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WHO'S DAVID PAPAY? THE LIVING CITY™ "WHO'S WHO" DATABASE COORDINATOR, THAT'S WHO.

How did you get started in the RPGA® Network?

In 1982, I went to GEN CON® East II (yes, there were regional GEN CON Game Fairs back then!). TSR has a few tables in the dealers room and they were selling copies of their new module *R1: To Aid of Falx*. The gentleman working at the TSR table explained what the RPGA was all about and I decided to join. My first RPGA® membership



played in a few AD&D events with pre-generated characters. My last event was Sunday morning and I almost didn't go, except that it was a LIVING CITY event, and I wanted to give it a try. The idea of making your own character seemed novel.

I'm so glad I decided to play! I knew then and there that the LIVING CITY campaign was what I had been looking for. It provided me with the opportunity to play and develop the same character, just like in a home campaign.

So now you run the LIVING CITY Database.

In 1996, I began helping Don Weatherbee maintain the Who's Who (now the LIVING CITY Roster of Heroes), and after a while Don transitioned the responsibility to me.

What does that entail?

Basically, I receive the "Who's Who" sheets from all the tournaments and enter the information into a database. Until recently, I had been doing this on my own, but over the past few months some other RPGA members



member spotlight

BY STEVE JAY

card was a hand-written note certifying that I was a new member of the RPGA. As it happens, the gentleman who told me all about the RPGA, signed me up, and penned my hand-written membership note was also the author of the module: Frank Mentzer.

Mr. Mentzer helped shape the early TSR, as well as the RPGA. Did you have any further contact with him?

I didn't have contact with Frank again until the mid '90s, when I started getting interested in the collectable aspect of D&D®/AD&D® merchandise. Frank provided me with a lot of information about the early days at TSR and descriptions of the various printings of modules. This information was instrumental in creating and maintaining my web site of "TSR Item Notes and Trivia," which still exists today (at http://home1.gte.net/papay/dnd/tsr_item_notes.html), although I haven't updated it for some time now.

I had also maintained a price list of D&D/AD&D items that were sold on the net. Frank sold quite a bit of his collection during the years I maintained the list (from about 1995 thru 1997), and he forwarded me his pricing information. My online price list for used and out-of-print D&D/AD&D items was the de-facto price guide from about 1995 to 1997. Unfortunately, it required a lot of work to maintain, and I was no longer to keep up with the increasing number of sales and auctions on the net. The list became dated, and it is no longer published on the web.

How did you get started in the LIVING CITY Campaign?

I never quite understood what all this "LIVING CITY" stuff was until Origins 1994 (in San Jose, CA). At the con I

from various parts of the country have been helping.

The database is implemented in Microsoft Access '97. I use the replication feature to create multiple copies of the database, which are then emailed to the various volunteers. When they have completed their updates, they email their copies of the database back to me, I synchronize their changes back into the master copy, and then I create new replicas for them.

Do you still play anything outside of LIVING CITY?

I haven't played a classical tournament in years. My wife is the one responsible for introducing me to what's become the biggest "threat" to my LIVING CITY adventuring: the DRAGON DICE® game. It all began with two DRAGON DICE Starter Sets for Christmas back in 1995. My first tournament appearance at GEN CON '96 was nothing stellar - I was eliminated in the first round. But I continued to practice, refining both my tactics and army-building techniques and at GEN CON '97 won 3rd place in the World Championship. I went to GEN CON '98 not expecting to do anywhere near as well - but it turned out that 1998 was my lucky year: I captured the DRAGON DICE World Championships and the Sealed Box Championships.

The DRAGON DICE Game has occupied a lot of my time over the past few years. I ran demonstrations of the game extensively at conventions and game stores as part of the RPGA's demo program, and am very active online on the Dragon Dice mailing list. At conventions you're more likely to find me running Dragon Dice tournament and demos that you are to find me playing in LIVING CITY, although I'm trying to balance the two a bit more these days. ■

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The Turning Wheel is the temple of Gond in Ravens Bluff, located at the corner of DeVillar's Drive and Griffons Trail.

Gond (GOHND) Wonderbringer, Lord of All Smiths, is the god of blacksmiths, woodworkers, inventors and engineers. Gond, an Intermediate Power of the Outlands, is neutral in alignment and cares for little outside the invention and construction of new things.

