting the meta-genre thing down, an extensive section on designing and running *Dream Park* adventures is included. In fact, the section on generating plots is helpful for a gamemaster of any game. It details the sections of a story and what kind of events happen in each section.

Rules are also included for taking the “park out of the park.” A variation on standard play, these rules allow the game to be played metagenre under different circumstances. For example, the characters can be warriors pulled from many different worlds to guard the multiverse from the encroachment of evil. Characters can be as mixed and matched as those in the park, but the stakes are higher and the consequences of failure more severe (i.e., death).

Another interesting aspect of the game is the inclusion of *Dream Park* in an existing campaign. For instance, the park could be a real place in your ongoing *Cyberpunk 2.0.2.0.* campaign. Remember back when I said that qualifying characters had a purpose? Here's where that comes in. You can take characters from any game and make them visitors to the park. Think about your *Cyberpunk 2.0.2.0.* character. Is she or he strong? Fast? A cop? A solo? All these factors can be used to describe a *Dream Park* character without having to resort to complex conversion charts.

Okay, time to pick nits. This is said so often it's almost a cliché—the game's biggest strength is also its greatest weakness. In an attempt to *do everything*, it *excels at nothing*. The rules will handle almost any type of situation, but none are handled in a minutely detailed manner. To put it simply, the game does not handle fantasy as well as a strictly fantasy game, or cyberpunk as well as *Cyberpunk 2.0.2.0.*, but it handles all of them together better than any *one* system could.

Speaking of fantasy, the melee parry rules could be a bit better. The way they are written, it appears that a character can either attack and dodge, or attack and parry. A character who dodges gets the benefit of dodge skill as well as full weapon skill. In this case, it's much more desirable to dodge while engaged in sword play. That doesn't quite seem realistic.

On the whole, the game is well worth \$16. The quality of the cards and graphics is superb, as well as the source material on running scenarios. The uniqueness of the game concept is different enough to warrant a look from players who are tired of the same old games. I recommend it. ☺



As we informed readers last month in the introductory portion beginning this article, we are unfamiliar with the Ernst Grumbold. However, when we asked Gary Gyax for details, he informed us that we could trust the narrative submitted by Mr. Grumbold, for the fellow knew what he wrote about. Gyax claimed that the author was certainly familiar enough with Æropa, had been employed as an advisor and consultant for the Dangerous Journeys project in general and specifically in regards to the Mythus fantasy roleplaying game, the Mythus Magick book, and the Epic of Ærth™ companion volume. Armed with those assurances, we decided to include Mr. Grumbold's narrative in last month's issue. Here then is the concluding portion of his account of the "nuts and bolts technology," services, and entertainments which are typical of Æropa on our parallel planet, that world called Ærth.

**A Journeyer's Guide to Ærth
Everyday Life in Æropa, Part II: The Energy, Devices,
and Structure to Provide Necessities of Life and
Services for the People**

by Ernst Grumbold

Sanitation: Garderobes, jakes, outhouses, chamber pots and gutters are the order everywhere when indoor plumbing isn't available. That is almost everywhere, save in big cities and some smaller ones. Garderobes are interior latrines which empty into a moat, or otherwise outside of a fortified place. Jakes, whether interior or detached structures, are similar facilities which go down a shaft to somewhere, but sans any flush of water. Outhouses, or privies, are small, portable, exterior constructions of wood set over a hole dug in the ground which serve as latrines. From time to time, soil (and often quicklime) is returned to the hole to cover the wastes therein so as to reduce odor and assist sanitation. When the space is about three-quarters filled, the outhouse is moved, the balance of the hole filled with quicklime and dirt. A new hole is excavated, and the outhouse is placed over it so the process can begin again. The reader will be interested, I am sure, to learn that there are indeed *specialized* craftsmen, carpenters, designers and builders of all manners of privies. Manual laborers are often hired to manage the excavation work needed.

In advanced cities there might even be public facilities on the street—the famous pissoir of Paris, for instance. Having sewers under the community doesn't necessarily imply that there are indoor waste disposal facilities connected to them. Such sewer lines generally mean only that rain water won't collect in thoroughfares and that waste deposited in streets and gutters can be washed into them through their vertical shaft openings. Note that about one place in five in Paris is now actually hooked up by auxiliary sewer line to the main sewer, and this number is gradually increasing. Even if running water is not available for flushing wastes, such liquid (as is to be otherwise discarded) is employed for this purpose from

time to time. Returning to the remainder, in most big cities where water is plentiful, a midmorning washing of the streets by hose flushes litter and wastes from streets, sending the lot along gutters and into the sewers. Despite such cleansing, however, the odor in summer is sometimes most pervasive and unpleasant, at least in portions of these places. Thus, those affluent persons so able often remove to the countryside during hot months. For instance, my guide of whom I spoke of earlier, M. Marcelus François, leaves his town house in Paris about the time of the summer solstice, remaining in Lorres le Bocage until the autumnal equinox.

