

NorthCoast Roleplaying



In This Issue:

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...and more.**

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Editor's Opener

Well I guess the best news I can tell you is that this issue is finally out, but I guess you already figured that out. What you may not have realized is that this issue is larger than normal. Much larger actually. Why, in this day and age where everything is getting smaller and more expensive, are we upping our size without upping the cost. Well, it's because we feel guilty.

When we began NCRP, I sincerely wanted to put out a monthly magazine. Monthly meaning every month, not that it will come out during some month. As a comic collector I've learned to despise that in the publishing world, but until I began working with this magazine, I never realized why. The simple fact is that the summer took most of our normal writer's away to jobs where they needed to make money for school. And those jobs over-extended their time so they were unable to compose for NCRP, but they're coming back, and we should hopefully return to our normal schedule. So we decided to do something for those people who've waited patiently and only bugged our distributors a few hundred times (I'm sure they appreciated it, I know we do.) We decided to make this issue extra large. A Summer Special, if you'd like to call it that. So welcome to our Summer Special.

This issue we have a number of new people working with us, and some of our old standbys return. Also, this issue we begin our first contest. The contest is broken up into two parts: Eureka area locals, and out of the area people. For the locals, the contest prizes are one year memberships (VIP) with the Comic Castle (3 of them). For the out of the area people, the contest prize is an 8.5" X 11" black and white drawing by our own Jeremy Stanton (yes you've seen his work here, now you can own an original). Jeremy will draw your character as you request it, if you win. But how do I enter, you ask. Well that's the easy part.

We at NCRP are desperate for feedback. We need to know what you, the buying populace, wants from our magazine. We need to know what games you'd like to see covered, that we're not covering. We'd like to know if there are any columns we should have. We'd love to know if there are other contributors out there who are dying to work with us, but are too busy to write. We would like your input and we're even willing to offer contest prizes to you for your help. So here's all you have to do. Write us a letter. Give us the following stuff:

- 1) Your name, address, and (if local) your phone number. This is so we can tell you if you've won.
- 2) Tell us what you like or dislike about the magazine. The drawing for the prizes is random so feel free to express yourself any way you wish. I've found that criticism is as often helpful as compliments are. Tell us what we're doing right and what we're doing wrong.
- 3) Tell us what games you play and how often (once a week, once a day, once in a Cherry-colored Moon).

Send this as your entry to our address (it's on the back cover) by October 1st. We will notify you by mail or phone if you have won by October 10th and we will announce the winners in the issue immediately following the prize awards (yes, you're right, we don't want to commit the list to a specific issue #.) The contest entries should help us determine what more the magazine needs, and what we don't have that you want to see. Don't worry, if you don't win this time, you will get a chance again. We have more ways of getting you to write us on the way. The contest is not open to NCRP direct staff. Contributors are welcome to enter.

I would also like to mention here that there are other fanzines like NCRP that groups are putting out that are available to the general public (that's you) for a nominal fee. I have listed here some of the ones I have dealt with. In all cases I have found that the editors of small magazines are incredibly friendly and helpful. They also write back weeks to months sooner than most big-operation magazines I have dealt with (even though, these people usually have other jobs in addition to printing their fine magazine which the big-operators can't claim.)

For Traveller fans, the Tidewater Traveller Times is a monthly fanzine with articles pertinent and useful to Traveller players. Things like Hassan's Hints and the Geo's Variants are good reading and useful additions to play. For more information, write Mark Gelinat at 1302 Riverfront Ct./Suite #302/Virginia Beach, VA 23451. Subscriptions are \$3.50.

For japanimation fans, there's one from San Jose, Calif and its called JAM. Honestly, this is one of the finest amateur magazines I have seen done. Each issue covers a wide range of topics including specific shows and articles on the business itself (like how subtitling is done). For more information write to Ghene Rhough c/o JAM at 7017 Burnside Dr./San Jose, CA 95120.

Excellence in Explosions

Demolitions equipment in 2300 AD (GDW)

By Bill Burg

Demolitions equipment in 2300 AD is minimal, at best. The only equipment detailed is the basic 1 kg block of Plastique - 9, primitive stuff indeed. This article will describe new and exciting ways to turn your neighborhood into smoking ruins.

EQUIPMENT: This equipment is used in the construction of bombs. A bomb needs three elements: detonator, blasting cap, and explosive. A detonator is the device which activates the bomb, ranging from a burning time fuse to the M128 sonar proximity detonator. A blasting cap is simply a small charge of volatile explosive -- one end is placed in the detonator, one end in the explosive. They are necessary since most explosives are not very shock-sensitive (to make them easier and safer to handle). The explosive is obviously the stuff that goes BOOM.

Detonators: These are standard military-issue items. They include small loops to secure them to a surface with nails or string, a plug to accept a blasting cap and fit into military-issue explosives, and a length of tripwire if needed.

M112 Pressure Detonator: This device is similar to a pushbutton: any weight (adjustable 1-10 kg) on the device will activate it. Wt .1 kg /Cost Lv 10.

M113 Pull Detonator: This device is attached to a tripwire: when the tripwire is pulled, the device activates. Wt .1 kg/Cost Lv 10.

M115 Pressure-release Detonator: This device is designed to have an item (at least .5 kg) resting on top of it. If that item is removed OR pushed, the device activates. Common in boobytraps. Wt .2 kg/Cost Lv 30.

M116 Pull-release Detonator: Similar to M115 above; if this device's tripwire is pulled OR cut, the device activates. Wt .1 kg/Cost Lv 25.

M121 Set Delay Timer: This item incorporates a 10-second fuse. When inserted in an explosive block, it serves as an improvised hand grenade. Wt .05 kg/Cost Lv 25.

M125 Digital Delay Timer: This item uses a programmable digital timer (adjustable from 10 seconds to 48 hours) for activation. It is common in the basic "time bomb". Wt .2 kg/Cost Lv 100.

M128 Proximity Detonator: This device uses a simple sonar device to detect approaching units. When targets come within the device's range (adjustable 1 - 100 meters) the device activates. Wt .3 kg/Cost Lv 200.

M132 Motion Detector Detonator: This is a complex mercury switch device: if the device is moved more than 5 cm from its location, the device activates. Wt .1 kg/Cost Lv 50.

M134 Mine Activator: This device, when properly inserted into a mine, turns the mine into a trap. If the mine is lifted or tampered with, it will detonate even if the mine's regular detonator has been disarmed!

M138 Universal Destructer: This device is little more than a multi-use adapter: with it, any grenade (hand or SP), shell, missile or bomb can be adapted to fit the detonators listed above. This is handy for impromptu boobytrapping when standard demolition explosive is scarce.

M1000 Time Fuse: This is a standard cord fuse, which burns at a rate of 1 cm per second. The end has an adapter for a blasting cap. Wt 5 grams/meter Cost Lv / meter.

Miniaturization: Any of the items above can be found in 'mini' forms. Devices weighing half the stated weight cost 5 times as much; devices weighing one quarter the stated weight cost 20 times as much. Half weight items are 'mini'; code numbers end with B. Quarter weight items are 'micro'; code numbers end with C. Thus: M113B Mini Pull Detonator, M125C Micro Digital Delay Timer.

Explosives: These are also military issue. Military explosive blocks have a hole tapped to accept the plug on a military detonator and a blasting cap. The terms ER and EV: ER is Explosive Rating, the value of 1 kg of that explosive. EV is Explosive Value, the effectiveness of 1 of the item in use.

Blasting Cap: The blasting cap is a firecracker-sized stick of volatile explosive. It can be fired by electricity (detonators), flame (fuses), or even shock (such as being hit with a hammer). ER 25, EV .1 Wt .5 g/Cost .1 Lv.

P-5 Demo Block: A 5 cm x 5 cm x 30 cm block of explosive, standard military issue. ER 10, EV 5 Wt .5 kg/Cost Lv 25.

P-4 Demo Block: An older explosive, same size as above. ER 8, EV 4 Wt .5 kg/Cost Lv 15.

PS-1 Shaped Charge: A set charge of P-5 in a metal cone. Treat as tamped explosion, but charges cannot be combined for more effect. ER 10, EV 20 (tamped) Wt 2 kg/Cost Lv 200.

PS-2 Shaped Charge: A larger model of the PS-1. ER 10, EV 50 (tamped) WT 5 kg/Cost Lv 500.

PSA3 Sheet Charge: A 5 mm x 10 cm x 30 cm block of P-5. Common in boobytrapped items due to its concealability. ER 10, EV 1 Wt .1 kg/Cost Lv 10.

P-10 'Shanrex' Demo Block: A highly volatile explosive block not usually used in the field due to its sensitivity. Identical in size to P-5 and P-4. ER 20, EV 10 Wt .5 kg/Cost Lv 60.

P-100A Detcord: Detonation cord is a high-explosive rope used for multiple-charge bombs: Detcord is strung from charge to charge, and when the first charge fires the detcord ignites, burning at a speed faster than most explosions. When the detcord reaches the other charges they detonate. Thus, the bomb series needs only one detonator and does not risk fratricide due to the first explosions knocking out the other detonators before they can fire. ER 20, EV .1 per meter Wt 5 grams per meter/Cost Lv2 per meter.

HOME BREW EXPLOSIVES: When normal explosives are unavailable, munitions can be improvised from more available compounds. Finding ingredients is sometimes difficult: use the task below.

To find the explosives is a separate task: Each explosive has its own difficulty level, task time, and cost. Each task and cost is for 1 kg of explosives.

Mishaps: Any *Major* or *Total* mishap results in an explosion of half the EV of the explosive. *Superficial* or *Minor* mishap means the batch is ruined and the ingredients must be replaced to make more.

TASKS:

To make fertilizer explosive (ER 2, Lv 5). Simple, Chemistry, Demolitions (10 min).

To make black powder (ER 3, Lv 10). Routine, Chemistry, Demolitions (30 min).

To make dynamite (ER 5, Lv 20). Routine, Chemistry, Demolitions (1 hour).

To make HMTD (ER 15, Lv 20). Routine, Chemistry, Demolitions (30 min) (Hazardous).