TEMPLE HISTORY

In the early days of Ravens Bluff, a priest of Gond, Collun Rhodes, was hired by the founding fathers of Ravens Bluff to help plan the city streets, the sewer systems, and the walls that would help protect it from raiders. During this time, Collun worked to build a chapel (a small tower) and a smithy to Gond, only now, he had help from a growing congregation. When the Clerical Circle was formed, the temple of Gond's was recognized for its contribution to the building of the city and became part of the civic religion.

The humble tower stood on the edge of town for many

Gregor persuaded the High Holy Crafhthouse of Inspiration in Lantan that replacing the dilapidated old tower with a majestic, new structure that would show all people the glory of the Wonderbringer. Father Gregor opened the doors of the new Turning Wheel himself just recently and has been delighted to see the congregation more than triple in such a short time. Contributions are continually on the rise as well, making Gond's future in Ravens Bluff seem very positive.

TEMPLE PHYSICAL LAYOUT AND DESCRIPTION

The Turning Wheel is a very sophisticated and unusual work of architecture in the Realms. In front of the temple, an imposing eight-foot tall statue of Gond stands atop a fountain, a stream of water pouring from each outstretched hand. The front face of the temple has various clockwork figures about four feet high that dance out of the wall along ledges at various times during the day, ringing bells or striking anvils. A massive cogwheel slowly



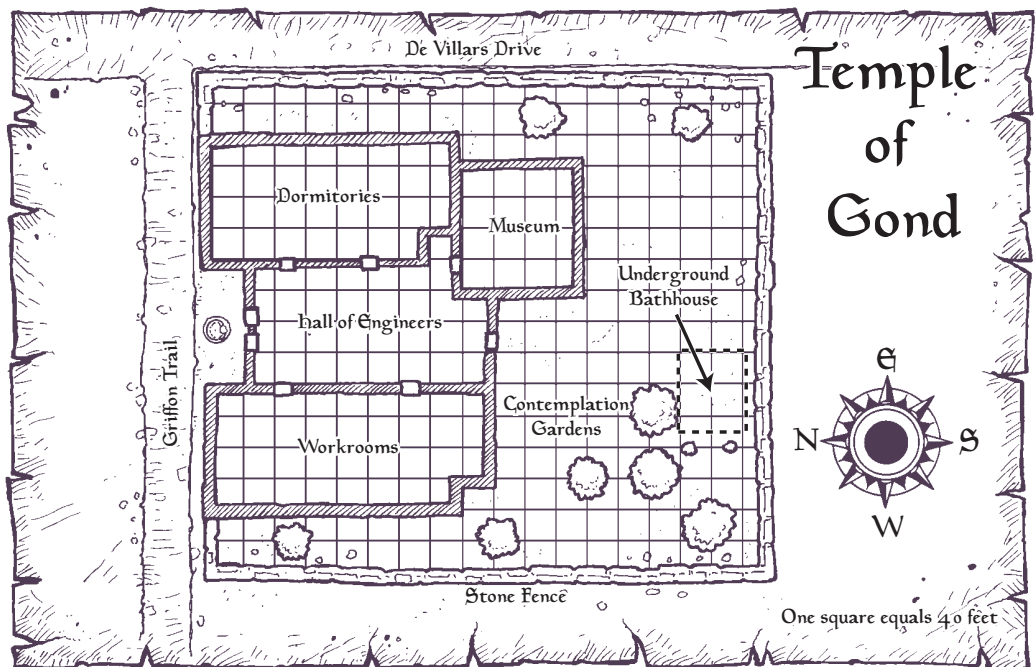
city stories

THE TEMPLE OF GOND IN RAVENS BLUFF BY JOE MASDON

decades, a target for raiders' catapults and ballistae. It is a credit to Collun Rhodes' engineering that no outside attack ever damaged the tower beyond repair. However, ten years ago in a smoke powder experiment gone awry, the entire first floor of the tower was destroyed, dropping the second floor to the ground. The tower amazed everyone by standing for another 10 years before being intentionally destroyed by the Gondsmen.

When he came from Lantan five years ago, Father Gregor brought with him plans and financial support to build a grand cathedral in Ravens Bluff. A charismatic man,

rotates above the double doorway to the temple sanctuary, called the Hall of Engineers, with its double-domed roof supported by arched engineered wood trusses, various stained glass-steel windows, and the holy anvil and forge. The attached Museum of Creation displays both creations of current and previous priests of Gond and learning displays for children. The Museum is topped by a crystal geodesic dome. The various workshops, out-of-place in a "convenient" temple, seem quite fitting for a temple of Gond. A steel beam trolley hangs from the centerline of the temple to convey the more massive creations into the Hall



CARTOGRAPHY BY ROB LAZZARETTI

of Engineers for the ceremony to Gond, and either into the Museum or out to the loading dock.