Unlike here on Earth, though, the mains of sewers of most cities are set so as to empty into vertical shafts, whether natural or man-made. Thus, instead of polluting the water of the ocean, sea, lake, or river, all such wastes are delivered to the subterranean places which are said to honeycomb the whole continent, possibly all land areas of Ærth. It seems that there is absolutely no limit to the capacity for the absorption of waste water and all it carries by this underground system. This capacity extends further still, as will be shown hereafter.

Smaller communities likewise rely on shaft disposal for wastes where some method of collection and conveyance is possible. While outhouses use a simple pit system, some cesspools are employed, and the contents of these, being pumped up and into a container for transport, are often disposed of in the same manner.

Street cleaning extends to rubbish removal. Large solid wastes, garbage, and the like, when contained in a barrel or box, are picked up for a fee, whether covered by tax or direct collection or money, and conveyed to some disposal place. Again, an advanced city such as Paris actually collects all other rubbish on a monthly basis so as to keep the community clean. Some few small or backwards cities dispose of their rubbish in dumps in which the refuse collects to fill the site. There is virtually no disposal by water, for priests and sages alike forbid it. Shafts which so readily accept waste water and excrement also serve to contain unlimited amounts of rubbish of any and all sorts. In short, on Ærth there is no problem of disposal of what is unwanted! While there is some small problem of air pollution in cities, virtually no other sort of pollution exists to the best of my knowledge.

Returning to the example of Paris, even the sewers have been routed away from the nearby river to a series of shafts—five to the north, one on the main island, four to the south. These same shafts also serve for all rubbish disposal, the openings being accessed from street level by great, gate-like trapdoors which are winched open each morning and shut fast each evening.

In Lorrez le Bocage, there is a possible natural sinkhole some few miles from the village. Citizens carry their rubbish and dispose of it there by throwing it down the hole. Again, the shaft never fills up....

Safety: Safety extends to two areas—police and fire protection. Let us consider the police first. Cities are

A JOURNEYER'S GUIDE TO ÆRTH

typically doubly protected. The soldiery assigned there provides safety through their military police details, and the metropolitan officials likewise have watchmen, especially during the hours of darkness. Free cities such as Camelough, Londun, and Paris have their own guard and augment it with a watch as well, so in effect the policing of them is very much the same as otherwise. Small cities and towns content themselves with a nighttime watch and an active constabulary by day. Some villages have a constable too. However, most small communities are overseen by a lord of some sort who appoints a member of the community as a police officer but provides his own men to support that individual as needed.

Going back again to metropolitan communities, policing doesn't end with mere gate checking and street patrolling. Every major city has a criminal investigation force of some sort—from petty crime and youth gangs to swindlers and the criminal underworld. Such a special investigative force combats illegal activities in the city. Of course, many lands allow or at least tolerate organizations such as thieves' or assassins' guilds to operate. Being realists, they have made the best of a bad situation, knowing that such activities will take place in any event, by accepting them and forcing them to operate under the stricture of codes and laws, have ameliorated their baneful impact. Note that in general there is no such thing as a "victimless crime" in Æropa, save with regard to some religious offenses. Thus, gambling, harlotry, and the like are legal, although proper license fees and taxes must be paid.

States have their investigative police agencies too, albeit they tend to be more concerned with crimes such as espionage, sedition, and treason rather than other sorts of illegal activities. The exception to that tends to be in regard to state tariffs, taxes, and like revenues due to the national government. Crimes which affect transportation routes or the movement of goods and communications, sometimes even private ones, might fall under the purview of a state police agency, the national military or possibly both.

Fire protection is always a concern of any community, here as well as on Ærth. It is generally provided for by municipal authorities in Æropan cities and towns through a small, permanent company of fire fighters, including Heka practitioners, and augmented by levied and volunteer citizens. Most large municipalities rely not only upon magical suppression of fires but they also have a considerable number of wagons which have water tanks and fairly efficient force pumps. These vehicles are rushed to the scene of a fire, nozzled hoses attached, and then teams of men work the pumps so as to provide a stream of water to extinguish blazes. There are also wagons with hoses and ladders to accompany the water tankers.

Smaller communities have less equipment, but most will have at least a minor practitioner available to assist

volunteers in firefighting. In worst cases, a "bucket brigade" is formed, members forming a line from water source to fire, passing along buckets, empty or full, to be filled or emptied upon the fire to extinguish it.

Municipalities now tend to codify what sorts of buildings can be constructed within their limits, so that in theory, less inflammable building materials will be used, i.e., brick and stone instead of wood, tile or slate roofs rather than thatch or wooden shingles. Far too frequently, such codes are ignored, honored in the breach as it were. However, again thanks to Heka, fires are generally less of a problem on Ærth than on our own world, save where there are no able practitioners available to combat a conflagration of this sort, or where Heka is involved in the blaze!

Public Works: Public works, whether of national, regional, or community sort are tending towards a slightly growing scope in Æropa. Without boring the reader unduly by identifying the authority or authorities concerned with any specific sort, here are the main categories of constructions considered to be public works:

- Fortifications (forts, fortresses, arsenals, citadels, etc.)
- Signal stations
- Highways and roads
- Bridges and causeways
- Lighthouses
- Rivers (keeping them clear) and riverbanks (preventing erosion)
- Canals
- Dams
- Reservoirs
- Aqueducts and water mains
- Mines and tunnels
- Public granaries and storehouses.