To make Mercury Fulminate (ER 12, Lv 25). Routine, Chemistry, Demolitions (15 min) (Hazardous).

Any explosive with an ER over 10 may be made into blasting caps. To make blasting caps: Routine, Demolitions (5 min)(Hazardous)

Note: Makes 6D6 caps.

To make detonator. Routine, Mechanical, Demolitions (10 min).

Note: This task allows construction of pressure or pull detonators.

To make time detonator. Difficulty, Electronic, Mechanical, Demolitions (20 min).

Note: Timers must be for a set time, determined when built by the builder.

Accidental Explosions:

Any explosive may detonate if sufficient force is applied. To determine this, two factors must be considered: the ER of the explosive and the type of force applied to it.

Consult this chart for the force's power:

Explosion: 3D6 - EV of explosion if within explosion.

Bullets/fragments: 1D10 + 10 - EV of round.

Electricity: 1D10 + 10.

Shock: 1D120+15.

If the number rolled is less than the ER of the explosive, the explosive detonates. Double the number rolled if the explosive is stored in containers.

Remember: There are few problems in life that cannot be solved by the proper use of high explosives!

Death of a Hero

A Star Wars adventure by Barry Osser

You see a man dash by with a drawn Blaster. Interested, you follow at a safe distance. He dashes around the corner ahead and then you hear two very distinct sounds: a shot fired from a Blaster pistol and the cry of a target being hit. Cautious, you peek around the corner.

Walking away from the scene is the man you followed. You see his face and recognize it as that of the Bounty Hunter, M'ass Straka. The scene he is walking away from is gruesome: a man is lying on the street with a Blaster burn through his chest. He is shaking, and surely dying.

You watch M'ass step out of sight and dash to the downed man. Much to your horror, you find that it is Captain John Cornfield, a hero of the vast Rebellion against the Empire. You lean your head down to hear his last words.

"You must help me...(cough)...tell Commander Stockwell on Jeahh that the Stones of Braan are in the Temple...(cough, cough)...you must do this for the Rebellion...."

He fades away and dies just as you hear footsteps approaching...

GAME MASTERS:

On the Planet: Kotchi

You have the beginnings of the adventure layed out before you. Your players have a message that they have been asked to deliver on a planet other than this one. A planet called Jeahh. They currently know little else except the fact that a Bounty Hunter has killed one of the greatest heroes of the Rebellion. Players may wish to follow the Bounty Hunter and seek vengeance. If so, M'ass Straka's stats are given later in the adventure (see The Cast.) If this is not the characters first order of business, than continue reading.

You should make it difficult, but not impossible to leave the planet the characters are on. If you do not have a planet for them to begin on, use Kotchi, a planet explained later in the adventure. Those characters who already have a ship and do not need to get passage on one should have some difficulties like:

roll D6:

1-2) Theft of an important component of the ship's drive system. Without this component the ship will not be capable of taking off.

3-5) Some law in the planet's dock procedure has been breached by the characters. The characters will either be forced to pay a fine, or possibly, even spend some time in prison. The details are left to you but some ideas are possibly: engine does not have the correct baffles causing undo stress on the docking facility (the part must be purchased and placed on the ship), the characters planetary passes have expired, or something else like these. The law that is broken should be more annoying to the characters than actually being destructive. The problem should not be so strong as the ship has been recognized as a rebel ship or something like this.

6) The characters were followed and may be implicated in the murder of John Cornfield. This is the worst as it will put the characters on the run with pursuants. Cornfield ran a rather exclusive club on Kotchi with clientel which has not taken kindly to his murder. The characters will be followed by a Bounty Hunter who is to return the characters alive if possible to stand trial for his murder, or dead if necessary. The Bounty Hunter is none other than M'ass Straka the real murderer.

For those characters who must gain passage, make it either expensive or difficult. If you chose to make it expensive, then Jeareh is not forbidden or even difficult to gain passage to, but the people the characters approach will notice that they are in a hurry and try to swindle a large profit. If you, on the other hand make it difficult to get to Jeareh, don't make passage cost too much. Some ideas of how to make it difficult might be to have a potential pilot speak real loud in the place they are meeting him. Have him blab everything they tell him quite loudly. You might also make Jeareh forbidden without a pass and force the characters not only to get passage there but also to get passes forged for them. In any case, make the players work for this leg of the journey.

JEAREH:

When the characters arrive in port, they will know immediately that this is going to be tough. The port facility is Empire owned and crawling with Storm Troopers. If the characters attempt to find information about Commander Stockwell in port it will be a very difficult roll; 25 at least and probably 30, on Streetwise skill. To keep the characters clear of repercussions (the Empire finding out who is looking for Stockwell) will require a similar roll.

The rebel activities on Jeareh have drawn the attention of the Empire to this tiny world. The garrison of troops on Jeareh is here to find Stockwell's command. The characters will see heavy weapons and hundreds of suits of Storm Trooper armor being unloaded in port. Concern should immediately be felt by the characters for the rebels on the planet; so their next step should be finding the rebel camp.

In town, the atmosphere is no more subdued. The troop quarters are being hastily put up and people are scurrying everywhere. Play out the town as a place that doesn't want what's happening to it. There are alot of irate people and they are none to interested in conversation, however, Bribery is often quite useful.

Commander Stockwell's command center is only a few miles outside of Jeareh Central. It is sensor blanked by heavy power cloaking units. The power is bled through power cables drawing from the city's own power source. Commander Stockwell will be very interested to speak to the characters about Comfield and will see them immediately upon arrival.

The Stones of Braan are very important to the Empire. The stones will be used as a power converter in a devastating new gun the Empire is producing. The Rebel Alliance has been trying to find out where the stones are coming from. The objective now is to destroy the temple...however, there is no one he can spare out of his command to do it.

NOTE: This is where the characters should begin to feel like they've been suckered. They have! But it is for the Rebel cause which they are fighting for. They should feel compelled to complete this mission for the Rebellion. Their interest, however, should be enhanced by Stockwell. If the characters want, they may outfit from the base supplies. These supplies have been heisted from the Imperial supply depot on Jeareh. Anything the characters could want in weapons could feasibly be in the weapons hold in Stockwell's base. It should be up to the gamemaster to decide how much is acceptable. There is even Storm Trooper armor available.

Commander Stockwell will provide the characters with money (maybe 10,000 credits apiece; left to the GM to decide but this number has worked in my game) and transport from Jeareh to Marshellon, the planet the stones are found on. The characters should be sped out as quickly as possible since a raid is expected at anytime. If your characters decide to stay and help fight, you'll need to decide how to run this.

MARSELLON:

The characters will land on a poorly maintained port facility. The surrounding area is heavily forested. Inquiries into "The Temple" will be futile. What is the Temple? No one around will be able to answer that. The characters should be made to feel very discouraged with the belief that they will never find it. This is where Muc Luck comes in (see The Cast.) Muc Luck is an Alien Student of the Force who has been stranded here on Marshellon. He has been working to make enough money to get off the planet but spends it nearly as quickly as he makes it on interesting trinkets in town. He should meet the characters by showing an interest in something they have.

He doesn't know anything about a temple but he does know of a secret Empire base that is an old building outside of town. The characters should guess that this is it. Muc Luck will show them where it is in return for the item he is interested in and passage off this world; to anywhere else.

The forest trail to the Imperial Stronghold is poorly maintained and the characters will probably have many creature encounters on the way. In The Cast I have given a few ideas of what some creatures could be. When the characters first hear the noise of the Stronghold, they will realise there is a lot of commotion here.

The Temple:

The characters should take great caution in approaching the Stronghold. They need to place the explosives they have been given by Stockwell into the heart of the Stronghold. This should be tricky, requiring a lot of Stealth rolls. Play it for all it's worth. If the explosives are set correctly, the structure will collapse and be unreclaimable. I've left the job of designing the interior of the temple up to you, the gamemaster. The characters will then need to hot-foot it out of there as they will be chased by the exterior trooper guard back to the port. If, and when, the characters make it back to port, the ship will be ready to speed them back to Kotchi.

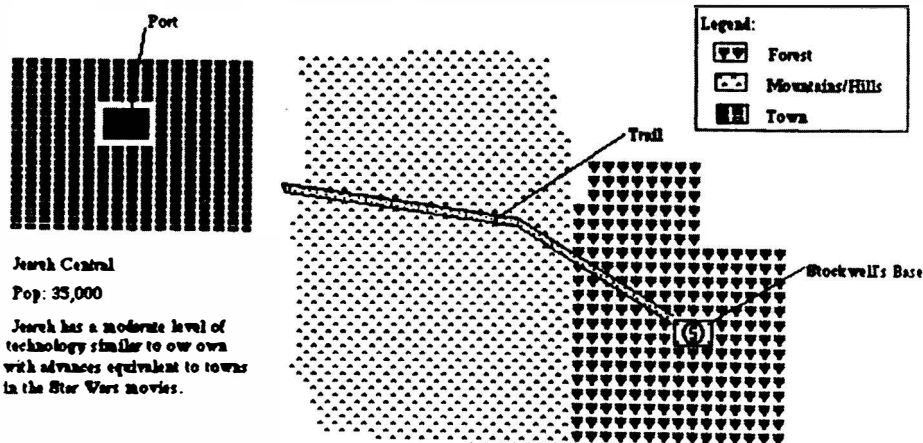
The Finale:

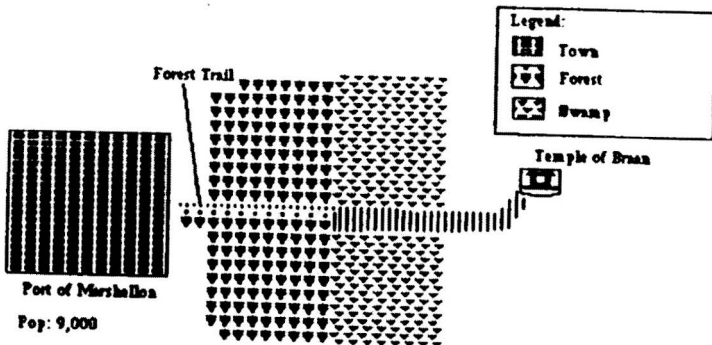
On Kotchi, Muc Luck will split from them (or not: GM's choice.) The characters may now consider whether they should track down M'ass Straka, unless, of course, he's already after them. Either way, not too long after they land on Kotchi, they will catch sight of him and he will probably attack them if for no other reason than to rob them. This is the final scene where the bad guy gets it. Let's hope your players don't get it first.