Out back, the Contemplation Gardens (28) provide a spot of nature, fashioned precisely in Gordon's Knot with a sundial in the center and small statues at the compass points. An elaborate Grand Bathhouse, a former experimental design with unexpected results, sits underground near the back wall of the compound. On the main roof is a large windmill, supplying "shaft power" to various mechanical systems inside the workshop, and some bizarre arrangement of large mirrors now sits on a former balloon launching platform. The temple treasure and smoke power vaults are rumored to be underground, and unreliable sources in the Thieves Guild suggest that a frequently changing arrangement of mechanical and magical traps protect these valuables.

ROLE IN THE COMMUNITY

Father Gregor believes that Gondsmen should take a more active, visible role in community activities. The high priest traditionally advises the Regent of City Works for Ravens Bluff. Father Gregor has initiated a cooperative project with the temple of Ilmater to establish homeless shelters in Crow's End. The Gondsmen will refurbish a couple of small, old warehouses, making them safe for habitation and equipped to function as a shelter.

The priests, led by Einrich Thomas, build and maintain children's playgrounds in city parks, with swing sets, carousels, see saws, and spiral slides. Einrich also works with Marigold Mufflefoot of Marigold's Menagerie, bringing animals into city parks so children can ride the ponies and pet some of the animals. Once a week, Helgar Shieldbasher holds a seminar where blacksmiths, tinsmiths and armorers gather at the temple to share techniques, and discuss new ideas on how to perfect their craft. A superior blacksmith, Helgar is only too happy to share what he knows. Following Helgar's lead, once a week Dempsey Womble teaches a pottery making class in one of the classrooms. The class is designed for beginners, and though he is not a very good instructor, he is making every effort to get better.

FESTIVAL

The only calendar-based festival is Ippensheir, the 12 days immediately following Greengrass. During this festival, Gond's clergy and devout worshippers gather at the temple (or other holy place) to share innovations and show off their inventions. Reputations are made or lost for the worshippers. It is a time of feasting, drinking, and revelry.

ADVENTURING PRIESTS

Traveling priests of Gond, known as Seekers, can expect a cordial welcome from Father Gregor and the members of the temple. Since the faith is attempting to spread its influence throughout the north, traveling priests are treated as honored missionaries, on the way to do Gond's work. The temple is equipped to house many additional priests and extra supplies are on hand to replenish the priest when he moves on. Adventuring priests that have

decided to take residence in Ravens Bluff and enroll at the temple can expect to be offered a place to live, and a workshop for their experiments. In return, a priest will be asked to share knowledge with the other priests, teach a few classes to the acolytes, lead prayers, and help with Museum tours. These duties will be scheduled with the priest's adventuring lifestyle in mind.

TEMPLE STAFF

Not an exhaustive listing, herein are some of the colorful and energetic characters who call the temple of Gond home.

Father Otis Gregor of Gond

Human Male 13th Level Gondsman (Specialty Priest of Gond)

Age: 55 Alignment: Neutral

Height: 5'7" Weight: 200 lbs

Hair: Red (graying) Eyes: green

Otis Gregor is the high priest of Gond in Ravens Bluff. Otis is a short, burly man with warm features. He wears bright yellow clothing with a crimson tool sash across his chest. He often smiles, and is a genial man. His voice is smooth and commanding, even when he is angry. Father Gregor encourages his fellow clerics to behave in a similarly gregarious manner. Arrogance is not tolerated in his church, nor is indifference. Any new priest in the city who fails to represent Gond in this way will quickly find himself in the chambers of Father Otis Gregor.

Devoted to Gond with all his heart, Father Gregor believes that unlike most gods, Gond appeals to every man, rich or poor, and if only word of Gond is spread, he will quickly rise from lesser power to greater. People need only be shown that the gifts of Gond make life richer and easier and they will realize what his blessings can mean to them. Gregor's sermons focus on the gifts Gond has given to man and how they help us in everyday life. He teaches that creating and inventing serve Gond more than prayers do. He is a powerful speaker, and often moves among the congregation when sermonizing. He also a phenomenal tenor, and believes that hymns are an important part of all sermons.

Father Gregor teaches self-reliance and encourages his congregation to put their faith in mechanical devices, not magic. He chooses his words carefully to avoid making enemies of the Mystrans, but he believes that magic, specifically magical items and artifacts, are inherently unstable and should not be relied on. He encourages others to forgo magic items, but does not advocate the use of force to take items from people.