Most, if not all, such works exist in all states of Æropa, and certainly the most developed countries of the entire Ærth consider these and other works to be of public concern and under governmental control at some level, usually the uppermost.

Signal stations use semaphore and mirror towers to transmit coded messages. Such device is used when the matter is not important enough for Heka-engendered communication. These are quite commonly seen all over western Æropa.



DALY
BRYANT

Along with the development of wagon, coach, and carriage technology to a state roughly equivalent to Earth in the 19th century came the need to allow such improved vehicles to travel easily and quickly over greater distances. Thus, highways are sometimes paved, usually gravelled; roads are generally well-maintained.

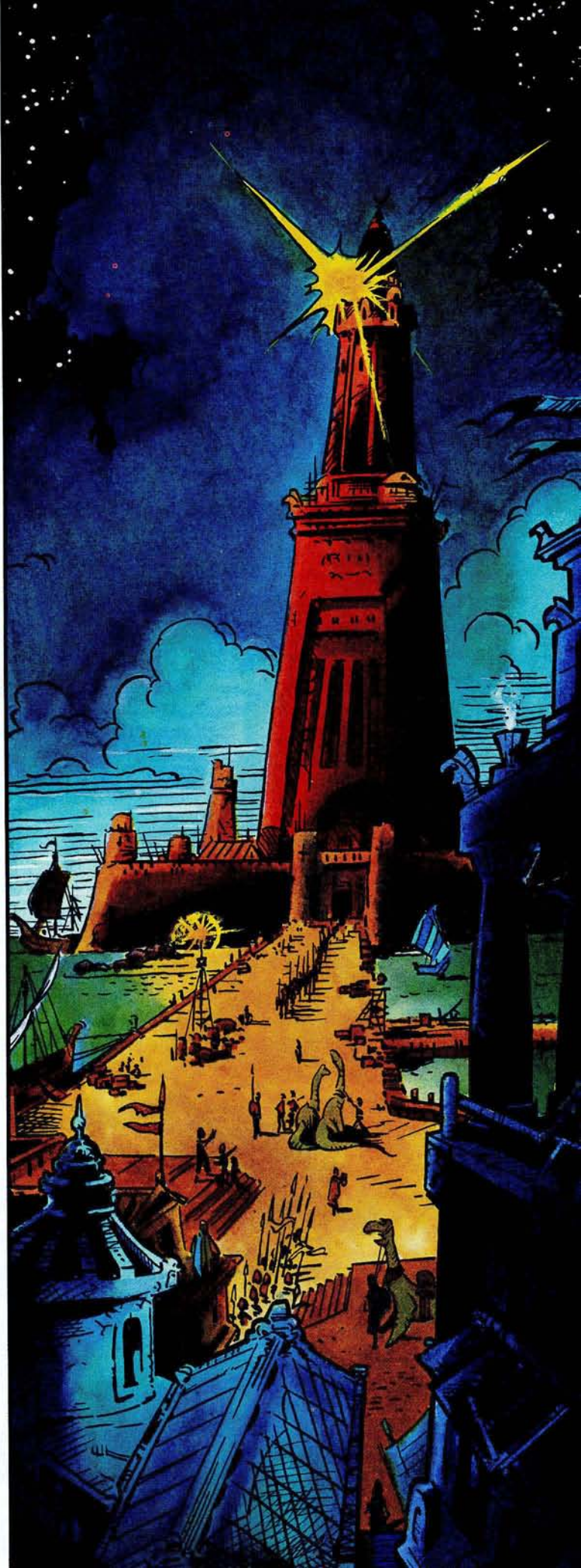
Naturally, such public works require a considerable degree of attention. This commences with planning, followed by financing (including feudatory obligations), construction, supervision and maintenance, policing, and overall administration. These factors call for some bureaucracy, often considerable, and various officials, ministers, etc.

M. François was kind enough to guide me to a site in which a tunnel for a ducal aqueduct was being dug in a hillside near the village of Lorrez le Bocage. Knowing that such work is typically both difficult and time-consuming when done by hand, and learning of the schedule, I assumed I would observe magickal operations there. Instead, I saw a large gang of laborers divided into a dozen-score teams. As two such groups began lateral excavation on opposite sides of the hill through which the tunnel was to be cut, the remaining 10 began to dig vertical shafts, each such hole begun where a surveyor had planted a stake. The spacing of these shafts was exactly 110 feet apart, six to the furlong. The depth to which they were excavated varied upon the elevation from which they worked. Various machines were employed to loosen and remove soil from the shafts.

I was gladdened when rock was encountered, for then a Heka practitioner was called upon to utilize some Casting or other to deal with the obstruction. This occurred many times. However, the spectacle was, to say the least, disappointing. Neither great sights nor sounds were evoked. After the laying of the necessary magick, the rock simply changed into a mucky material which was thereafter pumped out of the shaft as if it were slurry from a mine. Wooden shoring was put in place as these shafts progressed downwards. Although I did not see it, M. François assured me that such supports would eventually be replaced by masonry.