MAPS

The maps included here are meant to give you a rough idea of the layout. Any fleshing out of the maps is left to the Gamemaster.

Map of Jearh Central and Stockwell's Base



Marshellon Main Areas**THE CAST:**

Mass Straka
 7' 7" 312 lbs
 Male age: unknown
 Bounty Hunter

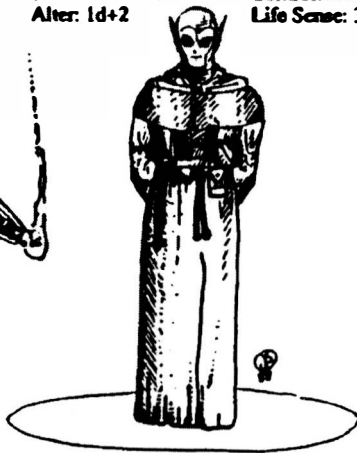
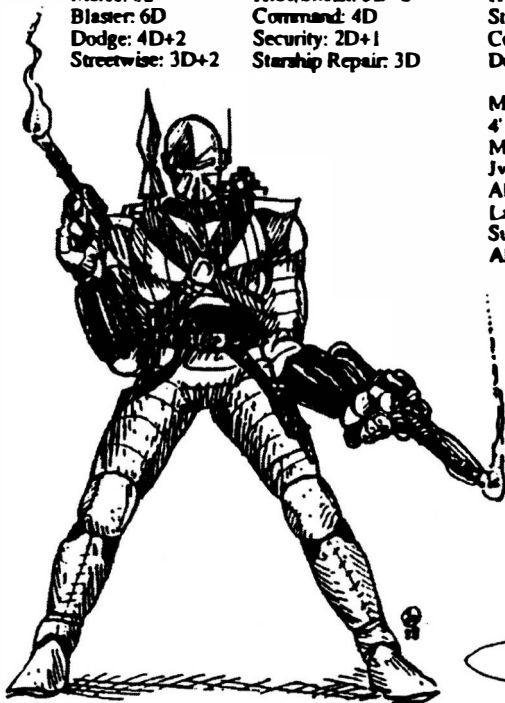
Bureaucracy: 3d+2 Mechanical: 2D+2
 Melee: 6d Hide/Sneak: 3D+2
 Blaster: 6D Command: 4D
 Dodge: 4D+2 Security: 2D+1
 Streetwise: 3D+2 Starship Repair: 3D

Commander Stockwell

6' 181 lbs
 Male age: 45
 Description: Silver-haired man, clean shaven, strong faced. Stockwell has a strong aura of calm control about himself.
 Hvy Wpn: 5D Command: 6D
 Starship Piloting: 3D+2 Brawling: 4D
 Comp prog./repair: 4D Stamina: 3d+2
 Demolition: 5D+1 Starship Repair: 4D

Muc Luck

4' 7" 79 lbs
 Male age: 31
 Jvava alien student of the Force
 Alien Race: 4D+1 Climb/Jump: 4D
 Languages: 4D+1 Comp prog./Repair: 4D
 Survival: 4D+1 Control: 2D+1
 Alter: 1d+2 Life Sense: 3d+1



CREATURES:**Google Bees****Dexterity:** [2D+2]**Perception:** [2D]**Strength:** [2d+2]**Speed Code:** [3D]**Size:** 1 to 1.4 meters tall as adults.

Combat: Google Bees are vegetarians by nature and thus only have grinding teeth, not cutting teeth. They will fight with arms and legs, but will run if they have a chance. They are, however, fair copycats and if they watch a character in a fight for more than 10 minutes, they will be able to use his/her fighting techniques at 1D less than them. Thus a Google Bee watching a Brawling fight at 4d+1 would be able to brawl at 3d+1 in 10+ minutes.

Using: Google Bees are shy, but friendly, forest creatures. They have eye stalks like snails and their chest, torso, and abdomen are covered by a huge shell. Otherwise, they look like humans with pale green skin and no ears.

Google Bees are frightened of any technological devices they find. They will gather all such items they find and will place them into a hole they dig in the ground called a "God Crypt." Characters who delve into these holes will have to either chase off the Google Bees or else deal with them constantly throwing the items back in the hole.

Google Bees will run from a fight rather than engage in one. They scare easily and it is difficult to win their complete trust, however, when it is won, they will die before letting a friend die. Characters will have trouble staying mad at these guys long since they are both cute communal.

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Hafran**Dexterity:** [4D]**Perception:** [1d-1]**Strength:** [6D]**Speed Code:** [2D]**Size:** Fully grown, the Hafran can be over 50 m long.

Combat: The Hafran is nearly blind and deaf, but will immediately react if touched (i.e. stepped on, chopped, etc.) It will attempt to bite its victims and then try to wrap around and squeeze the life from them.

Using: The Hafran are very uncommon in the forest. They are colored to look like the forest they live in and look like giant snakes. Unlucky people often confuse parts of their bodies with fallen trees and attempt to climb over them or chop them up. This will immediately bring the Hafran to awareness and it will attack. Google Bees are terrified of Hafran and will always warn travellers out of areas when Hafran have been seen.

Moofa**Dexterity:** [3d+1]**Perception:** [3D]**Strength:** [2D+2]**Speed Code:** [4D]**Size:** Adult males are up to 2m in length.

Combat: The Moofa are carnivores with a liking for small rodents. They will not attack people, but are not afraid to fight if cornered.

Using: The panther like Moofa are a peculiar life form. Their fur carries a chemical slime that very rapidly dissipates heat. Because of this, the Moofa play havoc with IR sensors and can't be picked up. They are a great beacon, however, for UV sensors. In all other aspects, Moofa are like normal panthers.



"I GUESS I FUMBLER
MY DEMOLITIONS ROLL."



"USE THE FORK, LUKE!"



The Summoner

By Ethan Marcus

As the ages have passed, languages have offered several definitions for the word "demon". In ancient Greek, the word meant god or divine being. As Latin became the predominant tongue of Europe and monotheistic Christianity the predominant religion, the word, demon, was replaced with deus, from which we derive the word, deity. Demon came to signify foreign god, later evil god, and finally supernatural evil, specifically, a fallen angel in the service of Satan. Thus, in a scant 1700 years, demons evolved from objects of devotion to creatures of loathing. AD&D now defines demons to be chaotic evil creatures which are native to the abyss. In this article, I shall introduce a new character class, the Summoner, which is a subclass of magic user. As I do this, I shall refer to yet another definition of demon, one which will revolutionize the science of gating for those mages who choose to delve into the Roccaman mysteries.

History: Nearly 500 years ago, the peninsula of Roccama, a country shaped like a bull's horn curving north and west, was under the authority of Naspina, a country only twenty miles north across the strait. Naspina ruled through fear, using her invincible assassin's cult to enforce her edicts. Heading the dreaded cult was the nameless assassin goddess who had invented a dagger which negated all magic in a fifteen foot radius. All Naspinian assassins carried such daggers and thus were immune to magical wards and attacks. Since Roccama was a colony of Naspina, its population was relatively small in comparison with its mother country. Thus, the peninsula could not pin its hope for independence on its tiny military forces. Anyway, great leaders, who championed the cause of autonomy, seemed to keep dying of the dread disease, daggertinthenitis. So all Roccaman faces turned to the University of Roccama where a secret weapon was being developed which promised to free them all.

The University of Roccama was situated in the city of Roccama, which happened to be the capital of the peninsula of Roccama. The university was

a school for mages. It was here that research was being done to discover a method of using seeming paradox. In 542 B.G. (subjective time, before the coming of Gorik), the University's Dean, Mursalla, discovered a method of making the *gate* spell available to low-level mages. Indeed, by his discovery of what he was to call "Megaverse Geometry", he also made available several other spells which were useful in dealing with extra-planar beings as well as making it possible to literally map the magaverse by multi-dimensional triangulation. This proved to be the ideal solution. Since even apprentices could now *gate*, a veritable army of creatures could be raised. In this particular case, the army was comprised of demons (AD&D definition). Since that time, the summoners of Roccama have called all beings from other planes "demons". Not surprisingly, these summoners call themselves demonologists.

Mursalla also discovered a way to teach those who were not born with psionics to gain the powers and benefits thereof. Since psionic powers were not truly magic, they were not negated by the daggers of the Naspinian assassins. It was this fact which kept Mursalla immune from assassination as he pursued his research. Soon, this benefit had been shared with all the students at the University.

Although the demons could not cast spells at the Naspinian assassins due to the anti-magic properties of their daggers, they certainly could sniff them out using their heightened senses and tear the hated oppressors limb from limb. Some of the greater demons used their psionic disciplines to eradicate the hapless assassins. When Naspina learned of the deaths of the 'peacekeepers' in Roccama, they invaded militarily, but alas, their mortal army was no match for the demon hoard.

And Mursalla? The patriot was a very old man. He never lived to see the final fruit of his discovery. It seems he gated in the lord of the vampire demons - which got out of the feeble man's control and killed him. Or had it? In Mursalla's blood stained office, where the murder took place, a soul jar symbol was found. Furthermore, the jar was empty.

Hmm. And the vampire demon lord subsequently took the name, Orcus (Latin for death – no relation to pig-face of the Monster Manual), and became known as one of the greatest demonologists of all time. Could an old man become so desperate for immortality that he would trade away his humanity? No, of course not! The soul jar symbol has since been erased to prevent further foolish speculation.