Helgar Shieldbasher

Human Male (9th Level Fighter)/7th Level Gondsman

Age: 30 Alignment: Neutral

Height: 6'5" Weight: 240 lbs

Hair: Brown Eyes: Blue

Helgar is a tall, lean man with broad shoulders and powerful arms. His hair is long, but well groomed, as is his beard. He wears vivid saffron robes and crimson sashes bedecked with numerous tools. His expression is usually light with a hint of mischief unless he is angry, which is rare. He is a good-humored barbarian warrior in the saffron robes

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of a Gondsman. Some have noted that he looks comical in the puffy yellow robes and wide brimmed sun hat of a Gondsman, but rarely to his face, and never twice.

Raised as a barbarian north of Icewind Dale, Helgar Shieldbasher left his clan when he was 16 years old to seek his fortune in the south. Two months after leaving the Dale, he found himself in shackles, on his way to Thay aboard a slave wagon. Luckily he was rescued by an adventuring group lead by Kervin Bathrow, a high spirited Gondsman. Helgar traveled with the group and over the next three years became a powerful and savvy warrior. During this time Helgar came to embrace the teachings of Gond and joined the clergy. He tries not to use his warrior abilities unless his life or another's is in jeopardy. He traveled Faerun spreading Gond's teachings and arrived in Ravens Bluff just before the war. Impressed with Father Gregor and the new cathedral, Helgar has asked to stay for a year or two.

Helgar is presently trying to invent a way for man to fly. He has already become known in the city as the crazy Gondsman who throws himself from rooftops with wings, balloons and any number of other devices strapped to his arms and back.

Einrich Thomas

Human Male 7th Level Cleric

Age: 45 Alignment: Neutral Good
 Height: 5'9" Weight: 185 lbs.
 Hair: Blond Eyes: Blue

Einrich is a baby-faced man with rosy cheeks and short hair. His hair is beginning to turn snow white at the temples. He is in good physical condition, and he wears a simple yellow and crimson robe most of the time. If he is working, he wears a yellow tunic and crimson breeches with a tool belt. He is a soft-spoken man who has never committed a violent act.

He is married and lives with his wife, Greta, and their four children. All of his creative passion goes into creating toys and playthings for children. He has created thousands of clockwork toys for children, and during Winterfest he goes door to door, passing them out to children. During the day, Einrich can often be found at one of the city parks, playing with the children and making sure no one gets hurt.

Adults in the congregation know Einrich as the healer of the working class. If a member of the church gets injured at work or home, Einrich will rush to their side to provide healing and care. He counsels safety when using tools, reminding people that most weapons are only tools in the wrong hands.

Dempsey Womble of Gond

Human Male 6th Level Gondsman

Age: 29 Alignment: Neutral
 Height: 5'11" Weight: 165 lbs.
 Hair: Black Eyes: Black

Dempsey is a tall thin man with unkempt hair and glassy eyes. He looks dazed and confused most of the time, muttering to himself under his breath. He wears the saffron robes of a Gondsman, but rarely the crimson tool sash. When he speaks, he is very animated.

The most reclusive, and possibly the most brilliant, of Gond's priests in Ravens Bluff, Dempsey rarely ventures forth from the temple. Most parishioners of the temple have met him, and describe him as easily distracted, but extremely pleasant and animated. He will happily discuss Gond and his teachings with anyone, but often lapses into his own thoughts and fades away during the conversation. Father Gregor is not pleased with Dempsey's lack of social skills, but given Dempsey's brilliant creations, has forgiven him this failing.

Images and ideas sometimes come to Dempsey in his sleep, intruding on his dreams, forcing him awake with the need to create. When he awakens from one of these dreams, he usually starts immediately on the project and refuses to sleep until it is finished. He feels haunted by these creations, and until he gives them life, they will not leave him alone. When Dempsey is not being troubled by his dreams, he sits at his potter's wheel, serenely creating masterful vases and urns. Though he does it rarely, he also enjoys walking around the city, looking for beautiful pottery to buy for his collection of vases and bowls.