At the desired level, vertical excavation ceased, but crews remained working at the bottoms of each and every shaft. Now, however, they were laboring to dig lateral tunnels, adits, to connect the many shafts with the entrance and exit tunnel being excavated simultaneously with their own work. In short, the many groups were used so as to maximize manpower input and minimize time of construction. Alignment of the separate tunnels was quite easy and accurate. In the resulting tunnel, engineers then established a bed with the desired slope, and the ductwork was put in place. Maintenance of the whole would thereafter be easy, for each shaft could be uncovered to allow inspection of its point. Furthermore, surges of air or water pressure resulting from storms or floods would be vented off by means of these shafts.

Uniquely municipal public works are typically of the following sorts:



- Municipal buildings
- Streets and alleys
- Sewers
- Waste shafts (sewage and rubbish)
- Community walls and fortifications
- Commons (greens, woodlands, and water).

Municipal arteries, long and paved, are tending towards being made broader where possible, due to the proliferation of wheeled vehicles which has come about through the greater availability of asses and mules. Then again, sanitation and safety concerns also promote this gradual improvement.

However, no existing structure of sound sort is ever demolished in order to make way for renovation of this sort. Indeed, Æropans as a whole seem to appreciate and protect heritage even as they embrace ideas which better their lives. By that, of course, I speak of those segments influential in such matters, the upper tiers of the freemen and the aristocracy.

The remainder of these are too self-evident to bear discussion, save perhaps for the last named. Commons, or public lands, are generally reserved for use to citizens of the municipality. Their construction consists only of clearing and/or fencing in most cases. Upkeep is another matter. Rotation of use aside, gardens and pastures need fertilization because of the heavy usage they are put to. Likewise, reforestation must be undertaken or woodlands will be depleted in short order. Public water in this case usually refers to that for livestock only, not for human use. Often such places must be excavated, dredged, embanked, etc.

Amenities: My survey comes last to what actually might most interest the reader. That is, what facilities for recreation and amusement are provided in the larger communities of Æropa? The list which follows will provide that information. Note that I have made no distinction between such facilities which are provided by the municipality and which are privately owned concerns. The range of recreational facilities includes the following:

- Baths and natatoriums
- Gymnasiums
- Parks and gardens
- Menageries
- Lists (outdoor exercise and weapons practise).

Amusement activities that are available consist of a varying range of the following sort:

- Amphitheaters
- Hippodromes
- Carnival grounds (usually lists or commons pressed into service)
- Plazas and public squares (individual entertainer's performance)
- Theaters
- Music halls
- Public houses.

Paris has no amphitheater, and the associated hippodrome is somewhat removed from the city's walls. However, it has several carnival grounds, many public squares, and a plethora of theaters, music and dance halls, and public houses. Contrarily, the village of Lorrez le Bocage has only a carnival ground, small plaza, and single public house. It is necessary to say a few words about the latter, public houses, for there are all manner of such establishments.

The sort most commonly encountered is that which offers both food and drink. A small percentage of these also offer entertainment. There are places which provide for eating only, restaurants, more or less, sans a bar, but not necessarily restricted in regards to what sort of beverages they offer. Again, a small percentage of such places provide entertainment as well. Then there are tea and coffee houses, usually providing light foodstuffs, pastries, and desserts in addition to some narrow or broad range of the drinks named. Last, and perhaps the most commonly encountered public house, is that which purveys only various alcoholic potables, i.e., beer, ale, wine, brandy, whiskey, etc. A fair percentage of such establishments offer entertainment regularly, on certain days, or during special events.

Some comment on entertainment is necessary. There are all forms of entertainment offered. Harpers, singers, musicians, dancers, mummies, mimes, players, jugglers, acrobats, boxers, wrestlers, poets, and various slight-of-hand artists and true Heka-practitioners to amaze and amuse audiences. There are as well performing animals, animal fights too staged for so-called amusement.

There are even less-savory entertainments, of course. I refrain from detailing such places herein so as not to offend the good nature of the readership. Suffice to say that most larger cities have various dens of iniquity in which virtually any form of depravity is available for a fee.

In conclusion, I urge the interested reader to see these things for himself. Failing that, I recommend the perusal of the many books written on the subjects I have so lightly touched upon herein. Because of hand-printing and hand-binding, the cost of any book on Ærth, let alone from it, is going to be somewhere on the order of 10 or even 100 or more times greater than here. Therefore, I recommend that the reader use a lending library rather than attempt purchase. In particular, I suggest these recently published excellent volumes as a starting point:

Engineering in Francia. Portier, Charles-Pepin. Rouen 986.