Demons and Humans: For the purposes of this article, we shall use the Roccman definition of "demon". A demon is any creature (or inanimate object in special cases) from a plane other than the plane the summoner currently occupies. Thus, if a mage becomes ethereal through a spell, that mage is considered a demon by any summoner on the prime material plane (or any other plane except the ethereal) and vice versa. Once a summoner gates in a demon, that creature continues to be considered a demon (even though it is no longer on a different plane) and is subject to all the geometrical spells described below. Humans may never be gated against their will. There is only one exception to this rule. A human who is near death, worships no god (or whose god has forsaken her/him), and who is not protected by some magical organization such as a mage guild, may be gated against his/her will. Once gated, such humans are considered to have twice their normal hit dice for the purposes of susceptibility to demonological spells. Humans with psionics are considered to have double plus 5 their normal hit dice. But what, I hear you ask, is a human? Any humanoid creature native to the prime material plane is considered to be a human for the purposes of demonology.

The Summoner (or demonologist): A summoner must have a minimum intelligence of 15. Such a summoner may only gain 15 levels of experience (use the magic user's chart for hit points and experience). Summoners with INT 16 may go up to level 16, with 17 can go to 18 and with 18 can go to 19. Only summoners with INT 19 or above (DM's discretion as to how this might occur) may achieve 20th level. Summoners receive the follow-

ing special abilities:

Cause Darkness in a fifteen foot radius.

Infravision 60".

Teleport according to the following chart:

Destination area is:	Probability of Teleporting:
	Low / High / On Target
Mapped and Surveyed	01-41/42-43/44-00
Mapped	01-42/43-46/47-00
Seen Often	01-44/45-52/53-00
Viewed Once	01-48/49-64/65-00
Never Seen	01-56/57-88/89-00

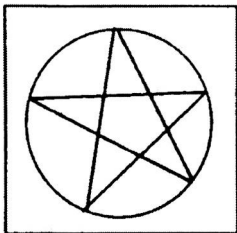
The summoner adds 5% to the die roll for every level of experience. So, a first level character starts with a 5% bonus. All rolls above 00 are considered to be 00. Thus, at 18th level, the summoner can teleport anywhere with no error. Teleporting is instantaneous and at will (no casting time); however, it can be very dangerous. All rules for summoner teleportation are the same as those for the magic user spell *teleport*, including those for teleporting high and low. If a summoner teleports high, she/he takes 1d6 of damage for every 10' of falling up to a maximum of 20d6. (There are 30' in a game inch outdoors and 10' in a game inch indoors.) Teleporting into solid objects is always fatal and often explosive.

Psionics... A summoner has a psionic ability of 170 + 10% per level (up to a maximum of 250) which is divided evenly between attack and defense strengths as per the psionics rules.

Summoners only take half damage from the following things: cold, electricity (*lightning*), fire (*dragon or magical*), gas (*poisonous*, etc)). Summoners may wear armor as long as there is no iron in it. Weapon restrictions are the same as for magic users as long as the weapons are not iron. Basically, summoners may not have any iron on their person. Summoners start the game with access to 1d12 planes, and as they achieve each level, they have a 5% chance per level of learning a new plane. Of course, if the summoner actually travels to a plane, he/she gains access to that plane in the future.

As summoners go up levels, they gain the following symbols and their described powers:

Level 1: The pentagram.



This symbol allows the summoner to actually see onto another plane of existence. This vision is limited to the Point of Contact (POC). The POC is the point on the other plane which is analogous to the point at which the demonologist has inscribed the pentagram. Of course, since planets and planes tend to rotate, POCs tend to move and shift constantly if gradually. Also, POCs on other planes are not necessarily exactly the same size as the pentagram. Indeed, the farther away a planes is, the greater the observable POC -- kind of like the spreading of a flashlight beam over long distances. For relative distances of planes, use the map in the *Players Handbook* and some DM discretion. An example of POC spread in my game is as follows. An eight foot diameter pentagram on the prime material plane can be used to observe a circle exactly eight feet in diameter in the ethereal plane (the two planes touch -- no distance.) Whereas that same pentagram might be used to observe a circle 350 miles in diameter in one of the outer planes (e.g. the abyss). A summoner observing another plane with a pentagram can not communicate with any creatures she/he observes, nor can that summoner even hear sounds from that plane. Visual contact only. Once the demonologist observes a creature, she/he may *gate* that demon in. This is done in the same manner as the 7th level cleric spell with the following exceptions. The summoner need not name the being which is being summoned. The demon must remain in the pentagram until the demonologist releases it or until it escapes (if it can).

The base chance of a demon escaping from a pentagram is 5%. Add 2.5% for every level the demon is above the demonologist, or subtract 2.5% per level difference if the demonologist is of higher

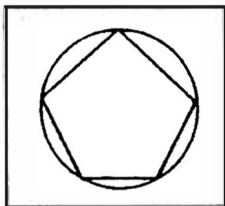
level than the demon. Also add 2.5% for every increment of difference in alignment between the demon and the summoner. Increments of difference in alignment are figured as follows: Neutral is one increment away from either Law or Chaos while Law and Chaos are two increments from each other. Neutral is one increment away from either Good or Evil while Good and Evil are two increments from from each other. Add the difference of both portions to get the total incremental difference in alignment. E.g. a Lawful Good demon is four increments different in alignment from a Chaotic Evil demonologist (All Roccaman demonologists are Chaotic Evil.). Chance of escaping a pentagram is rolled every turn unless the summoner is currently dealing with the demon (e.g. talking) in which case rolls are made every round.

Once it is gated in, the demon must follow every order of the demonologist to the letter (although it may try to pervert the letter of those instructions) unless it can break control. Exception: demons may not be ordered to reveal their true names. The base chance of breaking control is 50%. Add or subtract 5% per level of difference between the summoner and the demon as in escaping a pentagram. Also add 5% for every increment of difference in alignment. If the true name of the demon is known, subtract 40%. Rolls are made every turn, unless the demonologist is dealing with the demon in some way in which case the rolls are made every round. A demon, if ordered not to, may not attempt to escape a pentagram unless it successfully breaks control. If a demon is released from a pentagram (or escapes), it may be ordered back into it (or another) as long as control is maintained.

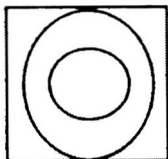
Demons with psionics are considered to have five more hit dice for the purposes of escaping pentagrams and breaking control.

The reverse pentagram. Unlike the pentagram, the demonologist actually stands inside the pattern. When observing another plane, the summoner sees the entire plane except whatever is inside the circle of the POC. The exact opposite situation from the pentagram. When gating in a demon, the demon appears immediately outside the symbol. Its chances of breaking into the reverse pentagram is figured in

the same way as with the pentagram.



Level 2: The concentric circles.



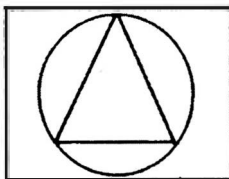
This symbol is commonly called the "bullseye". The summoner either stands within it or wears it on his/her cloak. The symbol allows the demonologist to have a demon under her/his control to be used as a familiar (as per the magic user spell *find familiar*). This means that the summoner can see through the eyes of the demon and communicate with it mentally. It also means that the hit points of the demon are added to those of the demonologist. As with the *find familiar* spell, if the demon dies while being the familiar of the summoner, that summoner takes twice the demon's hit points in damage. Finally, if the demon has any spell abilities, the summoner can use any of those spells which a magic user of the same level could use. Demon familiars may be discharged or exchanged for other familiars but the process takes two full turns.

The bullseye also gives the summoner the spell *charm person* (useful on any intelligent being). Demons (Rocaman definition) save at -4 unless the true name is known, in which case the save is at -15. Charmed demons may successfully break control and still obey the demonologist if they are charmed.

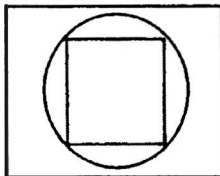
Level 3: The thaumaturgist's triangle.

When the demonologist stands within this symbol, she/he gains the following powers: Immunity to all illusions, *phantasmal force*, *dispel magic*. Also, the summoner may cast a *protection from evil* which works against all demons, good or evil who

save at +3 and -1 per level of the summoner. The protection also works against any others who would do harm to the summoner, but they save normally.

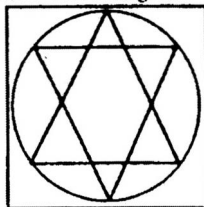


Level 4: The inscribed square.



This symbol is often called the "embassy". Within this symbol, the physical laws of some other plane prevail. The summoner must decide which plane this will be when drawing the embassy, and this decision is final. An example of how an embassy might work is if the summoner lives in a medieval fantasy world and has "embassied" a world where guns are used, that summoner might be able to fire a gun (if he/she had one) from the inscribed square. A better example is if a demonologist "embassies" the abyss and successfully kills a demon (AD&D definition) within the embassy, that demon is permanently dead because it was effectively killed on its own plane. Other uses of the embassy are left to the imagination of the DM.

Level 5: The hexagram.

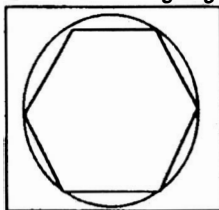


If a demon is within the hexagram, the summoner who controls it may do the following things to it. She/he can change its alignment one increment (described above). A saving throw versus spell is applicable. This may be done any number

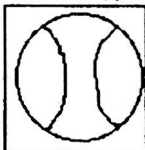
of times. The demonologist may also torture the demon, perhaps to get it to divulge its true name (although they sometimes lie, even under duress). Saving throw versus petrification is applicable to torture. The demon may also be killed -- save is versus death magic. The demon must be under the summoner's control for the hexagram to work.

The reverse hexagram.

This symbol works much like the hexagram except that the demonologist stands inside the pattern and uses it against a demon outside. If the summoner knows the name of the demon, she/he can affect it with the symbol's powers anywhere on the plane. If the true name is not known, then the power of the reverse hexagram is line of sight.

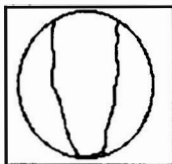


Level 6: The hyperbola.