Unfortunately, Dempsey's dreams have lately taken an unpleasant twist. He has only been able to get a couple of hours of sleep each night, and hollowing cheeks and dark circles under his eyes betray this fact. No one knows what Dempsey is dreaming about these days, but whatever it is, it might kill him unless he gives in to the need to give it life. ■



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>>>>[Some of you chummers out there have been saying Shadowland's getting a little boring, that we need some juicy topic to spice it up. If you ask me, we need more controversial topics like we need cybermancy treatment [ask Hatchetman about that, if you can find him!], but Vox populi, vox dei [The voice of the people is the voice of God.] has always been one of the unofficial slogans of Shadowland, and a fitting one to mention in this file, so much against my better judgement I'm going to open up a file on religion, with emphasis on the various shamanic totems. Not that this is a "shamans only" file; as always, anybody with a cyberdeck who can find his way in here is welcome. We've beefed up Matrix security recently, so we think we can keep the real oddballs out.]<<<<<

—Sysop Servant [00:00:00/03-29-55]

>>>>[Yeah, but if you keep all the oddballs out, how are the shamans going to get in?]<<<<<

—Shaggy [11:32:17/03-29-55]

shamanic weaknesses

BY GREG DETWILER
SHADOWRUN SHAMANS
CAN BE EXPLOITED IF YOU
KNOW HOW

>>>>[Eagle does not find that amusing.]<<<<<
—Wind-in-Wings [02:16:40/03-30-55]

>>>>[Maybe not, but Coyote sure does.]<<<<<
—Holy Howler [03:30:11/04-01-55]

>>>>[I knew it as soon as I said it—or rather, typed it.]<<<<<
—Sysop Servant [04:02:55/04-15-55]

>>>>[Let's get to the good stuff right away. Lion's the best totem for a shadowrunning shaman to have. He specializes in combat spells, and that's what it's all about.]<<<<<
—Bushwacker [08:22:44/04-16-55]

>>>>[So does Wolf, and he also specializes in detection spells as well. If you have to fight, it's best if you know where to aim.]<<<<<
—Wolfling [10:02:01/04-16-55]

>>>>[Assuming the shaman doesn't go berserk and aim for his own chummers. That happened to a Wolf shaman we took with us on a raid on a MCT research facility. The fragger took one lousy pistol round in the shoulder, and the next thing we know, he's tossing fireballs at us instead of the sec-guards. I burned my last magazine of HE ammo taking him out, but we were so shot up that we had to leave the place empty-handed. From now on, whenever I'm organizing a run, no Wolf shamans need apply. Ever.]<<<<<
—Infiltrator [24:59:59/04-15-55]

>>>>[Bigot.]<<<<<
—Wolfling [12:00:00/04-17-55]

>>>>[Bear and Shark shamans have the same disadvantage. Ask me sometime how I came by my shiny new cyberarm, and the name of a deceased Shark shaman will come up. Bear shamans are useful for healing wounds, but keep them out of the line of fire, or they're liable to inflict some of those wounds in the first place.]<<<<<
—Noah's Ork [14:33:04/04-17-55]

>>>>[And that would be just unbearable. Yuk, yuk,...BREAK]>>>>
—Scragger [01:24:53/04-18-55]

>>>>[Trace and Burn: The last refuge of Sysop Servant.]<<<<<
—Decker in a Blue Dress [05:50:31/04-18-55]

>>>>[And don't anyone forget it.]<<<<<
—Sysop Servant [08:21:40/04-19-55]

>>>>[Don't recruit a Cat shaman either, if you have a choice in the matter; they're too prissy. Get a little dirt on one, and the slot's performance drops so drastically he might as well have been shot. And that's what's going to happen to you, Padfoot, just as soon as I catch up with you. I haven't forgotten what happened in the Barrens.]<<<<<

—Huntress [13:13:13/04-19-55]

>>>>[Don't ask what happened in the Barrens. I'm trying to keep the personality conflicts to a minimum here.]<<<<<
—Sysop Servant [18:09:12/04-19-55]

>>>>[Is there anything good to say about any shaman? So far, the chummers dumping on them have more space in this file than the shamans themselves.]<<<<<
—Decker in a Blue Dress [11:43:08/04-20-55]

>>>>[That's because they're all unstable to a greater or lesser degree. You want magical firepower you can rely on, the hermetic mage is the only game in town.]<<<<<
—Shadowmage [11:58:20/04-20-55]

>>>>[I just deleted exactly 27 death threats against Shadowmage. When #28 comes online, it's Trace and Burn time. Comprendre?]<<<<<
—Sysop Servant [21:36:44/04-20-55]

>>>>[Fine words, but Griffin demands vengeance for any and all insults, and when I catch...BREAK]<<<<<
—Hippogriff [03:27:13/04-21-55]

>>>>[And #28 just won a newly burned-out cyberdeck. Do I hear any takers for #29? I thought so.]<<<<<
—Sysop Servant [03:28:54/04-21-55]