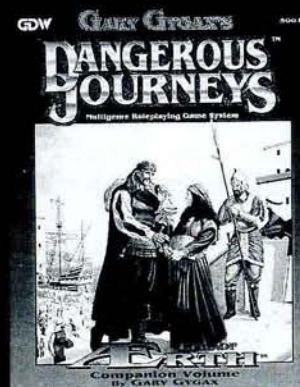
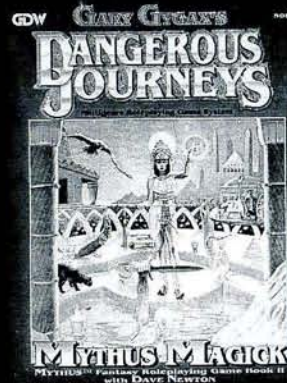
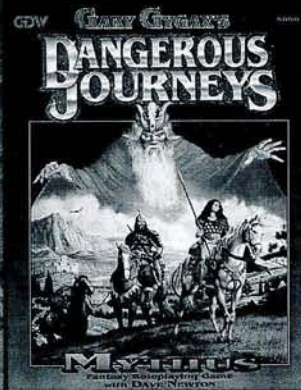
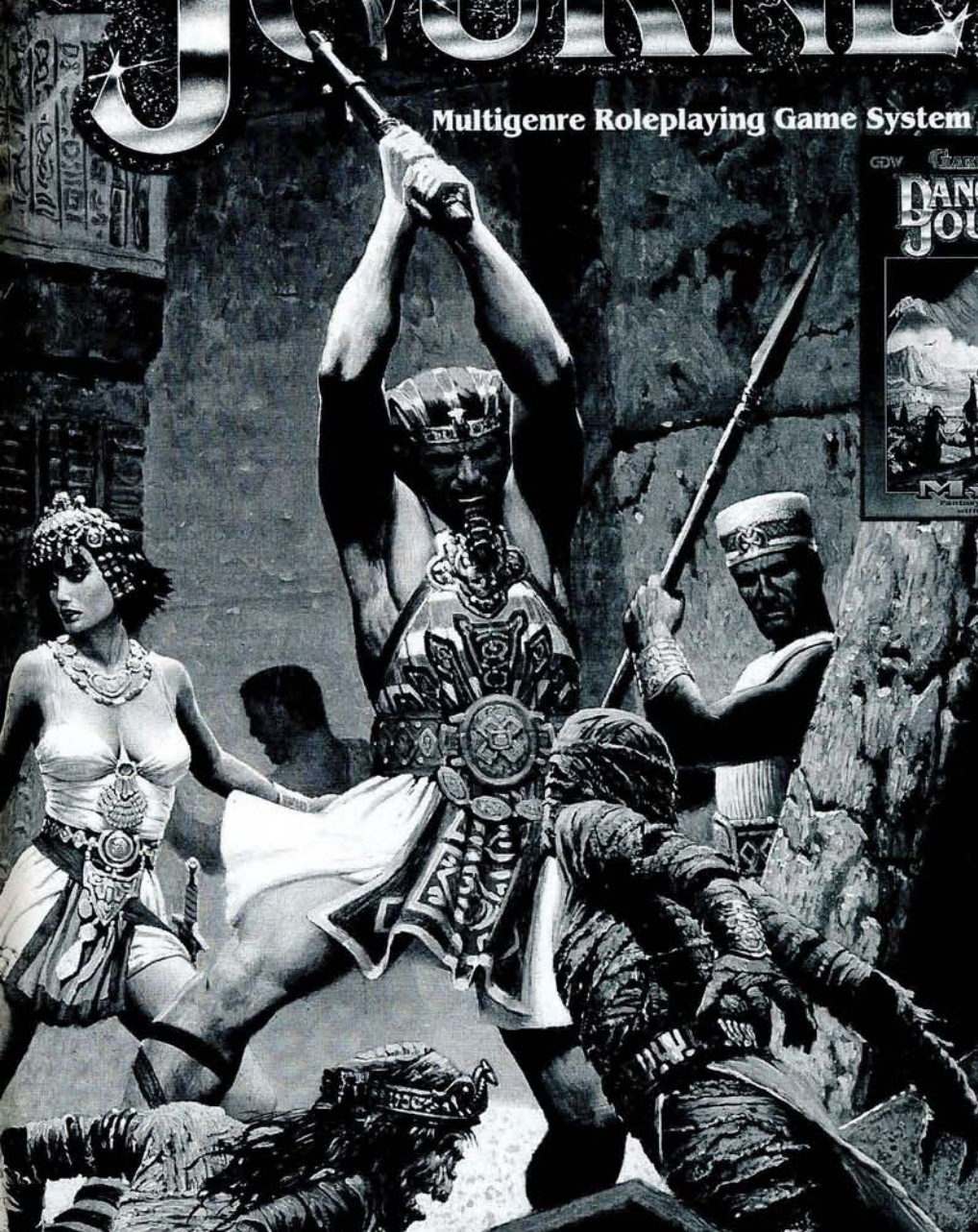
The Great Cities of Æropa. Frederick, Giles. Londun 990
Advances in Francian Public Works. Ministry of Public Works. Paris 991.†

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Conventions

Tropicon XI, Jan. 8-10, 1993, at the Palm Beach Airport Holiday Inn, Palm Beach, FL. Please contact Tropicon XI, Box 70143, Ft. Lauderdale, FL 33140.

Winter Fantasy Convention, Jan. 8-10. For information, contact Winter Fantasy, RPGA Network, PO Box 515, Lake Geneva, WI 53147.

Arisia '93, Jan. 15-17 at the Boston Park Plaza Hotel and Towers.