This allows plane to plane mental communication between the summoner and any demon within POC of the other plane.

Level 7: The parabola.

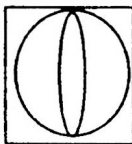


All within this symbol can understand anything anyone else within the symbol is saying. This is similar to the spell *tongues*.

Level 8: The ellipse.

Also called the "eyeball". A summoner within this symbol is endowed with all the detect spells as well as identify. These spells are always accurate

and require no constitution points to operate (as the *identify* spell normally does), nor do they require touch. Proximity and viewing are all that is required (unless the demonologist is blind). It also gives the demonologist *true sight* -- the ability to see invisible, polymorphed, or otherwise disguised things as they truly are. When used in conjunction with a pentagram, the summoner can use the eyeball's power within the POC of another plane as if he/she were actually there.



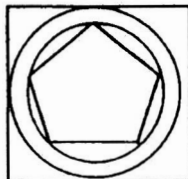
Level 9: The improved pentagram.



As well as the powers detailed for the pentagram, this symbol can strip any creature (even a non-demon!) of any spell powers and psionics for as long as it remains within its boundaries. The improved pentagram may also be used to gate in animate objects (e.g. golems, living statues, etc.)

The improved reverse pentagram.

This has the same powers as the above symbol except the demonologist stands within it and affects a demon under her/his control outside. If the true name is known, the summoner can affect the demon anywhere on the plane. Otherwise, the range is line of sight.



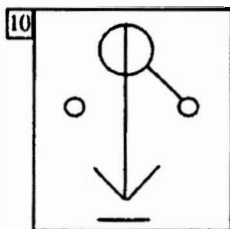
Level 10: The soul jar.

By use of this symbol, the summoner may put the soul of a demon or his/her own soul into storage. If the symbol is ever destroyed, its owner dies permanently -- but, the jar must be utterly destroyed. Some advantages of this are the following.

A demon who has broken control may be reluctant to defy the demonologist if she/he has its soul in storage.

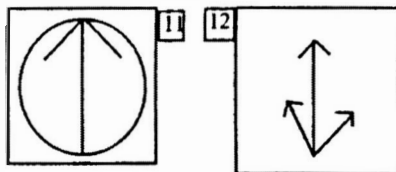
If a summoner has his/her soul placed in a jar, and then dies, another summoner may use the soul jar to place the deceased demonologist's soul into another body (or at least in control of that other body). Of course, the original occupant of the new body would have to be removed with a soul jar. The same soul jar could be used if the dead demonologist's soul is actually being placed in the new body, thus creating a simultaneous trading of souls -- but only one soul may occupy a soul jar at a time, and that soul may only control one body at a time. Of course, the one thing which a summoner would never consider doing with a soul jar is to use it to exchange souls with an inhuman demon -- possible but unthinkable.

Perhaps the most useful property of the soul jar is its use as a master control board. The current dean of the University of Roccoma has carved his soul jar in the wall by the main courtyard. Any student or faculty member may use this pattern to control the giant symbols drawn in multi-colored inks on the surface of the University's foundation. The symbols span the entire campus and are used to control the public demons there. Any person using the soul jar to control the symbols on the foundation may use those symbols as if they were of the same level as the dean. Any summoner who is level 10 or above may place his/her soul in a soul jar and have it used as a master control board for any demonological symbols she/he has drawn nearby.



Level 11: The arrow.

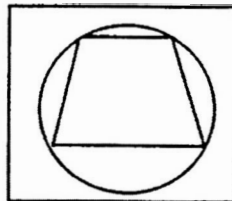
This will point (across the planes if need be) in the direction where the summoner can find the nearest demon of a certain type. It can even be used to find a specific demon if the true name is known.



Level 12: The Axis.

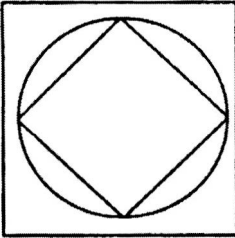
Unlike the other symbols, this symbol is three dimensional to start with. Rods are placed to describe the three dimensions: length, width, and height. Then, three demons from different planes are gated in. Using the rods and the paths described by the incoming demons, the summoner may triangulate and discover a currently unknown plane of existence (DM's discretion). It is also possible that he/she may just rediscover a currently known plane. Once a summoner discovers a new plane, she/he has access to that plane. Every time the summoner uses this symbol on a given plane and gates in demons from the same three other planes, that summoner will always triangulate onto the same new plane. In other words, if he/she wishes to continue discovering distinctly new planes, the summoner must try different combinations -- like putting the symbol on a different plane, if possible, or gating in demons from a different set of three planes. **WARNING!** Any new planes the summoner discovers must be created by the DM. If the summoner discovers a plane which was previously known but as yet unfamiliar to the summoner, she/he gains access to that plane in addition to any planes he/she may later get by gaining a level and rolling the appropriate percentile chance (see above).

Level 13: The trapezoid.



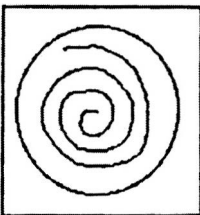
While in this pattern, the summoner may temporarily raise one basic characteristic except Intelligence to 25.

Level 14: The rhombus.



This symbol is an improved embassy. The summoner in this symbol can actually be seen by demons in the POC of the plane she/he is contacting as if the demonologist were on the demon's plane. Those demons won't be able to tell that the summoner is actually on another plane unless they try to touch his/her insubstantial form. This insubstantial form may not make attacks nor may it cast spells (except illusions using the thaumaturgist's 'ringle) on the demon plane it is contacting; however, the summoner may certainly make attacks and cast spells on the plane she/he is really on. Psionics may be used within the POC of the plane being contacted! Also, the summoner may use the bullseye without having to gate them into the plane he/she is on if she/he is simultaneously using the rhombus. If the rhombus is used in conjunction with the hyperbola or the helix (see below) personal communication can be established. All the benefits of the inscribed square are also gained from the rhombus.

Level 15: The helix.

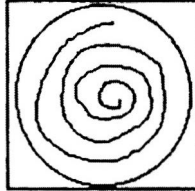


With this helix, the sumoner may hear as well as observe (with a pentagram) occurences on another plane.

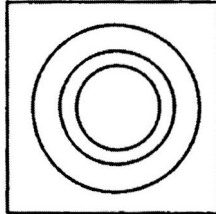
The reverse helix.

A summoner may use this symbol to allow a demon within the POC to hear sounds (such as

speech) from the summoner's plane.

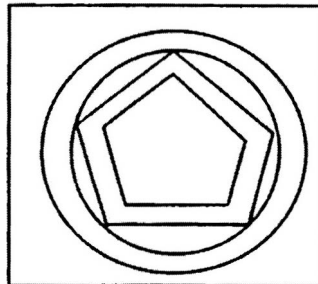


Level 16: The bioform bullseye.



With this pattern, the demoloogist may not only gain the spell powers of a demon, but the actual physical form as well. This includes hit points and attacks as well. The summoner need not control the demon he/she is "bullseyeing" if it is only to take its physical form and powers, but to use the demon as a familiar (and thus gain its extra hit points added to the summoner's own, see through its eyes, communicate with it mentally, etc. as with the normal bullseye) control is a must.

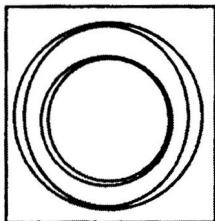
Level 17: The ward.



This symbol acts as a simple unbreachable barrier (no rolls to see if it can be breached) and has none of the powers of the other pentagrams. No demons may enter the symbol as with the reverse pentagram. Also, the summoner may choose to set the barrier so that non-demons may not enter. The barrier may even be set so that only creatures above

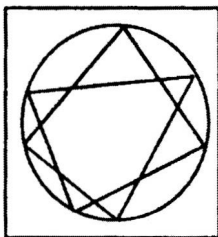
or below a certain level (or hit dice) may pass while others may not. Orcus (not pig-face) had designed a ward so well that he could exclude individuals while allowing others to pass. Only he (or another using his soul jar master control center) could duplicate this fantastic control of the symbol.

Level 18: The item bullseye.



When this bullseye is inscribed on an item (ring, wand, etc.) that item gains the spell powers of a certain demon permanently (or until the demon irrevocably dies). The powers last even if the demon is on a different plane from the item (unlike the other bullseye symbols). Any person may use the item (even a non-summoner) and need not control the demon (although the summoner who originally inscribed the pattern needs have controlled the demon at the time of the inscription).

Level 19: The septagram.



This symbol is a hot-line to the master of all planes (the DM, of course). It may be used for direct communication and may be considered to be the equivalent of the magic-user spell, *Wish*, with all its benefits and banes. Use of this symbol is arbitrarily limited by the DM.

Level 20: The master's cloak.

At 20th level, the demonologist may inscribe all the above symbols into a cloak. While wearing the

cloak, it is as if the summoner were standing directly in front of the symbol (pentagram, improved pentagram, hexagram), wearing or carrying it (bullseye, bioform bullseye), or standing within it (all others except the item bullseye). If an item bullseye is inscribed into the master's cloak, then treat the cloak as if it were an item, and that symbol functions normally. Summoners of lower level may use a master's cloak (but not make one) but they may only use the symbols available to a summoner of their level. Exception: anyone may use the powers gained by the item bullseye, if there is one, even a non-summoner.

There is no specific symbol for the cloak as it is all symbols combined.

Notes: Here are some extra rules involving the use of the symbols.

It always takes two full turns to draw each pattern. Once a pattern is drawn, one of its powers may be used immediately. After the initial use, it takes two turns to prepare it for the next use. Some symbols work continuously until discontinued, e.g. the bullseye or the parabola; however, once use is discontinued, it takes two turns to start again.

Patterns may be used together, e.g. a pentagram and a hexagram. It still takes two turns each to draw them (for a total of four in the example), but for each additional use of the combination, it only takes a total of two turns.

When symbols are used on more than one demon, they add their hit dice together for the purposes of saving throws, rolls for control, rolls for breaking free of a pentagram, etc. Demons with psionics always are considered to have five more hit dice than they actually have for these purposes.