>>>>[In defense of my own totem, I should point out that Eagle and his shamans oppose all evil acts.]<<<<<

—Wind-in-Wings [01:40:29/04-21-55]

>>>>[So there's no point in trying to recruit one for a run. Face it, shadowrunners break laws for a living. And since crime is evil by definition...]<<<<<

—Shaggy [14:33:07/04-21-55]

>>>>[It is no crime to break unjust laws, or those which are poorly enforced. When society is steeped in evil, those who break its laws are good, thereby getting around that moral dilemma Shaggy mentioned. If you are planning a run against the Seattle government, a criminal organization like the Yakuza, or the corps, count me in.]<<<<<

—Wind-in-Wings [06:22:38/04-22-55]

>>>>[And now that you've blabbed that in Shadowland for everyone to hear, I know one shaman whose totem is going to change from Eagle to Cooked Goose in short order.]<<<<<

—Infiltrator [11:41:52/04-22-55]

>>>>[If that is the price of standing on principle, so be it.]<<<<<

—Wind-in-Wings [19:42:22/04-22-55]

>>>>[Whatever. Just don't be standing near me at the time.]<<<<<

—Infiltrator [02:36:15/04-23-55]

>>>>[If you will not stand with honor, so be it. I...BREAK]<<<<<

—Wind-in-Wings [14:37:25/04-23-55]

>>>>[Aw, SS, why'd you Trace and Burn him? He wasn't causing any trouble.]<<<<<

—Trollkin [14:48:33/04-23-55]

>>>>[Not me. Some outside source wrecked his deck. Hang on... I'm getting reports about a medicine lodge out near Interstate 5 that just vanished in an explosion. Anyone know where Wind-in-Wings lives?]<<<<<

—Sysop Servant [15:01:04/04-23-55]

>>>>[Nowhere at all now, I suspect. Told ya.]<<<<<

—Infiltrator [15:35:16/04-23-55]

>>>>[Are you sure you boosted Shadowland security?]<<<<<

—Moll Fisher [15:38:06/04-23-55]

>>>>[Not as well as we'd thought, evidently. Better keep the defiant advertising to yourselves until we fix things, children.]<<<<<

—Sysop Servant [16:12:53/04-23-55]

>>>>[And the score so far: three burned-out cyberdecks, one destroyed medicine lodge, a hermetic mage who's probably on the run with about 30 shamans after him, and a dead Eagle shaman. Dontcha just love controversial topics?]<<<<<

—Trollkin [17:48:37/04-23-55]

>>>>[Go on, rub it in.]<<<<<

—Sysop Servant [22:07:36/04-23-55]

>>>>[In the interest of defending shamans without drawing fire, let me state that some of us, such as Snake, are devoted healers and seekers after knowledge, making us useful at preparing for a run and patching up our chummers afterwards, even if we aren't so hot with combat magic as some totems I could mention.]<<<<<

—Serpentina [09:28:07/04-24-55]

>>>>[Lion believes in scragging the other guy before he even gets a chance to wound you. Like I said before, Lion rules!]<<<<<

—Bushwacker [15:13:41/04-24-55]

>>>>[And he never passes up a chance to let everyone know it. Pompous fragger.]<<<<<

—Shaggy [11:20:00/04-25-55]

>>>>[For those who favor subtlety and trickery over brute force, a Raven shaman can't be beat.]<<<<<

—Blackwing [13:56:25/04-25-55]

>>>>[They're easy to take out, though. Just pretend to be friendly to them, then serve them poisoned food and drink. You'd think a totem whose shamans eat so much would specialize more on healing magic.]<<<<<

—Eatery Entrepreneur [14:29:37/04-25-55]

>>>>[Gator shamans have the same problem, though you won't find too many of them in this neck of the woods.]<<<<<

—Infiltrator [02:50:00/04-26-55]

>>>>[If you want to spend a miserable time waiting in ambush positions, do it in the Louisiana bayou with a Gator shaman who's just gorged himself on Cajun cooking sitting right beside you. Whew! Bad breath worse than a dragon's, added to knee-deep water and the ever-present threat of behemoth attack, and all to try taking out a corp exec on a fishing trip who didn't even show. Worst run of my life.]<<<<<

—Seagoing Sally [10:19:41/04-26-55]

>>>>[Hey, at least it wasn't your last run, Sally! We all know lots of chummers who weren't so lucky.]<<<<<

—Shaggy [16:01:35/04-26-55]