Winter Gamefest '93, Jan. 22-24 at the South Towne Mall Community Center in Sandy, UT. Contact IGC, PO Box 512, Roy, UT 84067-0-512.

Warpcn III, Jan. 28-31 at the University College Cork, Ireland.

Warcon® '93, Feb. 5-7 in the Memorial Student Center, Texas A&M University, College Station, TX. Please contact MSC NOVA, Box J1, Memorial Student Center, Texas A&M, College Station, TX 77844.

Life, the Universe and Everything XI, Feb. 10-13 at Brigham Young University, Provo, UT. Contact 1993 Symposium, 3163 JKHB, Brigham Young University, Provo, UT 84602.

Genghis Con XIV, Feb. 12-14 at the Marriott Southeast in Denver, CO. Contact the Denver Gamers Association, PO Box 440058, Aurora, CO 80044.

Orcon 16, Feb. 12-15 at the LA Airport Hyatt Hotel. Contact Strategicon, PO Box 3849, Torrance, CA 90510-3849.

DunDraCon XVII, Feb. 12-15 at the San Ramon Marriott, just off I-680, at the Bollinger Canyon exit, three miles north of the I-580/I-680 interchange. Please contact DunDraCon, 1125 Nielson St., Albany, CA 94706.

SheVaCon '92, Feb. 19-21 at the Ingleside Resort Hotel, Verona, VA. Contact SheVaCon, c/o Dave Davies, 300 Harrison St., Lynchburg, VA 24504.

HurriCon, Feb. 26-26 at the Holiday Inn, Fort Walton Beach, FL. Contact Steven Earl Yoder, c/o Bards Tales Book Shoppe, 109 D Racettack Road, Fort Walton Beach, FL 32547.

Jaxcon '93, Feb. 26-28 at the Radisson Inn at the Jacksonville International Airport in Jacksonville, FL. Please write to Jaxcon, PO Box 4423, Jacksonville, FL 32201.

Total Convusion VII, Feb. 26-28 at the Best Western Royal Plaza Hotel, 181 Boston Post Road, Marlborough, MA 01752. Contact The Total Convusion Convention, PO Box 1463, Worcester, MA 01607.

Continuity II, Feb. 27-28 in Donahue Hall, Wheeling Jesuit College, Wheeling, WV. Contact Bryan M. Sims, Box 144MC, 316 Washington Ave., Wheeling, WV 26003.

World Horror Convention No. 3, March 4-7 at the Sheraton Stamford Hotel in Stamford, CT.

SFGA Games Day 93.1, March 6, Boca Raton, FL. Contact John McConnell at (407) 547-3659.

CrackerCon 2, March 19-20 at the Holiday Inn Baymeadows, FL. Please contact CrackerCon, Box 8356, Jacksonville, FL 32239-8356.

ConnCon '93, March 26-28 at the Danbury Hilton and Towers in Danbury, CT. Contact ConnCon, PO Box 444, Sherman, CT 06784-0444.

Magnum Opus Con-8, April 1-4 at the Hyatt Regency in Greenville, SC. Write to MOC-8, PO Box 6585, Athens, GA 30604.

Coastcon XVI, April 2-4 at the Holiday Inn Express (next to the Holiday Inn Beachfront). Contact Coastcon XVI, PO Box 1423, Biloxi, MS 39533-1423.

Pointcon XVI, April 23-25 at the United States Military Academy in West Point, NY. Contact USMA Wargames Committee, Attn: Pointcon XVI, PIO Box 62, West Point, NY 10997.

Gamex '93, May 28-31 at the LA Airport Hyatt Hotel. For more information, contact Strategicon, PO Box 3849, Torrance, CA 90510-3849.

D-Cubed 1993, June 5-6 at the Pensacola Civic Center, Pensacola, FL. Please contact AGI, Inc., PO Box 37186, Pensacola, FL 32526-0186.

Origins '93, July 1-4 at the Tarrant County Convention Center in Ft. Worth, TX. Write to GEMCO, PO Box 609, Randallstown, MD 21133.

CowCon, July 2-5 at Sheraton Denver Tech Center, CO. Write to CowCon/Westercon 46 Bid, 7735 Osceola St., Westminster, CO 80030.

GenCon '93, Aug. 19-22 in Milwaukee, WI. Send a SASE to 1993 GenCon Game Fair, PO Box 756, Lake Geneva, WI 53147.

Convention announcements cannot be included unless received a minimum of four months in advance of the event. Journeys is not responsible for errors in convention announcements. Write to Journeys Conventions, Managing Editor, PO Box 1646, Dept. J, Bloomington, IL 61702-1646 USA.

IN THE TEMPLE...

BRIGGS, SCOUT AHEAD AND SET UP THE MOTION DETECTOR. GORDIE, STAY SHARP BACK—



GORDIE!

NASTY MORTAL! YOU PERSISSST IN DAUNTING ME! I'LL REND YOU LIMB FROM LIMB AND SUCK THE MARROW FROM YOUR BONES!



ALLEN NUNIS



STEP BACK MR. DECOLE!



NOOO! YOU'LL NOT DEPRIVE ME!

BUT BEFORE THE CREATURE CAN POUNCE, DECOLE DISSOLVES IN A BLINDING BURST OF LIGHT.