Unless otherwise specified, use of all symbols which directly affect demons, except the pentagrams and their reverse counterparts, require control of the demon affected.

Symbols may be inscribed on rugs or other portable surfaces and carried around.

A demologist only gains experience points if she/he is a member of some university (not necessarily attending classes). If kicked out, the sum-

moner gains no experience and loses all the non-symbol abilities (e.g. teleport) except psionics. The summoner also now takes full damage from those things which only caused half damage before (see above). The summoner may still use the symbols known to him/her. If the summoner joins another school, he/she regains the lost abilities, but must start at zero experience points, although the demonologist may keep the symbol powers gained from the previous school. If the summoner is reinstated in the same school, things are simply back to normal.

Summoners may only gate creatures from planes other than the one they currently occupy. A demon trapped in a pentagram (or outside a reverse pentagram) may not cast spells or use psionics to affect anything outside (or inside, in the case of the reverse pentagram) the pattern. A demon may freely enter a pentagram, but it is then trapped until released or until it successfully rolls for escape. A demon may freely exit a reverse pentagram or ward, but may not enter unless similar conditions to the above are met. Kind of like a valve, eh?

All symbols, although circular, describe a sphere of effect. Half the sphere is usually in the air while the other half is usually underground. Thus, Asmodeus could not stand up in an eight foot diameter pentagram. (He's 13.5 feet tall).

When using pentagrams to observe another plane, there is a chance that the demon being observed (or a demon lord nearby) may detect the observation. What a demon lord is can be determined by the DM. Examples might be horned devils, a solar, Drogorgon, etc. -- basically a ruler among other extra-planar beings. Detection chance is the intelligence of the demon times 2.5%. If a demon lord detects the observation, it can play a dirty trick on the summoner. When the summoner tries to gate some lesser demon in, the lord can take that demon's place. Thus, the demonologist may get more than she/he bargained for. This rarely happens as demon lords tend to be fairly busy. Say a 5% chance, adjusted as the DM sees fit.

A demonologist who simply goes to school and does not adventure gains 600 experience points per day.

A final note on demonologists in the campaign.

They are a challenge. A DM with a summoner in the game must be ever prepared for interplanar relationships and travel. By his/her very nature, the summoner expands the game in a usually unexplored direction. However, the relationship between demon and demonologist is rarely amiable, and can thus be a basis for some interesting rivalries.

To illustrate the attitude of the typical summoner, I give you the words of Ruddy of Rocarna (a character in my game) who, when asked why he treated his demons so harshly, said, "Torture is not necessarily abuse."

Hope you have fun with the class.





4 BORDER CONFERENCE

YANK GO HOME

R. M. Moberg

Border Negotiations

By Craig Sheeley

Players' Information:

Finding lodgings on Ivendo seemed hopeless. When the starport officers announced that the entire port was being closed while the authorities went on a search-and-destroy mission to exterminate a nest of "space-ticks", the hotels filled up. (Information: "space-ticks" is the slang for Ferkley's Powervore, a mobile vacuum-evolved lifeform which consumes power, silicon, and metals - in essence, a walking, insectoid-formed batteries with a bad habit of growing to huge size prior to exploding with a shrapnel shower of mite-sized young, who in turn, consume and grow! Such an explosion occurred, and the authorities are trying to find and gas the little pests - all it takes is a quick shot of pure oxygen to corrode them to death; a normal atmosphere would have done the same, but they can survive in Ivendo's thin envelope) Late arrivals like the party of adventurers are stuck with no place to stay! They can't stay on ship, and Ivendo's single domed city of Lowplace doesn't boast that much in the way of hotels...

While the party was haranging the local customs officials about their plight, a man in a flashy deep purple suit of modern cut (tastelessly set off by bright orange lapels and a seersucker green vest) wandered up, smoking a cigar (!) and asked the officials what was wrong. Upon being informed of the party's problem, he turned to you and assured you that he could find a place for you at the Lowplace MegaArms (the customs officials were visibly impressed), rent-free. Note to GM: The players had better accept this offer, or their characters are without a place to stay! He called a cab and took them to the MegaArms (putting out his stogie). On the way, he says that there is a meeting going on at the MegaArms and he's going out on a limb to get you a place there, but there are plenty of empty rooms going to waste and there shouldn't be any security risk. "Just stay out of trouble, and keep clear of Ambassador Blewgate, and nobody'll notice." He doesn't give a name, merely identifying himself as a "Second Secretary."

GM's Information:

First off, Ivendo is a Law Level 9 world (2319 B324659-A A); this will put certain restrictions on the inevitable hardware the PCs want to drag, tow, or clank out of the starport. There are steely-eyed Imperial troopers with gauss rifles and RAM grenades available (there is a Marine base at the port, as well as the Naval and Scout installations) to dissuade those who wish to argue these restrictions.

The PCs have been lodged at the best hotel facility on the planet. The reason for the empty rooms is that the entire hotel is the site of diplomatic talks over the changing borders and the fluid political situation in the Marches. Duke Norris invited representatives from all the stellar states with an interest in the problem to Ivendo to discuss the problem and try to at least reach an understanding on divisions of territory. So far, the talks have been going on for two months and have gotten nowhere...Ambassador Stevens-Greer, the man originally entrusted with administering the meeting, was called away by diplomatic envoys from various factions in the Civil War raging rimward; he is the best diplomat Norris has, and his skills were needed to deal with people from Dulinor and Lucan.

Ambassador Blewgate was hastily brought in to fill the gap, and the talks were immediately stymied. Horace Blewgate is a pompous little ignorant who believes everything can be solved with mathematics (the more complex, the better), and his former service has been purely administrative. He insists that a "peace equation" can be found to resolve all disputes, if the other ambassadors will only provide him with enough data! Unfortunately for the conference, this "data": he wants is often information of the most confidential nature - naturally, the others have no intention of telling him what he wants to know! In the meantime, his queries and lack of leadership have succeeded in alienating the other representatives, leaving them confused and hostile.

This is the situation that the friendly "Second Secretary" has dumped the party into. As the party becomes accustomed to their lodgings, have them meet some of the other diplomatic parties in residence. The diplomats will surely want to know who the new-comers are;; will the PCs tell them the straight truth? [Personal note from the author: If they do, stuff them and put 'em in a museum! An honest answer from an adventuring group would be a first, as far as my experience indicates!!] If they do tell the truth, someone will report them to the First Secretary (see First Secretary).

First, the other delegations:

The Zhodani delegation consists of the Ambassador Chalystebr, his aide Zhdilfrezh, and his secretary/travelling companion Adkashi. Chalystebr is there as an onlooker; the Consulate is in a comfortably strong position and has no gear of warfare affecting them. He is merely gathering information on what the others are going to do! Chalystebr is a patronly man who says little and

seems to be enjoying a private joke. Zhdilfrezh is a twitchy young man who is constantly nervous and a bit paranoid; this is his first trip outside the Consulate and he is now among the "robbers and thieves" of the Imperium. Adlkashi is a lovely woman of sultry manners; she treats all comers with the same steary friendliness and unconsciously plays the vamp. She is Intendant-class, and is studying non-Zhodani as part of her studies in psychology.

The Sword Worlds delegation includes Ambassador Maartin Amorrsson and a half-dozen strong, Nordic-type aides, both male and female. (Remember the old saw: "The Sword Worlds - where men are men, and women are men, too!" Sword Worlder females in the delegation act in masculine fashion.) The Sword Worlders wear pseudo-military uniforms glistening with medals; they do have ceremonial daggers... Ambassador Amorrsson was sent post-haste when it was revealed that the Darrians were showing up, too! If there are any borders to be decided, the Sword Worlds want their fair share! To this end, Amorrsson is blustering, loud, and adamant about having the coreward worlds in the Darrian subsector turned over to the Sword Worlds (the Sword Worlders are quite bitter about the loss of these worlds as a result of their defeat in the Fifth Frontier War). The majority of the aides are hostile to any non-Sword Worlder, and especially glacial to Imperials.

The Darrians present are Dean Dales (pronounced Dal-ees), an elderly, white-haired woman with a long service in Darrian government, and her two male aides Zgald and Zakole. She is the opposite of Ambassador Amorrsson: Calm, even-tempered, never raises her voice... And just as adamant as any old school-teacher. She is determined that order is better than chaos, and counters Amorrsson's outbursts with biting sarcasm.

The *ihatei* interests to rimward sent a single negotiator, Kaeaural, and his women (wives Wyas and Uawear and sister Hliyleah). Seeing that diplomatic action was preferable to the expensive and destructive alternative of warring with Norris fleets, the Aslani empowered Kaeaural to defend their interests and try to soothe Imperial fears of the "Aslani Invasion." He is trying to maintain his composure in the face of useless talk and pointless bickering, but his tolerance is wearing thin. For the most part, he lets Uawear and Wyas do the talking while he listens. Hliyleah is bored stiff by all the talk and hankers for diversion - she is young and pretty, and very restless.

The Vargr states and interest coreward sent their own representatives, headed by the charismatic Vargr who advocated attending the conference in the first place, Akuengkurkhen. By virtue of strength of character, he is the speaker for the Vargr interest (the other four Vargr are there to protect the interests of their factions - from Akuengkurkhen as well as from the other races!). Due to the inefficiency and lack of control over the conference displayed by Ambassador Blewgate, nothing has been accomplished. This is dangerous for Akuengkurkhen since the other Vargr would interpret this lack of progress as a personal failure and proof that he was wrong to persuade the others to attend. He has been forced to adopt ever more radical and vocal positions to show his willingness to put himself on the spot in order to get something done (and maintain his position of leadership). Still, his "followers" are getting restless and something dramatic is going to have to be done, soon.

The Imperial diplomats that the PCs are likely to have dealings with include Chancellor Chapman, a tall, lanky noble who took up the diplomatic service because of the free drinks - he's as useless as Ambassador Blewgate and can typically be found at the drinks table, slugging down bourbon. However, he does have a great sense of correctness (he feels that everything should be just as he meant it - he's responsible for clearing the hotel for the conference), and will be assounded and alarmed if the PCs do anything untoward. The First Secretary reports to the Chancellor.