>>>>[Want to know what I hate worst about shamans? Their fraggin' environmental restrictions. When you're in hot pursuit of some slag that you've just got to take out, the last thing you need is to have your magical firepower diminished because you just left or entered the city limits, or crossed the border between a park and the rest of town, or left the plains for the mountains, or...but you get the idea.]<<<<<

—Trollkin [20:32:50/04-26-55]

>>>>[You just pointed out the runner's Number One rule for preparing for a run: Research everything you can. If you know you're going up against a shaman, try to decoy him out of his

home ground and get him in an environment that puts him at a disadvantage. And when recruiting shamans for your run, try and pick one whose favored environment is the one where the action takes place.)<<<<<

—Infiltrator [03:39:16/04-27-55]

>>>>[Yet another reason to hire mages instead of shamans. We can work at peak efficiency anywhere. In fact, we... whoops, I see an air elemental forming up. Gotta go.]<<<<<

—Shadowmage [09:45:12/04-27-55]

>>>>[And the hunt goes on.]<<<<<

—Holy Howler [12:18:37/04-27-55]

>>>>[I don't suppose you know anything about that?]<<<<<

—Shaggy [05:37:39/04-28-55]

>>>>[I refuse to answer on the grounds that SS might fry my deck. However, since Shadowmage seems to be having trouble defending himself, I have to point out that a medicine lodge is a bigger and better refuge than a hermetic circle.]<<<<<

—Holy Howler [06:11:19/04-28-55]

>>>>[As proven by the case of Wind-in-Wings.]<<<<<

—Decker in a Blue Dress [06:19:38/04-28-55]

>>>>[Hey, we can't hold off the whole fraggin' world at once. The sorry slag ticked off everybody in one posting. To paraphrase what SS said at the start of this file, Vox corporation, vox dei is the unofficial motto of Seattle.]<<<<<

—Holy Howler [09:57:36/04-28-55]

>>>>[In the interests of peacemaking, can we get everyone to at least agree that insect and toxic shamans are bad news?]<<<<<

—Sysop Servant [12:00:00/04-28-55]

>>>>[We most certainly can not! Civilization is pure, unmitigated filth, and those who devote their lives to destroying it are the holiest of holies. Those who refer to me as a rabid Dog shaman should consider that...BREAK]<<<<<

—Toxica [03:43:00/04-29-55]

>>>>[You vertebrate-minded folk are all fools; fighting among yourselves for temporary gain, never attaining total victory. We follow the path of ultimate triumph in our unity and total conformity. Those who are one with the queen know a contentment that...BREAK]<<<<<

—Hivemaster [18:19:53/04-29-55]

>>>>[Upgraded Shadowland security, did you?]<<<<<

—Infiltrator [20:35:01/04-29-55]

>>>>[No comment.]<<<<<

—Sysop Servant [20:36:51/04-29-55]

>>>>[While we're on the subject of really creepy shamans, think of shamanic adepts who adopt the geas of their animal totem. I've known one or two who seemed normal, but the rest

were so beastlike in their manners that I might as well have gone on a run with a fraggin' shapeshifter.]<<<<<

—Bushwacker [01:08:00/04-30-55]

>>>>[And what, prey—ah, er, pray—tell is wrong with shapeshifters, you walking meat market?]<<<<<

—Ferox [10:38:52/04-30-55]

>>>>[That's it. I'm closing this file ASAP. No more fraggin' controversial topics for Shadowland. No more religion, no more politics, and especially no more fraggin' sports; we still haven't finished cleaning up the mess left after the Northwestern Hockey Debate boiled over. Not on my watch.]<<<<<

—Sysop Servant [16:20:05/04-30-55]

GAME INFORMATION

If there's one lesson that came out of the above melee, it's that shamans have special vulnerabilities that can be exploited by a canny team of runners—or their enemies, for that matter. The chief one, of course, is their decreased performance when outside their favored environment. Runners who know they have to take a shaman on should try to catch or lure him into terrain where he no longer enjoys a “home team advantage”, while players with shaman characters should accept assignments with great care, based at least in part on where the run will take place. Shamans are also vulnerable when resisting some types of spells, again depending on their totems.

Aside from environmental and spell restrictions, some totems inflict special vulnerabilities on their shamans in the form of defects in personality. Not all shamans have this problem, but those that do are in deep dreck when an enemy takes those weaknesses into account in his planning. These disadvantages are scattered throughout the Shadowrun rulebooks, but a neat, concise listing is presented below.