NEXT MONTH: DEEP SPACE

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PLAYERS INTERESTED in a *Cyberpunk* corporations PBM please write to Ross Mackenzie, 3 Dunlin Close, Sandpipers Estate, Kingswinford, West Midlands, United Kingdom DY6 8XP. Some knowledge of *Cyberpunk 2.0.2.0* is helpful but not essential. (3)

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ATTENTION GMs in NE Ohio/western Pennsylvania area. New gaming society is looking for experienced game masters for *Call of Cthulhu*, *Chill*, *MegaTraveller*, *AD&D*, *RuneQuest* and others. Write to Bruce Jones, 1236 Robbins Ave., #2, Niles, OH 44446. (2)

GAMERS WANTED in Maryland. Players of *Cyberpunk 2.0.2.0*, *Shadowrun*, *Star Fleet Battles* and other games please contact MD Gamers, 9984 Guilford Road, Suite 102, Columbia, MD 20794-3931. And ask about our upcoming BBS! (2)

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TORONTO TWILIGHT COMMUNICATIONS BBS. Specializing in RPGs online as well as networked. RPG message bases. BBS # (416) 733-9012. Free new user access. (3)

DESPERATELY seeking *MegaTraveller* players in San Bernadino, CA. Contact Doug, 215 W. 17th St., San Bernadino, CA 92405-4618. (3)

TRAVELLER PLAYER/FAN wanted four thoughts, materials and opinion exchange. Contact Paolo Bertiglia, Corso Siracusa n. 198, c.a.p. 10137, Torino, Italy. (3)

BBS RPG message network—ShadowNet. Looking for BBSes to join our growing RPG net. QWK and Relay feeds available. *Shadowrun*, *AD&D*, etc. games, as well as SF/fantasy discussion conferences. Call a main board to apply and to get the number of a message hub near your area. (HAT and V.32 available.) Main Eastern QWK HUB: (416) 733-9012 38400-8-N-1. Main Western Relay HUB: (206) 742-7782 38400-8-N-1. Main Central QWK HUB: (402) 734-2073 2400-8-N-1. (3)

LOOKING FOR GMs and referees who would like to assist in running games for our convention: D-Cubed 1993, set for June 5-6 at the Pensacola Civic Center, Pensacola, FL. Must have at least two years experience in the system you're volunteering to run, and must be firm but compassionate toward players. Write to GM Search, c/o AGI, PO Box 37186, Pensacola, FL 32526-0186. (3)

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DR. WHO RPG supplement called *The Sontarans*. Will buy or trade. Contact Cary Layton, PO Box 416, Cape Girardeau, MO 63701. (3)

TWILIGHT: 2000 v.1 modules *Armies of the Night*, *Going Home* and *RDF Sourcebook*. Will pay any reasonable price. T. Ropers, 400 W. Shawn Court, Wheeling, IL 60090. (3)

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GAME SCIENCE rules of *The Petal Throne*, any rules supplements and miniatures. Please send list with price and condition to David Peters, 5422 PineGlen Road, La Crescenta, CA 91214. (2)