The adventurers can mingle and meet the diplomats for a day or two - it's pretty easy; the place is awash with the catering staff from the hotel, and the brace of dress-uniformed Marine guards have given up trying to identify everyone, settling instead for patting people down for weapons occasionally (each Marine is armed with a chrome-plated .45 autopistol, an ancient Terran tradition. They do have two loaded clips, but typically wear the pistols unloaded). As noted, the Zhodani are properly mysterious, the Sword Worlders stuffy (fun-loving Gms can have fun with their group describing the Teutonic beauties with the contingent - only two are female - and having these same women shoot the would-bes down in flames with typical intolerance. The Darrians are quiet and inscrutable, the Aslan properly proud and honorable, except for Hliyleah (see Hell-Raising Hliyleah). The Vargr are looking for something to relieve the boredom and will be happy to carous with new face. This is easy since characters need only wander by the buffet to be noticed.

Meeting the First Secretary:

If the characters make their presence known, the First Secretary will notice this and call the Second Secretary for an explanation. The First Secretary is a man of medium height (shorter than his subordinate) and of slight build, with mannerisms that suggest he was raised by a succession of maiden aunts - the term "prissy little wimp" would describe him adequately. He is horrified at the thought that the Chancellor might discover that his "security" had been breached - and under no circumstances should the Ambassador discover outsiders among the diplomats! Why, there'd be reprimands, or even - horror of horrors - cuts in the representational liquor allowance! He wants the Second Secretary to keep the characters out of sight and away from the Chancellor and Ambassador. (Of course if one of the diplomats vouches for the party, they can't be booted.) If the adventurers are the standard bunch of rough-and-tumble goons PCs tend to be, the First Secretary will be even more horrified.

Disaster Strikes:

Ambassador Blewgate discovers that a top-secret dipatch data cube is missing. One of the PCs should be loitering in the area when Blewgate calls a meeting of the Imperial diplomats - unless the PCs address Blewgate personally or draw a lot of attention around him, he'll ignore them. "Gentlemen," he whines, "someone has taken cube #198 from my dispatch case! This is a theft of the utmost import. We've got to get it back!"

The First Secretary raises a wet-palmed hand. "

What was on the cube, Ambassador!"

"How should I know?!? It was a BARF (Beyond Administration - Restricted File) level dispatch! Even I couldn't read it!!"

The Ambassador is frantic; the cube is simply must be recovered; think of the blot on his E.R. (Efficiency Report) if such vital secrets are lost! He orders the Marines and the other Imperial diplomats to begin an investigation (there are about ten junior diplomats performing minor functions at the meeting), putting the First Secretary in charge.

Suspicion Falls on One of the Characters:

Ambassador Blewgate puts his tiny mind to work and selects one of the characters as the likely suspect - after all, they are "outsiders," and not trustworthy fellow diplomats. He selects the most suspicious-acting character and has the Marines search his/her belongings as well as questioning the PC about the data cube (which the PC knows nothing about). Unless the character lies, they won't be able to pin the theft on him/her...yet.

The Second Secretary calls the adventurers together and tells them that if that cube isn't found, Blewgate will find some charge for all of them and have them all arrested. "Personally," he says, "I don't think any of you have seen that cube; you couldn't decode it even if you had it, and you'd not be able to use the information it contains. However, there are a number of capable parties here that would be ver-r-ry interested in it...Keep your eyes and ears open."

CUBE, Cube, Who's Got the Cube?

The furor does not go unnoticed by the delegations. Within hours of the Marine search and interrogation, one of the Sword World aides wants to speak to the suspect character...Something about a mutual agreement concerning the exchange of credit for a certain data cube... "Say nothing! Meet me at the buffet tonight with your decision! Auf Wiedersehen." As soon as the Sword Worlder leaves, the Darrian aide Zakoli sneaks in to see the suspect and advises ignoring the treacherous Germanic's deal, offering double anything the stinking Sword Worlder's money, no matter what they offer.

Later, in the hall, another one of the Sword Worlders advises the suspect to stay away from "those lying Darrians. Anything they say is a bald faced untruth; they're lying the moment they're born. You can't trust them; they have no honor."

Suspicious Events:

Overheard in the corridor - Zhdiifrezh, the Zhodani aide, tells Adlkashi that "...the asking price is going up even as we speak! I've got it safely hidden away, though..."

Shouted in the bar - the Vargr party is not happy with Akuengkurkhen's leadership, and there is a shouting match, where in one of the Vargr accuses him of sitting on his tail. If he was really working, then why isn't he trying to get the cube? Akuengkurkhen shouts them down.

A 'chance meeting' - one of the friendlier Vargr strikes up a conversation with one of the characters,

mentioning that one of the adventurers has something very valuable, and the Kforuz faction would be most grateful if you could retrieve it for them... And gratitude takes many forms.

A slip to the lip - Hliyleah, carousing with the characters, mentions that "older brother and his wives are going primates over some stupid missing cube... He thinks it might contain some sort of fleet deployment plan, or something... Hey, pass that beer over here!"

Observed in a shadowy alcove - Zgald is talking with Zhdilfrezh, offering "a certain valuable data cube" in exchange for technical information possessed by the Consulate.

[GMs, are you getting the idea? No one knows where the cube is, or who's got it, even though some factions are acting like they have. Make up more suspicious events like the ones above, as you wish - the idea is to keep the players guessing.]

Hell-Raising Hliyleah:

Hliyleah is 17, thoroughly bored with the diplomatic life her brother is training her for, and wants some action. If there are any male Aslani in the adventurers' party, she will latch onto him (highest social standing if more than one) and hang around him as much as she can, being very familiar (in more innocent times, such behavior was labelled "loose"). If there are no male Aslani in the party, she'll hang out with the strongest-acting male in the group (remember, Aslani have different standards of masculinity! High STR and END help, as well as acting macho and not displaying "female" skills or interests like technical ability, administrative prowess, or any sort of concern about money. Aslan males fight and make decisions and that's all). She has Carousing - 2 and Tolerance - 3 and an amazing capacity for liquor...

Kaeaural will definitely not approve of this behavior, unless the character is an Aslani and contacts him formally to get his permission to "escort" his sister. Roll on the Reaction Table to determine his answer (of course, it helps if the petitioner has a higher Social Status than Kaeaural's B). He will be enraged if he hears that Little Sister has been having a liaison with a *human*! (And knowing her, she just might...)

Brawl in the Boardroom:

A day after the disappearance of the cube, Ambassador Blewgate calls the delegates to the table again for another session of useless talk; with the representatives shouting at one another and the Ambassador trying to worm classified info from everybody. After Amorsson outshouts Akuengkurkhen (the poor Vargr has a sore throat from the day before) and Dales zaps them both with a quiet sarcastic comment, the other Vargr start muttering among themselves that they need a new leader. In a desperate bid to retain control, Akuengkurkhen slips up behind Kaeaural and spray-paints "YANKEE GO HOME" on the back of his cape. Ambassador Blewgate and the First Secretary are horrified; the Aslani are outraged and Kaeaural challenges Akuengkurkhen to battle right there, tooth and nail. They go to it vigorously, and a chair gets thrown into the Sword Worlders midst by an overexcited Vargr. This brings their team out onto the field and pretty soon, the room is a brawl which even overwhelms the two poor Marines who came in to calm things down.

Finding the Cube:

The only way to find where the cube is involves physical searching of possible hiding places - the Marines have been searching using a transmitter which triggers a mini-transponder in official data cubes, leading the operator to them. They've already searched the other delegations' quarters and the adventurers'; there is a squad of Marines closing off the hotel so no one can sneak the cube out. It might be a good suggestion for the characters to "acquire" one of the search transmitters...

Then there's the matter of getting into diplomatic rooms to search for the cube because the occupants won't like people poking around their secrets! However, during the Brawl, no one will be in their rooms (except maybe Hliyleah, who will probably be drunk, having an assignation, or both). The Second Secretary will probably use this opportunity to search rooms, too.

Where is the Cube?

In Ambassador Blewgate's suite, the transmitter leads to a sealed and very complexly locked mini-comp and cube storage case. This is the Ambassador's dispatch case. Further exploration of the suite will point to another cube, in another cube case hidden under the bed. This case is full of naughty holo-cubes and one official cube. Eureka! It's the missing dispatch! The information on it is in Imperial Code and is a very hard nut to crack (requiring Computer 4+ or the use of the heavily locked decoder). Should the cube be decoded, it contains a letter from Duke Norris to Ambassador Stevens-Greer. It's not even very interesting reading, consisting of gossipy news about mutual acquaintances.

The old FASA Traveller play-aid *Starport Hotel* is recommended for this adventure. Give each delegation a whole floor.

Advice to Gamemasters:

This adventure is meant to provide some light-hearted comedy relief to the usual dangerous Traveller Campaign; it is highly suggested that the GM camp it up. The "push" and the "pull" in the adventure are the same in this case: Find the cube or be prosecuted. Of course, it is likely that enterprising groups will probably try and make a few credits from the confusions anyway.

Regulation Facial Expressions:

For more gamemastering fun and background, have the Imperial diplomats (the Ambassador, the Chancellor, and the First Secretary) use these codified and numbered expressions - for instance, when Akuengkurkhen sprays Kaeaural's cape, have Ambassador Blewgate respond with a 509-c (Stunned Incredulity). Characters should be near the First or Second Secretary when this happens, so that their conversation/remarks can identify the expression. By the way, Arnorsson knows these, too, and will react the them ("Don't pull an 84-r [Injured Innocence] on me, Blewgate! You're as guilty as sin!").