SPECIAL SHAMANIC WEAKNESSES:

Bear: If wounded, Bear shamans have a chance of going berserk and attacking the nearest living thing with their most powerful attacks. Hit the fragger as soon as you can, at the very start of the battle, and hope you get lucky. Be sure to stand off from him too; he'll still go for your throat if you happen to be the one closest to him.

Boar: Boar druids tend to launch all-out attacks without regard for the odds when their territory is invaded. Try to catch him alone, then step over the line and sucker him into an attack when your team's waiting in ambush with everything they've got.

Bull: A Bull druid must avenge insults at any cost. This makes it easy to provoke him into an attack where he is at a disadvantage. Taunting him during a firefight might even get him to concentrate on the taunter, abandoning the rest of his team.

Cat: Lure a Cat shaman into the dirtiest, filthiest battlefield you can find, which in Seattle will probably be either an alley or anywhere in the Barrens. If you can cast Manipulation magic, but not powerful enough to take him out at once, use it to get dirt all over him, and watch his effectiveness go down like a jet with a flamed-out engine. When you can't throw a fireball or a grenade, throw a mud pie.

Creator: If you have the mages or shamans to set up an ambush in astral space, then set up the Creator shaman with an odd object of some sort, which he simply must check out from astral space.

Dog: Hit a Dog shaman with a surprise after he's already planned out his strategy. With his single-mindedness, he has a hard time adapting to changing circumstances.

Eagle: Frame an Eagle shaman's associates so they seem evil, and he might abandon them. Setting up an environmental threat like polluters can also lure him into an ambush.

Gargoyle: Strike at a Gargoyle shaman's finances long before engaging him in battle. He has to live in a skyscraper or something similar, and taking away his ability to pay for such a lifestyle will hit him where it hurts most.

Gator: Leave Gator shamans alone until you're ready to kill them. They're too lazy to exert themselves searching out threats if everything is peaceful. They're also easy to poison; they like food and drink, and they gain no bonuses when casting Health spells. Favoring direct action in combat, they can be suckered into ambushes, while subtle manipulators can use their greed to cause rifts between them and their associates.

Goose: A natural victim for a surprise attack.

Great Mother: If you can engage this shaman in a place of corruption, do so; her performance will drop off radically.

Griffin: See Bull for details.

Horned God: Can easily be sucked into an ambush by means of either a staged fight or an attractive member of the opposite sex.

Horse: Horse druids dislike open combat and have a hard time sticking to a long-range plan. Cut his options, and he's easier to cut down.

Iguana: Lure him into an indoor or underground area where the sky can't be seen, and the Iguana shaman's effectiveness will drop like a rock.

● **Leviathan:** A Leviathan shaman is slow to react. Hit him hard and hit him fast.

● **Lion:** Use a Lion shaman's pride (pun fully intended) against him. As vain as he is, subtle manipulations can turn all his associates against him, leaving him isolated for your attack.

● **Moon:** Moon shamans loathe direct confrontation, which makes a headlong attack the tactic of choice for once.

● **Owl:** Attack an Owl shaman in broad daylight, and you've got him.

● **Pegasus:** See Iguana for details.

● **Puma:** Mug a Puma shaman in public, witnesses or no witnesses; he hates crowds. He is also vulnerable in broad daylight like Owl.

● **Raccoon:** Raccoon shamans are greedy, and their greed can be turned against them by either luring them into a trap or manipulating them so they turn on their associates (if any).

● **Rat:** Battle a Rat shaman out in the open.

● **Raven:** Raven shamans are vulnerable in enclosed areas where the sky is invisible, and their love of food and drink also makes them easy to poison (no bonuses when casting Health spells).

● **Sea:** Sea (whoops, I mean see) Bull for details.

● **Serpent:** Once lured into a fight, a Serpent druid is hard to pull out, and might have to be abandoned by his comrades. He's also easy to catch sleeping.

● **Shark:** See Bear for details.

● **Snake:** Leave a Snake shaman alone in a fight, and she might not join in. She can also be trapped when the bait is some form of secret knowledge.

● **Spider:** Vulnerable both when surprised and in open areas. Surprise a Spider shaman in the open and you've got him.

● **Sun:** Frame a Sun shaman's associates to make them seem unjust, and he might well turn on them.

● **Wild Huntsman:** When things start going against him, this shaman goes berserk in any of a number of interesting ways.

● **Wildcat:** Attack this shaman's home stone circle, and he'll cast discretion to the winds when fighting back, which can easily be turned against him.

● **Wolf:** See Bear for details.

● **Wyrm:** See Serpent for details. Is also lazy like Gator. ■