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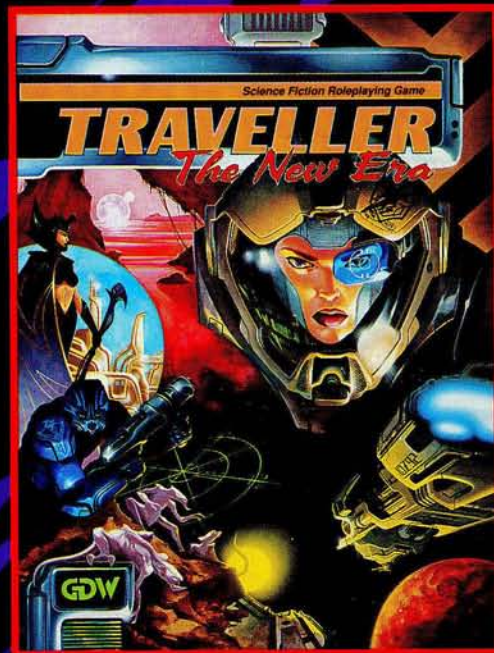
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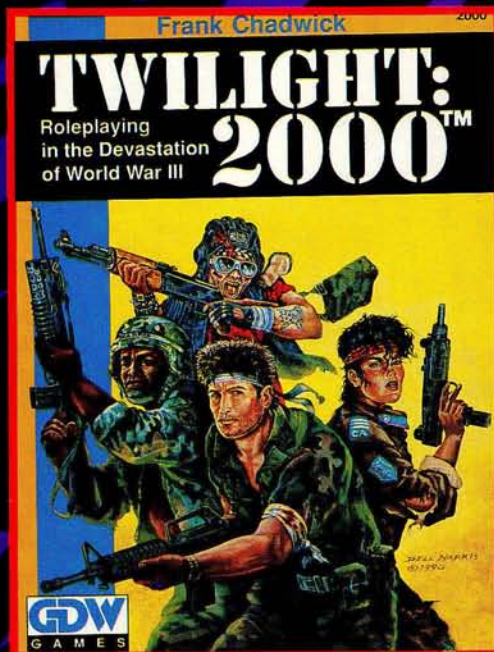
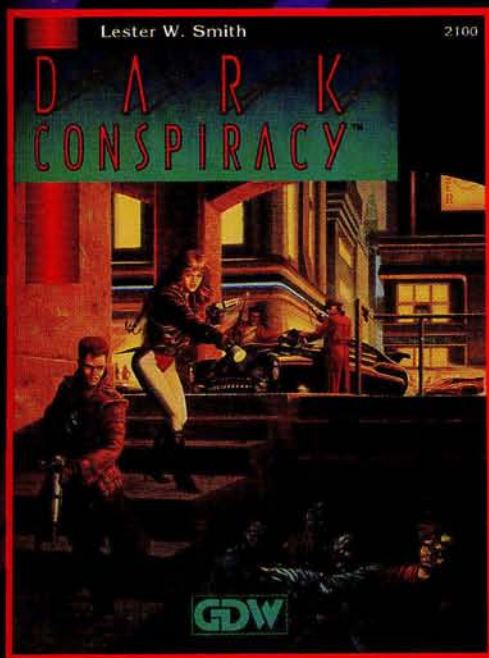
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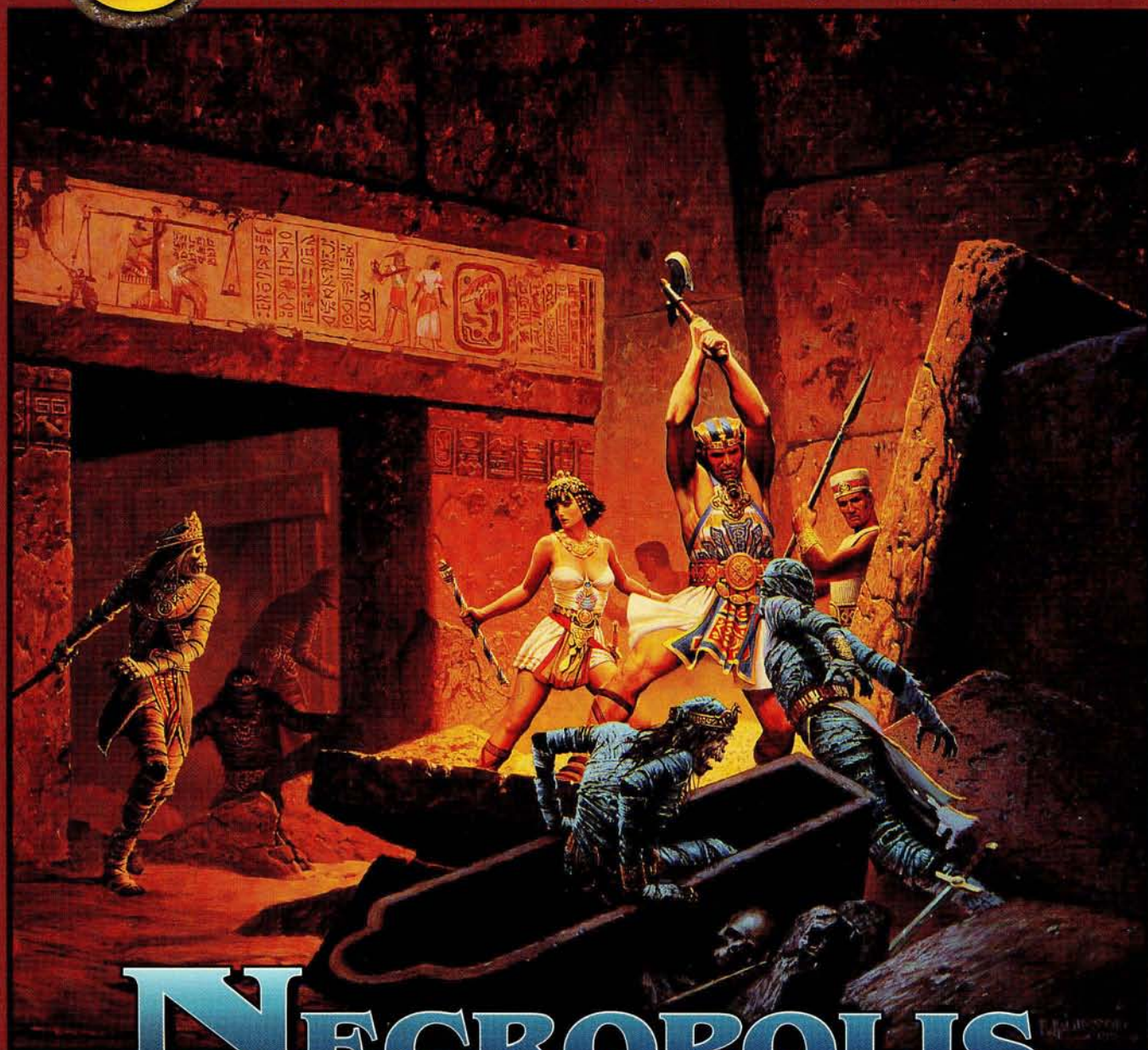
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