Astonishment at Attack from an Unexpected Quarter (9 1/2-r)

Attempt at Heartiness (41-d)

Benign Command (4-g)

Benignly Restrained Severity (321-k)

Cold Return to Objectivity (91-s)

Confused Modesty (29-j)

Eager Congratulation (12-b)

Exhausted Patience (85-r)

Expectation of Great Things in Due Course (7-y)

Good Intentions Misconstrued (41-f)

Gracious Condescension (24-w)

Hurts Borne Manfully (49-m)

Incipient Loss of Self-Control (99-x)

Incipient Misunderstanding - Not Yet Beyond Retrieval (79)

Injured Innocence (84-r)

Justified Fury Held in Check By Sheer Force of Character (97-d)

Lofty Kindliness (modified 203-c)

Mild Reproof, with Full Cognizance of Extenuating Circumstances (458-b)

Ominous Sarcasm (1104-b) - With Hint of Impending Reprimand, Written (1104-w)

Patience Grown Weary through Long Suffering (315-g)

Patience Outraged (721-b)

Significant Glance (13-a)

Stern Yet Kindly Reproof (41-c)

Stoic Martyrdom (29-f)

Stunned Incredulity (509-c)

Sublime Confidence, Enhanced by Consciousness of Virtue (217-f)

Subtle Sexual Invitation (23-x)

Unobtrusive Recognition Between Insiders Among the Gowim (23-v)

Viewing With Alarm, Second Degree (927-d)

All of these were invented by the talented author, Keith Laumer, for his series of stories and books concerning James Retief of the *Corps Diplomatique Terrestrienne* - reading one (or more) of these would be a wonderful mood-setting exercise for GMs getting ready to run this adventure...

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Low Passage

By Bill Burg

This time we step away from variants and into tables. Here we feature the Universal Bar Generator: A set of tables to help referees generate the Travellers' favorite hangout. Bars are represented by a universal Bar Profile or UBP:

Name of bar (Planet its on) 12345 - Notes

- 1) Size
- 2) Patrons
- 3) Activity
- 4) Quality
- 5) Security

So a bar code might read:

Bill's Bar (Procyron) 33462 - BCE

THE BAR DESIGN FLOWCHART:

- I. Size
 - a. roll 1D, consult Table I
- II. Patrons
 - a. roll 1D - 3 + Size, consult Table II
- III. Activity
 - a. roll 1D - 3 + Patrons, consult Table III
- IV. Quality
 - a.. roll 1D, consult Table IV
- V. Security
 - a. roll 1D + planet's Law Level - Activity, consult paragraph V.
- VI. Notes
 - a. roll 2D - 9 + Activity
 - b. consult Table VI once for each 'pip'.
 1. EX: If the adjusted roll equals 4, consult Table VI four times.

Treat any results less than zero as zero.

TABLE I - Size (Roll 1D)

UBP

- | | |
|---|------------------------------|
| 1 | Hole in the wall. Tiny. |
| 2 | Small, cramped bar. |
| 3 | Average - size bar. |
| 4 | Large bar. |
| 5 | Huge bar. |
| 6 | Immense, hangar - sized bar. |

TABLE II - Patrons (Roll 1D - 3 + Size)

UBP

- | | |
|----|-----------------|
| 1 | 1D - 1 patrons. |
| 2 | 2D patrons. |
| 3 | 4D patrons. |
| 4 | 8D patrons. |
| 5 | 12D patrons. |
| 6 | 20D patrons. |
| 7+ | 40D patrons. |

Roll to determine how many customers the bar has at any time: divide by 2 during daytime.

TABLE III - Activity
(Roll 1D - 3 + Patrons)

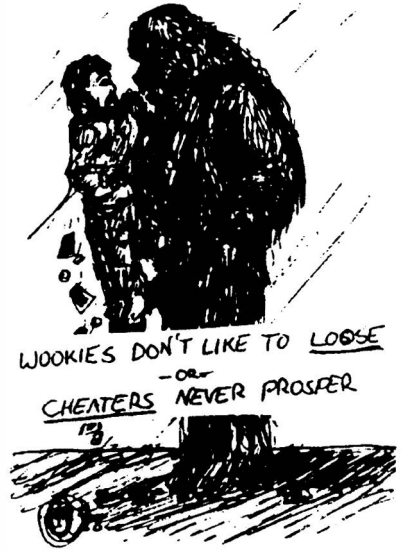
UBP

- | | |
|---|--|
| 1 | Dead. No conversation, dull barflies. |
| 2 | Sedate atmosphere. Muted conversation, dim lights. |
| 3 | Calm. Friendly conversation, relaxing. |
| 4 | Boisterous. Occasional yelling, fun |

TABLE IV - Quality (Roll 1D)

UBP

- | | |
|---|---------------------------------------|
| 1 | Awful drinks, rude service. |
| 2 | Acceptable but bland drinks. |
| 3 | Average drinks, nothing outrageous. |
| 4 | Good drinks, friendly service. |
| 5 | Great but slightly overpriced drinks. |



<u>UBP</u>	atmosphere.	<u>UBP</u>	
5	Loud. Yell if you want to be heard.	6	Fantastic drinks.
6+	Obnoxious. Look out for flying bodies.		

PARAGRAPH V - Security (Roll ID + Planet's Law Level - Activity)

UBP for Security is the roll. The security roll is similar to the planet's Law level: weapons of a law level less than the bar's security will not be permitted inside, and overly boisterous characters will be harassed or ejected by bouncers if a 2D roll is less than Security score.

TABLE VI. NOTES

Roll on this table a number of times equal to (2D - 9 + Activity). For each roll on this table the bar gets, roll (2D - 3 + Activity) and consult the table below.

Roll	UBP
2-	1 Mellow recorded music played. Dancing (very little.)
3	2 Mellow live music played. Dancing.
4	3 Bar is local's hangout.
5	4 Bar serves food (roll on TABLE IV for Quality).
6	5 Bar is current "in" spot: Double Patrons roll.
7	6 Gambling common in bar.
8	7 Bar is spacer's hangout.
9	8 Loud recorded music played. Dancing.
10	9 Loud live music played. Dancing.
11	A Exotic dancing.
12	B Mercenaries' hangout.
13	C Pan Galactic Gargle Blasters served.
14	D Hangout of scum, slime, filth, and other low-life of the galaxy.
15	E Obnoxiously loud live music played. Violent dancing.
16+	F Activities too depraved for publication are common place.

Eliminate notes rolled which are inappropriate for your idea of the bar.

Other bar tips:

*Make up interesting drink names. "Laser Blasts", "Jumpdrive Cocktail", whatever adds to the atmosphere of a spaceport bar. If a character orders a rum and Coke or a Miller Light, look at him funny.

*If a barfight erupts, try to encourage fist-fighting rather than shooting. It's less deadly and less trouble with the authorities.

*Never, under any circumstances, should the PCs be able to kill the bartender, even if you have to give every bartender Battledress and an FGMP - 15. Every bartender on a low law level world will have some weapon under the bar.

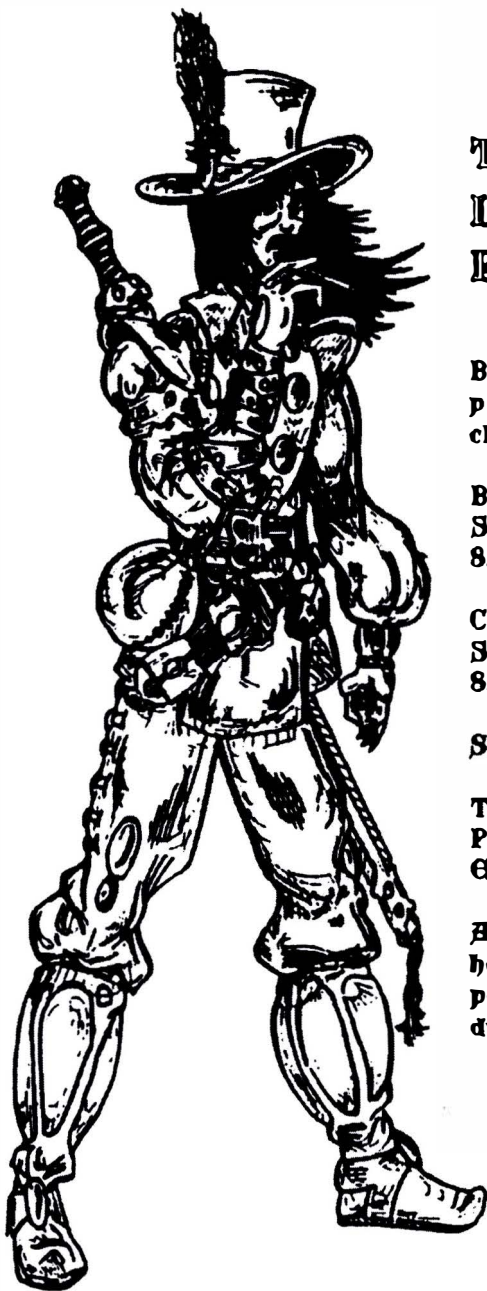
*Bouncers are essential to a bar's atmosphere. The average bouncer will have a UPP of at least CAC664 and at least Brawling - 2, with weapons and armor appropriate to law level and tech level - though non-killing weapons are emphasized (tranq rounds, gas spray, neural weapons, etc).

*The spaceport bar can be a bland, generic setting or an exciting, varied experience. This set of tables, plus imagination and improvisation, will help make your TRAVELLER game more detailed and fun.

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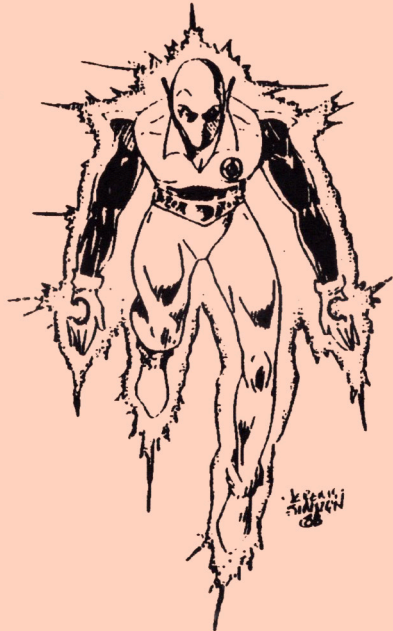
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